Dark Heresy

Roleplaying in the 41ST Millenium
with the Narrative Dice System

GENESYS

TABLE OF CONTENTS

IT IS THE 41ST MILLENIUM

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the master of Mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day, so that he may never truly die.

Yet in his deathless state, the Emperor continues his eternal vigilance. Mighty battle fleets cross the Daemon-infested miasma of the Warp, the only route between distant stars, their way lit by the Astronomican, the shining psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds. Greatest amongst his soldiers are the Adeptus Astartes, the Space Marines, bioengineered super-warriors. Their comrades in arms are legion; the Imperial Guard, the ever-vigilant Inquisition, and the Tech-Priests of the Adeptus Mechanicus to name but a few. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants—and worse.

To be a man in such times is to be one amongst untold billions. It is to live in the cruelest and most bloody regime imaginable. Forget the power of technology and science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for in the grim darkness of the far future, there is only war. There is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of the thirsting gods.

Prepare to enter the nightmare world of **Dark Heresy**.

Introduction

In the nightmare future of Warhammer 40,000, horrific danger, deadly mystery, and brutal violence are Mankind's only truths. In Dark Heresy, players act as defenders of humanity and embark on hazardous adventures into the dark heart of the 41st Millennium. They each take on the role of an Acolyte in service to an Inquisitor, at the front line of a great and secret war to root out the foes that imperil all of humanity.

Inquisitors - ruthless agents dedicated to preserving Mankind at any cost - are relentless in the pursuit of these threats, and answer to no one save the lord of the galaxy spanning Imperium of Man, the Emperor Himself. To be an Acolyte is to possess more power than most men can conceive of. This power must be wielded wisely, though, for misusing it can be as dangerous as not using it at all. Should they fail, entire worlds, systems, or even the Imperium itself may fall to endless night.

What is this book?

This book provides all the rules and content needed to run Dark Heresy investigations in the **Genesys** roleplaying system produced by Fantasy Flight Games. For those who don't know, Dark Heresy was a Warhammer 40,000 roleplaying game produced by Black Industries in 2008, with the second edition being produced by FFG in 2014.

This book is not an exhaustive introduction to the setting of Warhammer 40,000, or the concept of the Inquisition. People unfamiliar with Dark Heresy's previous iterations are likely to find the contents of this book confusing. If you're new to the world of the 41st Millennium, and want to know more, it's highly recommended you acquire a copy of the first or second edition of the original Dark Heresy's core rules. These provide excellent introductions to the world of Warhammer 40,000, and should serve as a brilliant source of inspiration.

This book is also not standalone when it comes to game mechanics. The rules make frequent reference to the **Genesys** Core Rulebook; without that, this is half a game at best, and you will have serious difficulty playing it. Familiarise yourself with the basic mechanics of **Genesys** before reading on, if you haven't already.

What is in this book?

Dark Heresy is is broken into ten chapters, detailing everything from the powerful arms and armour of the 41st Millennium to rules for managing a group's influence and renown amongst the Imperial Inquisition.

In **Chapter I: Creating an Acolyte**, all the rules you'll need to create an acolyte in the service of the Imperial Inquisition are provided. This includes 20 home worlds, 11 careers, and guidance on how to create characters at a power level appropriate to the kind of campaign your group wants to play.

In **Chapter II: Skills**, it's explained which skills are available to characters in Dark Heresy, as well as providing an outline of some new skills not available in the GENESYS Core Rulebook.

In **Chapter III: Talents**, 167 new talents are provided. Some of these are fresh new talents created for the Warhammer 40,000 setting, and some are adapted from other Narrative Dice System products, including Android: Shadow of the Beanstalk, Realms of Terrinoth, and FFG's Star Wars Roleplaying Game.

In **Chapter IV: Elite Advances**, special rules are provided for playing as some of the most unique and exceptional individuals in the galaxy, such as Astropaths and Untouchables.

In **Chapter V: Armoury**, a comprehensive list of weapons, armour, and other equipment is provided. This includes guidance on how to find and acquire items in the 41st Millennium.

In **Chapter VI: Narrative Tools**, two new and interlinked rule systems are introduced. The Influence system provides a means of measuring your group's sway within the Inquisition and the Imperium at large, while the Subtlety system provides a mechanical framework to measure the impacts of how secretive acolytes are in the course of their missions. In addition, other useful narrative tools are provided such as game mechanics for downtime between missions.

In **Chapter VII: Psychic Powers**, rules are provided for playing as psykers, individuals who harness potent psychic powers. These rules build upon the magic rules provided in the GENESYS Core Rulebook, and include rules for the disastrous side effects of harnessing the power of the Warp.

In **Chapter VIII: Corruption**, a system is provided to measure the impacts of the Warp's foul influence on your characters. This includes a system of malignancies and mutations which can develop across your acolyte's career.

In **Chapter IX: Fear and Trauma**, the rules for fear checks provided in the GENESYS Core Rulebook are expanded upon substantially, including mechanics for developing progressive mental traumas throughout a disturbing career in the Inquisition.

Finally, **Chapter X: Allies and Adversaries** provides game statistics for a whole host of allies and opponents your players might cross paths with in the field, from grazing beasts of burden to Warp-tainted Chaos Space Marines.

Release Version 3.1

Chapter I: Creating an Acolyte

"My past mattered only to the extent it attracted the attention of a man I cannot name, even here. My future was all that mattered now. Each success ensured I still had a future, if only for one more day, but we all knew a single failure could condemn Mankind to endless death."

– Gex Avrille, from the private memoirs *Recollections of Service*

Players in Dark Heresy take on the roles of unique and exceptional individuals plucked from across the galaxy to become Acolytes in the service of an Inquisitor. The Acolyte Cell they form fights at the forefront of a battle of which the rest of humanity is unaware, for only a select few know the true perils Mankind faces. Citizens across the Imperium might know of the dangers mutants pose or the heresy of renouncing the Emperor, but their minds cannot conceive of the Daemons of the Warp that readily devour unprotected souls, or the ravenous xenos species that pollute the stars. Inquisitors and those who serve them must withstand such knowledge and face such enemies.

At the direction of their Inquisitor, groups of Acolytes scour the stars to investigate and combat these threats. Theirs is a lonely battle that sets them apart from the countless billions in the Imperium. They face the terrible weapons of inhuman aliens, or even daemonic attacks that can rend their very souls apart. Their adventures take them from ancient worlds steeped in Imperial history to planets newly discovered, from courts of power to barren wastelands no mortal has stood upon in centuries. With such a diverse range of horrors to face, the Inquisition has full remit to recruit any subject of the Imperium, leading to Acolyte Cells made up of individuals from every walk of Imperial life.

Character creation in **Dark Heresy** is largely the same process described in the **Genesys** Core Rulebook. This is broken up into seven steps, which are explained across the following pages.

Step I - Determine Background

While Acolytes of the Inquisition are often unremarkable individuals compared to their Inquisitor masters, they are still unique individuals with complicated life paths that have led them to serving as shadowy protectors of the Imperium. There are a few important questions to think about when creating an Acolyte, to help inform choices made later in character creation.

Where does your Acolyte come from?

The Imperium is a gigantic place, filled with countless trillions of human souls. Acolytes can be drawn from any walk of life, but most hail from the various institutions of the Imperium—the vaunted Adeptus Terra. From the powerful military forces of the Astra Militarum to the sprawling data-vaults of the Adeptus Administratum, most Acolytes start their lives as humble servants of the Emperor. Still, some come from less officious backgrounds; they might have spent their lives as gangers, eking out a dangerous existence in the underhives, or some might even have been foul heretics, pressed into service of the Inquisition to repent for their myriad crimes.

Your choice of Home World and Career in **Step II** and **Step III** of character creation will help determine your character's background; most who come from forge worlds are likely to be affiliated with the Adeptus Mechanicus in some way, while most Scum are likely to come from criminal backgrounds. Still, there are always exceptions to the rule, and those individuals who end up in the service of the Emperor's Left Hand rarely fit the mold of society.

How did the Acolyte join the Inquisition?

Not just anyone can become an Acolyte of the Imperial Inquisition. The galaxy is host to billions upon billions of prospective candidates, and an Inquisitor has the divine right to press any one of them into service. Because of this, only an exceptional few are selected for Inquisitorial service.

Your character might have formed a personal connection with their Inquisitor. They might have fought alongside the Inquisitor against invading xenos, saving his life. Perhaps the Inquisitor saved their own life, and now the character feels they owe a life-debt to their new master. They could have successfully tracked a heretic, capturing the target as the Inquisitor arrived.

Often, Inquisitorial service is a form of punishment or penance. Your character might have started life as a foul heretic, before being tracked down by their Inquisitor and being given a simple choice; serve or perish.

Sometimes characters stumble onto knowledge which is simply too much for a common citizen of the Imperium to safely understand. A tech-adept of the Adeptus Mechanicus might have started to dabble in xenos lore, or a simple manufactorum worker might have been the only survivor of a daemonic incursion. While the destiny of these characters is often a swift execution, sometimes Inquisitors have need of someone who has already been exposed to the foul secrets of the galaxy and lived to tell the tale.

How your character came to join the Inquisition will influence their attitude towards their Inquisitor. Do they view him as someone they must follow without hesitation, or a leader whose decisions they can question? Do they respect him as a fellow fighter or scholar, or only as the person issuing the orders? For some, the Inquisitor is second only to the Emperor in their eyes. Another Acolyte could view their "leader" as a cruel manipulator forcing them into service.

Step II - Select a Home World

Taking the place of archetypes and species as presented in the **Genesys** Core Rulebook, in Dark Heresy the second step of character creation is to select your home world. Your character may work for the Inquisition now, but that was not always the case, and your selection of a home world informs who your character was in the past, before beginning their service to the Throne.

While they are called home worlds, your character's home world choice doesn't have to reflect where they were born; just the kind of world which was most crucial to their development into the person they are today. While an Adeptus Mechanicus Enginseer may have been born in the bowels of a hive world, if their formative years were spent learning amongst the hypno-scholams of a forge world, it might be most appropriate to select forge world as their home world during character creation.

In an identical manner to archetypes, home worlds have a variety of mechanical implications on a character, from their starting characteristic spread to more specific home world traits. While home worlds pose a variety of mechanical impacts upon a character, it's also important to consider the roleplay implications your choice might have; a feral world barbarian and an upper-spire highborn noble are going to have very different experiences in the Imperium, and a good GM will be sure to reflect this throughout the campaign.

Home worlds are created using the same mechanical framework as archetypes and species, meaning you can easily use the rules on page 192 of the **Genesys** Core Rulebook to develop your own unique home world options, or to tweak the options already provided to suit the needs of your campaign.

Agri-World

Those who toil on agri-worlds provide the Imperium's countless billions of subjects with one of their essential resources: food. The Adeptus Administratum classifies planets to this task often based on the desirable climates, native livestock, or other natural factors. On other agri-worlds, artificial aspects dominate, such as sheltered hydroponic lakes, floating fields suspended in hollowed-out planetoids, or algae vats buried deep within irradiated mountains. In all cases, their populations are devoted to a single cause: feeding the Imperium. Even the slightest crop failure or livestock plague can doom other worlds to horrific starvation or collapse an Imperial warfront, thus making their often-overlooked efforts vital for humanity's survival.

Agri-World Characters

Working on any agri-world, no matter its produce, is harsh and remorseless. There are always fields to till, crops to tend, harvests to conduct, or beasts to oversee. Even in artificial pastures, algae vats must be seeded and skimmed of their precious yields in continual cycles. This subservience to natural processes breeds strong individuals who readily apply their muscles to any problem. It is somewhat rare for them to leave their home world, but those who do can find many new uses across the Imperium.

Agri-worlds often supply the bulk of their Imperial Tithes in edible produce rather than manpower, given their relatively low populations and the importance of their exports. Still, the Imperial Guard is known to draw in agri-world natives, especially in times of invasion for nearby planets. Some agri-worlders might develop an affinity for machinery, after much experience working with auto-scythes or harvest crawlers, and could be noticed for recruitment into the Cult Mechanicus. The Ecclesiarchy calls to others, from their years spent intoning prayers for successful harvests. The endless tabulations of harvest output, seed usage, or other essential organisational recording can indicate a talent perfectly suited to the Adeptus Administratum and a vital posting anywhere across the Imperium.

Home World Abilities

3	2	2	1	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Agrarian Lifestyle:** Agri-Worlders begin the game with one rank in either Athletics or Survival. They still may not train these skills above rank 2 during character creation.
- **Hard Labour:** Agri-Worlders begin the game with one rank of the Rapid Recovery talent.

DAEMON WORLD

Citizens of the Imperium hail from all manner of dangerous planets and locations, but none rival the horrors of Daemon worlds. Chaos rules in these locations, and creatures of the Warp roam twisted landscapes made of nightmare and insanity. These hell-worlds are created by immersion in the Immaterium from Warp Storms. Some are even brought into life through deliberate machinations, the acts of those who keep the Left Hand of the Emperor ever watchful. Daemon worlds require investigation to seek the seeds of the Ruinous Powers' evil harvest, so that it can be prevented elsewhere—for once a world has been steeped in the stuff of Chaos, it is never the same again. Regardless of their origins, these planets are twisted parodies of reality, where the improbable is often made manifest and corruption infuses the land. Those who live there are often reduced to amusing prey or tortured slaves for the Ruinous Powers, and survival is more than just staying alive—it is also a struggle to stay human.

DAEMON WORLD CHARACTERS

When a planet is classified as a Daemon world, it is present in realspace or has been at some time. It is in these rare moments that Imperial agencies such as the Adeptus Astartes might be tasked with reconnaissance of the location. Occasionally, along with lost relics and new insights, survivors are found with sanity and souls intact. The blessed individual who has withstood the horrors of a Daemon world offers the Inquisition unique opportunities. Since most others who are still alive are certifiably insane or catatonic, they are a source of somewhat reliable information which is all but impossible to obtain any other way. Though always sequestered after rescue to ensure safety, many of these people have skill sets far too valuable to leave dormant behind locked doors.

HOME WORLD ABILITIES

2	2	2	2	3	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Life of Terror:** Daemon Worlders begin the game with one rank in either Cool or Forbidden Lore. They still may not train these skills above rank 2 during character creation.
- **Tainted Souls:** Daemon Worlders reduce their Corruption Threshold by 2.
- **Warp Accustomed:** Daemon Worlders can make use of Psyniscience (see page 180) even if they do not possess any psychic abilities. Psykers from Daemon Worlds add ☐ to psyniscience checks.

DEATH WORLD

Death worlds represent the harshest environments the Imperium has to offer that nevertheless require human occupation. Though the kinds of threats to the natives vary greatly, all of these planets share one important characteristic: human life is often short. Those who live on and survive these planets are some of the grittiest and, in some cases, most battle-hardened citizens of the Imperium. Death worlds are not strictly limited to having deadly flora and fauna; in some cases the danger lies in unpredictable weather or stellar phenomena that render the planet horribly unsuited for normal habitation. Therein lies the difficulty for its inhabitants, for these worlds might contain essential resources or occupy a strategic location, and thus the Imperium has deemed that no sacrifice is too great to maintain a hold on them.

DEATH WORLD CHARACTERS

People hailing from death worlds are scarred individuals, both physically and emotionally. The ever-present spectre of death haunts them and can create a sense of detachment that stands in the way of strong interpersonal connections. For most of them, someone near and dear to them has perished: in front of them, in their arms, or, in extreme cases, by their own hands. As a result, they tend to be fiercely loyal to the group or larger body they serve, especially when the survival of that group is at risk, but also lean away from individual attachments lest those people be lost.

Death world natives are pragmatic and realistic. Many exhibit little tolerance for indirect options, and often rush to action before fully considering all possibilities. Some call this hot-headed behaviour reckless. Very few death world natives, however, do this out of a passionate need. They see a direct solution and move to execute with as little loss of community resources and lives as possible. Because survival is instilled as a daily practice from birth, they are notoriously difficult to kill. Though some also have specialty skills in the terrain of their home world, the combination of resourcefulness, physical skill, and sheer determination make them capable warriors on any battlefield.

HOME WORLD ABILITIES

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 13 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Survivalists:** Death Worlders begin the game with one rank in both Survival and Resilience. They still may not train these skills above rank 2 during character creation.
- **Survivor's Paranoia:** When rolling for Initiative, Death Worlders may always use Vigilance.

FERAL WORLD

Feral worlds are planets where the dominant culture is trapped in a primitive state, often much less technologically advanced than that of other Imperial worlds. This can range from nomadic human tribes, with little more than spears and a mastery over fire, to once-advanced planets now reduced to barbarism due to environmental catastrophes, xenos predations, or other world-shattering events. Natives are likely to have grown up without technology, and had to survive by hunting or farming with primitive tools and their own two hands.

FERAL WORLD CHARACTERS

The inhabitants of feral worlds are strong, hardy people, who disdain weakness and often band together in tribal warrior clans. The survivalist mentality and physical prowess of feral worlders make these planets good recruiting grounds for the Imperial Guard or even the Space Marines. Sometimes, removing a feral worlder from their familiar environment will be an unnerving experience for them, and their primitive mind will be unable to cope with the knowledge of basic concepts such as space travel. In these instances, madness ensues and the poor feral worlder must either be imprisoned or put out of his misery. Even those who make it into the wider Imperium retain many of their tribal traits and traditions. Sometimes this can be incredibly useful, but other times these traditions can appear to be strange affectations or social hindrances, such as an insistence on wearing the bones of dead comrades in battle, spitting whenever a psyker uses his powers, or applying war paint before a mission.

Feral world characters are those who have made it off-world and remained sane—for the most part. However, feral worlders are uncomfortable in any strange situation, and do not react well to psychic phenomena, extremes of technological accomplishment or the polite society of the Imperial nobility. They are born to fight and to survive, and they do it well.

HOME WORLD ABILITIES

3	2	1	2	2	2
Brawn	**Agility**	**Intellect**	**Cunning**	**Willpower**	**Presence**

- **Wound Threshold:** 13 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Savage:** Feral Worlders begin the game with one rank in either Melee (Heavy) or Survival. They still may not train these skills above rank 2 during character creation.
- **Vicious Warriors:** When attacking with a melee weapon from the Low-Tech category, Feral Worlders add +1 damage.
- **Primitive:** When making a Charm check in formal or upper-class settings, Feral Worlders upgrade the difficulty once.

Feudal World

Feudal worlders live on planets defined by two pronounced aspects, the first and most dominant being a technological level suspended far below many other Imperial societies. On many of these worlds, gunpowder-based devices represent the extent of advancement. Ranks of crude blackpowder firearms and legions of mounted warriors on the charge might make for the ultimate weapons on their battlefields. The other defining aspect of feudal worlds is how their natives live, all part of networks of obligations and allegiances throughout a tribe or other societal grouping. These ties remain throughout generations, all members born, raised, and dying within their fixed stations. Like their technology, feudal worlders exist in a stagnated state. In many ways their society is similar to the Imperium itself, a welcome familiarity after the shock many natives of such worlds face as they become aware of the wider society of Mankind.

Feudal worlds often experience culture shock when the Imperium contacts them; once this is overcome and the threats humanity faces are translated into forms the natives can understand, they can become strong sources for Imperial Guard recruitment. War is not the only area feudal worlders might excel in, for without advanced technologies, their reliance on memorisation and mental organisation can make for strong fittings within the Adeptus Administratum. Many turn their devotion to the newly-revealed Imperial Creed, displaying veneration sufficient to join the Ecclesiarchy or even possibly the Adepta Sororitas. Despite unauthorised pogroms and burnings, witches are still captured as per Imperial dictate. Those brought to the Black Ships, though, might go on to serve their Emperor directly, or provide aid against the very forces that spawned their unholy and unwelcome powers.

Feudal World Characters

Feudal worlders can range from peasants expert at raising crops, to artisans and masons responsible for providing shelter, to martial defenders of the realms, and more. Following their hereditary paths, few stray from what their forefathers have done for generations before them, or would even think of that possibility. One thing they all have in common, though, is an ingrained trust in the obligations and allegiances that tie together all levels of their culture. Such strong cultural backgrounds make them ideal for adoption into service to the Imperium, which operates along similar structures on a galactic scale.

Home World Abilities

2 Brawn	2 Agility	2 Intellect	2 Cunning	2 Willpower	2 Presence

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **The Old Ways:** Feudal Worlders begin the game with one rank in either Melee (Light) or Athletics. They still may not train these skills above rank 2 during character creation.
- **At Home in Armour:** Feudal Worlders reduce the encumbrance of worn armour by 2, to a minimum of 0.

Forge World

Forge worlds are the main armouries and assembly lines of the Imperium. On these densely-populated worlds, citizens toil endlessly to craft weaponry for the armies of the Emperor, their bodies often enhanced with technology so that they might better fulfil their tasks or survive the toxic conditions of the factories. The denizens are likely to have been born to do a specific task, like their parents before them and their children that will come after, focusing their entire lives on a single job. It is a rigid society from which few escape, where the great Machine Cult and Tech-Priest overlords enforce the construction and toil of the teeming billions working below.

Forge World Characters

A forge world is not one, but many societies pressed together in a carefully constructed system. Characters that hail from a forge world can come from several classes, either overseeing the forges, serving in the armies of the Omnissiah, or toiling on the manufactorum floor. Others might even operate illegal enterprises, or merely try to survive in the dark areas between abandoned habs. What they all share is exposure to fabulous and terrible technological mysteries, and are often fitted with augmentations only available on a forge world.

This makes them favoured to become part of the Machine Cult, but also makes them favoured with other organisations focused on the use and abuse of technology.

Those who aspire to become Tech-Priests are most likely to originate from forge worlds, where the training they receive can set them on a path within the Mechanicum. From here, they can then serve in any number of capacities, or be sent to aid another Imperial organisation, such as the Imperial Guard to maintain tanks and weapons, or the Imperial Navy to oversee a starship's machine spirit. They can even find a place in the service of an Inquisitor, where their technological expertise can prove invaluable.

Home World Abilities

2	2	3	2	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold**: 10 + Brawn
- **Strain Threshold**: 10 + Willpower
- **Starting Experience**: 95 XP
- **Accustomed to Machines**: Forge Worlders begin the game with one rank in Tech-Use. They still may not train this skill above rank 2 during character creation.
- **The Flesh is Weak:** A Forge Worlder begins play with one cybernetic, costing up to 2,000 thrones. Forge Worlders can install a number of cybernetics equal to their Brawn plus 2 before reducing their strain threshold.

Fortress World

There are few sectors within the Imperium of Man free from constant war. To contain the greatest threats, whole worlds have been established to act as bastions. Called fortress worlds, the entire populace is immersed in warfare; they constantly train for the day they may be called upon to defend the Imperium, and they take their duty very seriously. Fortress worlds are established as bulwarks against the enemy. Every citizen is a soldier, trained to fight from the moment they can handle a weapon. Perhaps the best-known fortress world is the planet of Cadia—a world that stood at the end of the Cadian Gate against the forces of the Eye of Terror. The Imperial Guard's best and most celebrated regiments often come from fortress worlds.

Fortress World Characters

From the moment a fortress worlder can walk and hold a weapon, every waking moment of their life is spent training to fight and kill the enemies of the God-Emperor. Fortress worlders are disciplined, honourable, loyal, and have the highest regard for integrity. However, the military doctrine that has surrounded them their whole lives has also made them inflexible and dogmatic.

Life on a fortress world is steeped in military discipline and doctrine. From the moment the citizens wake until they go to sleep they train and operate as a military unit. All citizens of fortress worlds prepare for the day they are called upon to push back the darkness that sits beyond their crenelated walls. Cities are giant fortresses studded with artillery weapons, and industry is focused almost exclusively on manufacturing machines of war. Those old enough to enlist in the Imperial Guard or Planetary Defence Forces are often required to do so, and even those too young or infirm find ways to serve. It's not uncommon to have whole generations of a family in service to the Imperium at one time, and many such Imperial Guard regiments boast a rich and proud history.

Home World Abilities

2 Brawn	2 Agility	2 Intellect	2 Cunning	2 Willpower	2 Presence

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Bred for War:** Fortress Worlders begin the game with one rank in Ranged (Heavy). They still may not train this skill above rank 2 during character creation.
- **Stalwart Defenders:** When making use of cover, Fortress Worlders gain an additional +1 Ranged Defence.

Frontier World

Frontier worlds occupy the desperate, lawless fringes of the Imperium. Inhabitants quickly learn self-reliance by necessity, knowing that they cannot expect outside aid against marauding humans or ravenous aliens. As always, where there is little Imperial attention, heresy and mutation festers unchecked. Frontier worlds swarm with the violent dregs of humanity, with pirates, bandits, outlaws, and worse ruling many areas. These planets easily become breeding grounds for rogue psykers, misguided heresies, and vile cults, and can threaten Mankind across the wider Imperium should their contagion spread.

Frontier World Characters

Living on a frontier world is often an exercise in daily survival: an existence not as extreme as that on a death world, but still fraught with peril. Those who do survive learn to rely on themselves, but can still go on to act as part of a wider society in the Imperium. Given the scarcity of any clearly worthwhile resources, even raw manpower, most of these planets are tithed at a relatively low grade. Raising new Imperial Guard regiments might only happen once a generation. For many, the only regular contact with the Imperium might be visitations from the Adeptus Astra Telepathica and its League of Black Ships. Where proper Imperial oversight or societal watchfulness is lax, unculled psykers can exist or breed with impunity for years before discovery, giving them time to increase in power and danger. This is also true for those twisted in body as well as mind, with mutations both subtle and gross afflicting the living, especially in wilderness areas.

Combatting these deviations, missionaries of the Ecclesiarchy often flock to these worlds to bring the faith and fire of the Emperor to those who have strayed. Many become martyrs to their holy causes, and their offspring may perhaps be called to the Schola Progenium and become excellent Arbitrators on other worlds across the Imperium. Others natives, though, retain their sense of self-reliance and refrain from becoming part of any organisation, living for themselves according to their own code as countless other frontier worlders do each day.

Home World Abilities

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold**: 12 + Brawn
- **Strain Threshold**: 11 + Willpower
- **Starting Experience**: 100 XP
- **Survival Instinct**: Frontier Worlders begin the game with one rank in either Survival or Perception. They still may not train these skills above rank 2 during character creation.
- **Rely on None but Yourself**: When making Tech-Use checks to repair or modify personal equipment, Frontier Worlders decrease the difficulty once.

Garden World

Garden worlds hold a unique position within the Imperium, in that they are one of the few kinds of planets with minimal technological development. Tithes from these planets are often lower than usual or are entirely non-existent, as many are lightly populated and may have no readily available resources. Instead, garden worlds offer the Imperium a multitude of idyllic settings, ranging from recuperative locales to private estates, in exchange for protection. They are tranquil environments, though worrisome considerations still dangle like loose threads on a beautiful tapestry. Some are rumoured to have been ancient terraforming experiments from the Dark Age of Technology, and could be unstable. Others are believed to be rediscovered after abating Warp storms, and so could disappear again without warning. Still more are thought to be the lost homes of alien species, and woe to any living there should the xenos return or reawaken.

Garden World Characters

Though the mindset of the community determines much of their behaviour, many garden world natives exude an almost eerie and unearthly sense of calm. They are for the most part methodical, but approach problem-solving in a more holistic way, utilising both hard analysis and intuition to complete their objectives.

They sometimes constitute some of the Imperium's finest envoys and orators, having an innate ability to put people at ease and to connect with others. Garden worlders are open people and expressive, but are equally skilled at keeping their emotions temporarily under control to achieve necessary goals. They do not relish this, however, and most make a point of finding a way to process the emotional content soon after, before it finds new and unhealthy ways to manifest.

With these skill sets, garden worlders make for exceptional military analysts, healers, and diplomats throughout the Imperium. The Adeptus Ministorum has also found exceptionally talented scholars and priests on these planets, and often maintains permanent bases there to find new clergy.

Home World Abilities

2	1	2	2	2	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold**: 10 + Brawn
- **Strain Threshold**: 11 + Willpower
- **Starting Experience**: 110 XP
- **Natural Diplomats**: Garden Worlders begin the game with one rank in either Charm or Negotiation. They still may not train these skills above rank 2 during character creation.
- **Sheltered Upbringing**: Garden Worlders add ■ to all Fear checks.

Highborn

Highborn are the elite of Imperial worlds; the nobles, princes, and lords of cities, systems, and worlds who rule over boundless populations. To be a highborn is to enter into a world of deadly politics and ancient feuds, where children grow up with terrible enemies and sleep knowing there are those that would cut their throats for a taste of their hereditary position. Highborn often live their lives apart from the rest of their world, sometimes never leaving the high castles, spire cities, and sky palaces far above the swarming masses. They are content in the knowledge that they are the instruments of Imperial dominance on their world and the voice of the Emperor to their people, and anything that would disrupt such a state is unthinkable anathema.

Highborn Characters

While born to power, highborn characters might also be born with little or even nothing to look forward to beyond a lifetime of idle excess and family infighting. Even among the most powerful families, there are usually dozens if not hundreds of heirs to the true positions of power, and a highborn, while afforded all the luxuries of their station, may find little with which to content themselves. This idleness can lead them in wildly different directions, either choosing to try to climb the social ladder of their family, proving themselves in the bloody politics of the Imperial nobility, or rejecting the control their family has placed upon them and seeking their own fortune elsewhere.

A highborn character not fortunate enough to have a place of real power could spend their days in luxurious indolence, or find adventure on their own in other areas of their world to pass the time. Some might be ceded to one of the Imperial organisations operating in the system, thus extending the influence of their family. Here the highborn might rise through the ranks or be as idle as they desire, putting in token effort and continuing a decadent lifestyle secure in the knowledge that the weight of their family can protect them from any chance of dismissal.

Home World Abilities

1	2	2	2	2	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold**: 9 + Brawn

- **Strain Threshold**: 12 + Willpower

- **Starting Experience**: 100 XP

- **Silver Tongue**: Nobles begin the game with one rank in either Charm or Deception. They still may not train this skill above rank 2 during character creation.

- **Etiquette:** When making Charm, Deception or Negotiation checks in formal situations, or when interacting with high authority, add ☐ to the check. When making such checks to interact with members of the lower class of society, add ■ instead.

- **Affluent:** Highborn begin the game with an additional 1,000 thrones, which may be spent on starting equipment or saved for use during play.

Hive World

Hive worlders exist in cities that reach kilometres into the sky from the wasted surface of toxic, hostile environments, ruined through many centuries of industry. Sealed off from the planet outside, they live stacked on hundreds of levels, each one packed with millions of souls working, eating, and dying without ever venturing beyond the steel caverns of their birth. To be a hive worlder is to have grown up among overpopulation and artifice, where the sun is only a myth. Unfortunates know only a desperate existence, barely surviving in the dank depths far below the surface, in underworlds where the very air cannot be counted on from one day to the next. For a hive worlder, their life is but one cog in a gigantic city-machine, living and dying in the same few cubic kilometres in which they were born.

Hive World Characters

Hive worlds are a perfect expression of life in the Imperium in many ways, and the result of what it has done to survive within a hostile and decaying galaxy. Hive worlders reflect this too, and are resourceful and hardy in a way that only those born into an overcrowded society with finite resources can be. Within a hive, only the strong survive, and only those who are both strong and cunning truly prosper. Even those who choose not to break the law are often forced to bend it to get their way; the oppressive nature of life within a hive is often devoid of any opportunities that an individual does not make for themselves.

Positions within the system of control are one route a hive worlder can take, becoming part of the Administratum or Ministorum in an effort to live above the law, or at least have some control over it. Equally, they might rise to the governance of their family house, trade cartel, or other group, though such a position is usually only coloured by another kind of obligation and duty. The alternative is to reject the trappings of society and embrace the criminal element or be branded an outcast. Both can bring great wealth and personal freedom, but a hive worlder does this at their own peril, for the hammer of justice is swift and heavy.

Home World Abilities

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 10 + Brawn

- **Strain Threshold:** 10 + Willpower

- **Starting Experience:** 100 XP

- **Vigilant:** Hive Worlders begin the game with one rank in either Perception or Streetwise. They still may not train these skills above rank 2 during character creation.

- **Accustomed to Crowds:** Hive Worlders suffer no penalty for moving through dense crowds or cramped alleyways.

- **Wary:** When rolling for initiative, Hive Worlders add ☆ to the check.

Mind Cleansed

There are things too dangerous to know, lives too heinous to continue and there are memories too terrible to bear, even for the strongest mind. In most of these cases, the answer as far as the Inquisition is concerned is simple: death, be it a well-deserved execution or the blessing of the Emperor's peace. But for a small number, a different solution is found—mental cleansing, a laborious and involved process sometimes known as mind-scrubbing or the "death of self". Through a combination of psycho-viral, mimetic and telepathic intervention, the subject's memories are selectively erased and thought patterns altered. The resulting individual is then something of a blank slate to be rewritten, and in extreme cases entire new personalities and skills are imprinted directly into the mind.

Mind Cleansed Characters

The mind cleansed are effectively reborn and remade in the image of the Inquisition's desire, complete with whatever implanted skills or personality traits are required, perhaps along with a reconditioned physique and a new face to go with it. They may also (completely unbeknownst to them) b programmed with implanted memories of events and people that never were, or with deep-rooted mental commands they have no choice but to obey when the time comes.

This process, however, is not without cost or risk. Mind cleansed individuals are often left hollow and isolated figures, distrusted and forever set apart from others. Their patchwork memories and abused minds often leave them lacking empathy, cold-hearted and filled with a sense of loss or unnameable dread. Worse still in rare cases, some fragments of the old self or memories reassert themselves over time, causing a breakdown into madness or warranting further drastic "action" on the part of their masters.

Home World Abilities

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Engram Implantation:** After selecting their career, mind cleansed characters gain one rank in six of their eight career skills (instead of the usual four).
- **Failsafe Control:** Any character with access to the mind cleansed's failsafe command trigger (typically their Inquisitor) can issue an order which must be carried out to the best of the Acolyte's abilities. This can be resisted with a **Hard (◆◆◆) Willpower check**.
- **Imperial Conditioning:** Any check made to affect a mind cleansed's mind adds ■, and all checks made to resist mind altering effects add ▫. Additionally, all fear checks made by the mind cleansed add ▫.

PENAL COLONY

Where most world classifications stem from the types of terrain or lifeforms found there, penal colonies are defined by strict Imperial Law. In every expansion, there are recidivists, looters, murderers, and thieves who appear in its wake. The most violent or persistent offenders, if not granted summary execution at the time of apprehension, may be shipped off-world to facilities designed to house them permanently. These purgatories made real are often ruined worlds left forgotten due to their lack of strategic importance or natural resources. Buildings are repurposed and retrofitted to accommodate massive numbers of inmates, and automated defences are brought in to keep the new residents in line. It is here that the lawbreakers are left to wither and die—though some survive to escape their sentence, and fight for the Emperor on other fronts.

PENAL COLONY CHARACTERS

Those hailing from a penal colony fall mostly into one of two camps: either inmates or their progeny. Regardless of which group they fall into, those living on a penal colony develop survival strategies to inure themselves to the horrors around them. Many prisoners band together in gangs to provide support, protection, and strength; some rely on intimidation or reputation to keep potential threats at bay. Those unable to cope find their way to their graves, or end up more deeply imprisoned by servitude to fellow inmates.

Individuals who have skills and talent outside the norm are often noticed by those with a keen eye for such abilities. Wardens are tasked with readying prison recruits for duty in penal legions as required. At times, an Inquisitor might seek out those with the capacity to move in the world of shadows and depravity, and there are few better places to find those with the resolve and ability than in prison. Working for an Inquisitor brings significantly more freedom, but infinitely more danger than even the highly terminal nature of their service in the Imperial Guard. Still, very few reject an offer made by someone who can make a warden cower.

HOME WORLD ABILITIES

2	2	1	3	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Recidivist:** Penal Colonists begin the game with one rank in either Skulduggery or Deception. They still may not train these skills above rank 2 during character creation.
- **Connected:** When making a Streetwise check to find equipment on the black market, or make contact with criminal organisations, Penal Colonists remove up to ■■ from the roll.

Quarantine World

Quarantine worlds are marked as forbidden for visitation, settlement, or contact of any kind. Some might be seemingly benign verdant spheres, others might be foreboding rocks, but the Imperium has determined there is some terrible threat that outweighs any possible usefulness they might contain. Such threats range from biological agents to xenos species infiltration, and even to possible Warp-taint and other unholy threats. Whatever the catastrophe, potential or historical, it is viewed as a far greater risk than any reward it could bring. No one is allowed to set foot on those planets without proper authorisation. To be discovered breaking a writ of quarantine is a death sentence.

Quarantine World Characters

Details of life on quarantine worlds are scarce, as most who could provide them are trapped on the surface or captured and likely put to immediate death if found to have escaped. Tales whisper of worlds covered with psychic storms that can burn sanity like firewood, or where ethereal remnants of dead races still stalk the ruins of once-grand temples, or simply where events occurred so terrible that the Imperium insists they remain secret forever. Populations might vary from teeming masses unknowingly tainted with a Warp-based plague to the wretched survivors of an alien invasion deemed too spiritually contaminated to be allowed outside contact. Though Inquisitors often seek to interrogate such individuals for information about the world they came from and how they were able to escape from it, most captains readily dispose of them through an airlock should any official investigations draw near their ship.

Anyone can come from a quarantine world, for it is the nature of the world or the accident that determines the need for enforced segregation, not the people. Adeptus Mechanicus research stations, agri-worlds, hive worlds—all of these have been victims of such accidents, condemning their inhabitants to lives of gradual decline and eventual extinction. Those who survive and escape are some of the most versatile and resourceful people in the galaxy. They are also some of the least trusting, however, relying on themselves and often willing to strand comrades in order to stay one step ahead of the authorities.

Home World Abilities

2 Brawn	2 Agility	2 Intellect	2 Cunning	2 Willpower	2 Presence

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Self-Reliant:** Quarantine Worlders begin the game with one rank in either Deceive or Skulduggery. They still may not train these skills above rank 2 during character creation.
- **Secretive by Nature:** Quarantine Worlders add ☐ to all Deceive checks made to conceal information.

Research Station

The Imperium and the Adeptus Mechanicus have many research stations across the stars to collect data in an often vain attempt to better control Mankind's surroundings. The aims of such stations vary, with researchers studying planetary storm patterns, dissecting captured xenos corpses, charting the stability of Warp entry locations, or probing the remains of ancient civilisations. Research stations provide a stable base of operations to Tech-Priests, scribes, adepts, servitors, and the small armies sometimes necessary to support them in these often remote locations. Most researchers never live to see any conclusive results. Once committed to a station, few ever leave, and their tasks are passed on through generations without end. Useful results might never occur, or be lost in the impossible depths of Imperial bureaucracies, but sometimes glimmers do emerge and catch the eye of those looking for aid in defending Mankind.

Research Station Characters

Though Tech-Priests and scholars are often the core of these stations, there are also guards, codifiers, and support staff who make sure that the station as a whole runs smoothly. Regardless of what a person's role is within the strata of the facility, virtually everyone claims understanding of the basic nature of the work. This comprehension is often poor at best, however, with little or no bearing on any real functions within, either due to the gossip and hearsay prevalent on any world, or merely mirroring the stagnating technological understanding across the Imperium. Information is commonly mangled and distorted, not only from one generation to the next, but also from one research assignment to the next.

Instilled in all of them is a drive to make sure that the work continues; they are all in a perpetual state of analysis regarding their tasks and the time it takes to accomplish them. As a result, they are incredibly focused and punctual, and largely dispassionate about anything save their own specific assignments. This segmentation of tasks, however, often makes the project as a whole largely undecipherable, as those who began the experiments are often long dead and the purpose of the research has either been diffused or lost entirely. In its stead is a misplaced reverence for the hypothesised outcome, and researchers eliminate anything that contradicts that desired result, regardless of what is actually found.

Home World Abilities

1	2	3	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold**: 10 + Brawn
- **Strain Threshold**: 10 + Willpower
- **Starting Experience**: 100 XP
- **Knowledgeable**: Researchers begin the game with one rank in either Forbidden Lore or Scholastic Lore. They still may not train these skills above rank 2 during character creation.
- **Pursuit of Data**: Researchers begin the game with the Specialist Knowledge talent, selecting an area of expertise appropriate to their background.

Schola Progenium

The Schola Progenium takes children whose parents have perished in the service of the Emperor, from daughters of Imperial Guard Officers killed on the battlefield, to sons of administrators lost in the far reaches of Imperial space, and trains them to become the backbone of Imperial society. As they mature, the progena are groomed for the place they shall take in the service of the Imperium. Many are taken into the Ecclesiarchy, Administratum or some other division of the Adeptus Terra, while others find themselves joining the armed forces.

Progena Characters

Progena are creations of the Imperium, trained to be unbending of will, decisive in action and quick of mind. To them, service in the Inquisition is a privilege and a duty to be carried out with all of your soul. There are no questions to be raised and no moral ambiguities to be pondered when it comes to the survival of Mankind. They are well prepared to meet any challenge, and show contempt for what others consider hardship.

From the day they first don their grey garb, the progena learn that the God-Emperor has no use for infirmity of purpose or weakness, and pain is merely an illusion of an untrained mind. Swift correction, prayer, fasting and contemplation are the tools by which a mind of rigid purpose and faith is formed, and the cornerstone of the Schola's teachings. A progena's education moves through predetermined phases, beginning with literacy and the Imperial Creed, and progressing on through history, politics, the contemplation of Imperial saints, rhetoric and leadership skills. The curriculum does not stop at honing the intellect either, as all progena are trained in physical endurance and skill at arms by the infamous drill abbots.

Home World Abilities

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 95 XP
- **Schola Education:** Progena begin the game with one rank in two different career skills of their choice. They still may not train these skills above rank 2 during character creation.
- **Tempered Will:** Progena remove one ■ inflicted by Critical Injuries, the disoriented condition, and fear from all checks they make.

Shrine World

Shrine worlders grow up on worlds that the Imperium has deemed holy places, where the Cult of the Emperor's power is omnipresent. While their birthplace might range from cluttered, decaying cities to scattered farmlands, or their planet from a green paradise to a forbidding rock, the power of the Emperor saturates it. Perhaps some great deed was committed here, such as a bold hero turning back the alien tide. Maybe it is the resting place of a saint, with a hallowed grave dominating the surface of the world, drawing in pilgrims from far and wide to gaze upon its glory. While all citizens of the Imperium are taught to venerate the glory of the Emperor in one form or another, it is the shrine worlders who perhaps have the greatest understanding and reverence of the teachings of the Imperial Cult.

Shrine World Characters

A shrine worlder has a unique perspective on the Imperium, raised among the harsh realities of the Imperial faith but also exposed to a constant stream of travellers from strange and far off places. Some develop a slavish devotion to the Imperial Creed and those that claim to speak in the Emperor's voice. Alternatively, the character might find inspiration and rise up within the ranks of the faithful to do great things, buoyed up by the glory of the Emperor. Just as the inhabitants of a forge world are ideally shaped to enter into the ranks of the Adeptus Mechanicus, so too are those raised in these holy cities and domains well suited to a place within the Adeptus Ministorum.

Many shrine worlders follow in the footsteps of their patron saint. The population is also moulded by faith in the saint to which it is dedicated, and even those who do not join the Ministorum or choose religious vocations often carry the saint's teachings with them. This can also include the saint's venerated characteristics or legendary nature, and shrine world characters could reflect their unique saint in a particular recklessness in battle, an abiding hatred for a specific xenos, or a disdain for technology..

Home World Abilities

2	2	2	1	3	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 100 XP
- **Student of the Creed:** Shrine Worlders begin the game with one rank in Scholastic Lore. They still may not train this skill above rank 2 during character creation.
- **Strength of Faith:** When making a fear check, Shrine Worlders add ⋀⋀.

Voidborn

Voidborn spend their lives in the expanses of space, growing up on ancient orbital stations, generation vessels, merchant freighters, or remote asteroid outposts. They spend much of their lives without the stability of a real world beneath their feet, knowing the cold, deadly grasp of empty space is only a few metres of bulkhead away. This makes them exceptionally skilled when it comes to living on voidships and space stations, more so than any who have spent their lives crawling around in the dirt of a world. It also often makes them strange even amidst other Imperial subjects, tall and willowy, hairless, or with large dark eyes.

Living so close to the still blackness of the void also touches their souls. There is something deeply odd about the voidborn, something intangible that lurks below the surface, writhing in the dark like the Warp lurks below space itself, waiting and watching for its moment to emerge.

Voidborn Characters

Living in outer space brings with it more dangers than the mere lack of gravity, oxygen, or warmth. It also brings one closer to the Warp and the malign touch of the dark powers that live just beyond the sight of man. Travel across the stars means travel through the Warp, and each journey leaves the soul one small step closer to daemonic perils. This grants the voidborn unique advantages over their fellow man, beyond just an intimate understanding of life aboard a ship or station. Voidborn are naturally touched by the Warp, and many seem more sensitive to psychic powers and the stain they leave upon the material universe. Voidborn also often have an innate sense for their artificial surroundings. With just a sniff of the air or a moment's attention to the myriad creaks and hums within a vessel, they can usually tell everything from the state of the air scrubbers to how well the plasma reactors are faring.

Home World Abilities

1	3	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 100 XP
- **Child of the Dark:** When making skill checks to resist the effects of mind-altering psychic powers or Warp phenomena, Voidborn add ☼.
- **Void-accustomed:** When making skill checks, Voidborn remove ■■ imposed by environmental conditions related to reduced gravity or other void-based phenomena.

WAR ZONE

There are a great many worlds in the Imperium that can be classified as war zones. The Imperium is constantly at war and in those clashes whole planets may burn. Massive campaigns can easily envelop dozens of systems and hundreds of worlds, many of which end up utterly devastated by orbital bombardments and artillery in planet-spanning battles that last decades. Long-term war zones are hellish places where death comes quickly. The Imperium can field truly immense armies of millions of troops, grinding their way across a devastated planet and reducing cities to rubble.

itarum. In long-fought campaigns, the Imperial Guard can easily become desperate for manpower, and during these times they will often look to local populations for potential conscripts. Still, not all who call a war zone home are destined to fight. On any planet where the Imperium is fighting, it stands to reason that the unholy enemies of the Emperor are not far away. War zoners might have a greater deal of exposure and insight into the horrid methods of foul xenos or heretics; something which could easily attract the attention of a recruiting Inquisitor.

WAR ZONE CHARACTERS

In the 41st Millennium, wars are hard won. Campaigns can stretch on for decades, leaving local populations to carve out a fraught existence amidst the chaos of an active war zone. Some individuals who come from a war zone might have been born into war, never having known a life without constant air raids and combat drills. Others can recall a time before tank treads graced the planet's surface, but have long since become accustomed to a life of constant danger. Either way, those who hail from war zones are tenacious survivors, quick to develop a canny sense for danger.

Naturally, many who hail from a war zone end up serving amongst the ranks of the Astra Mil-

HOME WORLD ABILITIES

2	3	1	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **War-weary:** War zoners begin the game with one rank in either Medicae or Vigilance. They still may not train these skills above rank 2 during character creation.
- **Battle-ready:** War zoners begin the game with one rank of the Rapid Reaction talent.

Step III - Choose a Career

Dark Heresy uses its own unique careers which replace the careers found in the **Genesys** Core Rulebook. These careers function slightly differently to the ones in **Genesys**; rather than providing 8 career skills, each career provides only 4, leaving you to select the remaining four freely from the skills list on page 46. This change has been made to give careers more flexibility in portraying the huge variety of professions and roles characters might be drawn from in the 41st Millennium. More on careers and career skills can be found on page 40 of the **Genesys** Core Rulebook.

There are eleven careers to choose from: **Ace**, **Assassin**, **Chastener**, **Crusader**, **Chirugeon**, **Fanatic**, **Heirophant**, **Militant**, **Mystic**, **Sage** and **Scum**. Before choosing a career, you should consider the skills they offer and the kind of character you want to play. Each career is quite flexible in the options it provides, so not all combat characters need to choose the Militant career, and likewise not all social-focused characters need be Heirophants or Scum. However, careers do make it easier for you to focus your character on a specific skill set, so the choice you make is important.

Careers in Play

At its heart, a career defines what your character does (just like a Home World defines where your character comes from). However, these careers are deliberately vague so that you have some additional flexibility in defining your character.

For example, just because your character is a Chastener, doesn't mean they're a member of the Adeptus Arbites. They could also be a licensed bounty hunter, a member of a Planetary Governor's household guard, a skip-tracer for hire, or even an Adeptus Mechanicus explorator. Likewise, while a Sage may be a savant of the Adeptus Administratum, they could also be a knowledgeable priest

Do it Yourself

While the careers here can represent a wide variety of different character types, some groups may find these options restrictive. The 41st Millennium is host to a massive variety of different professions and backgrounds, after all.

With the GM's permission, players may simply pick 8 career skills of their choice. Ideally this should be accompanied by a brief description explaining what the custom career represents.

Keep in mind when you create your career that you should try to make sure that it has a diverse spread of skills. This is less about game balance, and more to ensure your character isn't pigeon-holed into a limited role in the party.

of the Adeptus Mechanicus or a penitent heretic pressed into service for seeking ancient and foul knowledge. Feel free to use your imagination and use careers as a starting point when defining your character, not a limiter.

Useful Talents for Careers

Genesys' open character creation system allows you to give your character any skills or talents. However, each career includes a sidebar with suggestions for talents that may be particularly appropriate or useful.

Starting Gear for Careers

By default, players are able to select whatever gear they like during character creation, using a budget of 1,500 thrones as outlined in **Step VII - Choose Gear, Appearance and Personality**. Each career offers an alternative to this, however; a purpose-selected set of equipment worth approximately 1,500 thrones, tailored to the career in question. Players are welcome to select whichever option they prefer.

Ace

perial Guardsmen racing their Leman Russ tanks into the heart of enemy forces, to bike-mounted gangers in the depths of hive cities, to noble feudal warriors mounted atop reptilian beasts barded in plate.

Ace Characters

The Ace counts the following skills as career skills: **Cool**, **Driving**, **Survival** and **Tech-Use**. In addition, the Ace may select four other skills, and also count those as career skills. Before spending experience during character creation, the Ace may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have an Ace character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- An axe *or* a maul
- An autopistol *or* a laspistol, with 2 reloads
- A flak vest
- 2 doses of sacred unguents, combi-tool, micro-bead, respirator
- 250 thrones

In the Imperium, vehicles—like all machines—are much more than simple utilitarian devices to serve humans. Each is a sacred artefact of the Machine God, imbued with a spirit and a purpose. Those who excel in the operation of vehicles must understand this. To obtain the best results from any vehicle, the operator must honour and placate its spirit, and always treat it with due respect. The difference between a merely skilled driver and a true Ace is a nigh-preternatural ability to commune with the spirit of a vehicle, allowing it to almost predict their actions, rather than respond to them.

Although there are many skilled pilots and drivers in the Imperium, Aces are those of singular aptitude, whose seemingly impossible feats of manoeuvring set them apart. Such skills are in high demand across the Imperium, from Lightning Strike Fighter pilots of the Imperial Navy, to Im-

Useful Talents

Here are a few suggestions for talents that may be especially appropriate for "typical" Ace characters.

Tier 1: Hand on the Throttle

Tier 1: Resourceful Mechanic

Tier 1: Let's Ride

Tier 2: Daring Aviator

Tier 2: Determined Driver

Tier 3: Full Throttle

Assassin

tion, slipping past sentries or guards and finding ways into seemingly impregnable fortresses. Like murderous ghosts, they appear out of nowhere to silently take down their targets before vanishing once again.

Assassin Characters

The Assassin counts the following skills as career skills: **Cool**, **Coordination**, **Stealth** and **Survival**. In addition, the Assassin may select four other skills, and also count those as career skills. Before spending experience during character creation, the Assassin may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have an Assassin character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- A sword *or* a whip
- An sniper rifle *or* a hand flamer, with 1 reload
- A chainmail suit
- 2 doses of frenzon with an injector, 1 dose of neurotoxin, combat vest, micro-bead
- 100 thrones

Even in a universe saturated with blood and death, there are those that turn murder into a sublime art form. While many who serve the Emperor are proficient in battle, Assassins find purpose only in the act of killing and often care little for commonplace combat. Driven with either an unhealthy thirst for the blood of others or a cold detachment leaving them bereft of their humanity, they can come in a variety of forms, linked together only by their desire to deliver death in the most efficient or grandiose way possible.

Assassins are often not just masters at killing, but also at closing on their prey and striking without warning. Like the Imperium's most deadly predators, an Assassin stalks their quarry before they attack, choosing the precise moment to inflict the maximum amount of damage and the best chance of making the kill. These techniques are the result of their skills in stealth and infiltra-

Useful Talents

Here are a few suggestions for talents that may be especially appropriate for "typical" Assassin characters.

Tier 1: Catfall

Tier 1: Crack Shot

Tier 1: Quick Strike

Tier 2: Frenzy

Tier 2: Hard Target

Tier 3: Assassin Strike

Chastener

An Acolyte that treads the path of the Chastener is driven by the hunt, relentless in their investigations. Where others might choose easy violence or give up the pursuit, the Chastener sees signs and clues to the passage of the prey, whether it is an individual fleeing from Imperial justice, or a secret hidden behind a web of lies. They can obsess over the unknown, never resting until a puzzle is solved or a chase completed. Sometimes the mystery or the manhunt can become more important to them than the actual eradication of a revealed heresy or the capture of an escaped psyker. A Chastener is a natural detective and interrogator, ferreting out the truth wherever it might hide among the byzantine power structures of the Imperium and its labyrinth of cities and societies.

A Chastener has a talent for the chase, which gives him an edge in investigations and manhunts. They can root out the truth behind a secret or uncover the hidden nature of things with skill. A seasoned hunter, they are adept at gauging the strengths and weaknesses of their prey, learning how they think, how they operate, and how best to run them to ground. In all manner of environments, from the spires of a crumbling hive city to an ancient orbital installation, there are few places, if any, their quarry can hide.

Chastener Characters

The Chastener counts the following skills as career skills: **Athletics**, **Coercion**, **Streetwise** and **Vigilance**. In addition, the Chastener may select four other skills, and also count those as career skills. Before spending experience during character creation, the Chastener may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Chastener character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- A shock maul *or* shock gauntlets
- A shotgun *or* a hand cannon, with 2 reloads, and 2 choke grenades
- Light flak coat, riot shield
- Micro-bead, combat vest, manacles, respirator
- 100 thrones

Useful Talents

Here are a few suggestions for talents that may be especially appropriate for "typical" Chastener characters.

Tier 1: Disturbing Voice

Tier 1: Hamstring Shot

Tier 1: Painful Blow

Tier 2: Bad Cop

Tier 2: Loom

Tier 3: Reconstruct the Scene

CRUSADER

The Crusader protects their allies from the unholy enemy, both with their martial abilities and the strength of their faith. Resilient and focused as much on protection as on attack, a Crusader is a paragon of righteous battle. Standing strong against the enemy, a Crusader absorbs blows and gives back in equal measure against their foes, daemonic or otherwise.

A Crusader excels in single combat, taking the fight to the foe to neutralise the threat or buy time for their allies to complete the mission. Although heroic single combat is where they shine, a Crusader can also hold the line against the gibbering tide of horrid foes. Even outnumbered, a Crusader's strong defence allows them to survive where others would fall. However, even if it means sacrificing themselves, a Crusader stands firm so that the side of righteousness wins the day. Often, an inspirational death can turn the tide of a battle

as surely as any cleaving strike or accurate shot, and the Crusader knows the true importance is the final defeat of their unholy nemeses, for to lose against such foes is more than mere defeat—it can spell the doom of entire worlds and billions of souls.

CRUSADER CHARACTERS

The Crusader counts the following skills as career skills: **Athletics**, **Cool**, **Leadership** and **Resilience**. In addition, the Crusader may select four other skills, and also count those as career skills. Before spending experience during character creation, the Crusader may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Crusader character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- A chainsword *or* a chainaxe
- A stub automatic *or* a light crossbow, with 2 reloads
- A chainmail suit and a shield
- Micro-bead, photo-visors
- 250 thrones

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for "typical" Crusader characters.

Tier 1: Shield Slam

Tier 1: Parry

Tier 1: Duelist

Tier 2: Bulwark

Tier 2: Fearsome

Tier 3: Bulwark of Faith

CHIRURGEON

Chirurgeons see the understanding of the blessed form of Man and other biologics as paramount to life, either to preserve it or control it, and can become obsessed with perfecting their understanding of such matters. Some may come from the ranks of the Adeptus Mechanicus Biologis, others serving as Imperial Guard medicae or Adepta Sororitas Sisters of the Orders Hospitaller. Some may have operated as unguilded hab-docs, feral shaman-healers, or personal medilords to spire rulers.

With the talent for healing also comes the talent for harm, and Inquisitors have great need for the Chirurgeon and their skills when it comes to bleeding the truth out of prisoners. Chirurgeons do not just heal the injured or interrogate prisoners however; they may also be intellectuals and researchers plunging into the depths of Imperial secrets, or keeping the ancient lore of the Adeptus Mechanicus. Those that operate outside the boundaries of the Machine Cult must tread with care, for the Mechanicum has little patience for those that dabble in the mysteries of science. Many rogue Chirurgeons on the run from persecution have found a place within the service on an Inquisitor, who saw a use for their talents.

CHIRURGEON CHARACTERS

The Chirurgeon counts the following skills as career skills: **Medicae**, **Perception**, **Scholastic Lore** and **Tech-Use**. In addition, the Chirurgeon may select four other skills, and also count those as career skills. Before spending experience during character creation, the Chirurgeon may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Chirurgeon character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- A chainblade *or* shock gauntlets
- A laspistol *or* a stub revolver, with 1 reload
- A light flak coat
- Micro-bead, dataslate, advanced medi-kit
- 100 thrones

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for "typical" Chirurgeon characters.

Tier 1: Apothecary

Tier 1: Physician

Tier 1: Surgeon

Tier 2: Combat Medicine

Tier 2: Heightened Awareness

Tier 3: Pressure Point

Fanatic

The Imperium thrives on belief. For most citizens, belief might be as simple as the forlorn idea that tomorrow might be a better day, or that they can expect a tomorrow at all. For a Fanatic, though, belief is all. It consumes their life, and the depth of their conviction creates the purity of utter certainty in their actions and utter obsessiveness towards their goals. Convinced in the righteousness of their beliefs, no matter what they are, they stride fearlessly against their foes as an unstoppable force, and woe unto anyone or anything that dares bar their way.

While Fanatics are most commonly found amongst the religiously obsessed of the Imperium, occupying the ranks of such organisations as death cults and Frateris Militia, their reckless fanaticism can be seen throughout the galaxy. Filled with certainty in the Omnissiah, a Fanatic might spend their life far beyond the fringes of Imperial space in search of archaeotech relics. Another Fanatic might work within the Adeptus Arbites, endlessly pursuing the guilty no matter the collateral damage or injury to others, regardless of the circumstances or extent of the offence.

Fanatic Characters

The Fanatic counts the following skills as career skills: **Coercion**, **Common Lore**, **Resilience** and **Survival**. In addition, the Fanatic may select four other skills, and also count those as career skills. Before spending experience during character creation, the Fanatic may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Fanatic character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- A chainaxe *or* a shock whip
- A hand flamer *or* a shotgun, and 2 fire bombs
- Heavy clothing
- Micro-bead, combat vest, laud hailer, excruciator kit
- 100 thrones

Useful Talents

Here are a few suggestions for talents that may be especially appropriate for "typical" Fanatic characters.

Tier 1: Hatred

Tier 1: All Out Attack

Tier 1: Disturbing Voice

Tier 2: Berserk Charge

Tier 2: Frenzy

Tier 3: Wrath of the Righteous

Hierophant

Faith in the Emperor binds the Imperium together and gives it the purpose to move forward against corruption and the reckless aggression of xenos empires. A Hierophant embodies this faith and brings it to their service as an Acolyte. More than mere words and deeds, the Imperial Creed is a living, breathing thing with the power to inspire and fortify the human soul, as well as protect it from the horrors of the universe. It is the duty of the Hierophant to look after the souls of those around them, to keep them pure and shield them from the corruption of the Warp or the insidious lies of alien emissaries.

In their role as guide and indoctrinator, the Hierophant often becomes a great orator, weaving words and speeches into a web of influence stretching all around them. A skilled Hierophant can shift the mood of a crowd with a few well-chosen phrases, or turn their minds to murder. Years of training in the Ministorum—or other agencies of the Imperial Creed—grant them unique insight into the minds of Mankind, and how the will of a mob might be directed by those that know how.

Heirophant Characters

The Hierophant counts the following skills as career skills: **Charm**, **Common Lore**, **Discipline** and **Leadership**. In addition, the Hierophant may select four other skills, and also count those as career skills. Before spending experience during character creation, the Hierophant may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Hierophant character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- A chainsword *or* a warhammer
- A stub revolver *or* a crossbow, with 1 reload
- A light flak coat
- Micro-bead, auto-quill, backpack, medi-kit, laud hailer
- 250 thrones

Useful Talents

Here are a few suggestions for talents that may be especially appropriate for "typical" Hierophant characters.

Tier 1: Hatred

Tier 1: Proper Upbringing

Tier 1: Purifying Flames

Tier 2: Heroic Leadership

Tier 2: Inspiring Rhetoric

Tier 3: Litany of Hate

Militant

The one constant of life in the 41st Millennium is war. Ravenous xenos and hostile powers besiege the Imperium on all sides, and every facet of industry is turned to supporting armed combat. A Militant is the result of this constant conflict. One might be an Imperial Guardsman scarred by long years on a cursed alien battlefield, a brutal Arbitrator tempered by the mean streets of their home world, or a ganger eking out a living in some foul underhive. They have become inured to the sight of bloody wounds and the crack of lasgun fire.

An Inquisitor is always in need of strong-arms and soldiers, either for protection or for enforcing their judgements. Any person who offers up their weapon in service, is never without work. A Militant is the hard edge of any combat encounter, using their skill and expertise to put down their enemies in a hail of fire. A good Militant also understands warfare, and can direct others in bat-

tle, acting as a commander and providing tactical leadership. When hard calls must be made, especially the kinds that cost lives, it is the Militant who can step up and make them. As few targets of the Inquisitoion shy away from violent confrontation, a Militant makes for an invaluable Acolyte.

Militant Characters

The Militant counts the following skills as career skills: **Athletics**, **Discipline**, **Resilience** and **Vigilance**. In addition, the Militant may select four other skills, and also count those as career skills. Before spending experience during character creation, the Militant may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Militant character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- An axe *or* a maul, and a knife
- A lasgun *or* an autogun, with 2 reloads
- 2 frag grenades
- A flak vest
- Micro-bead, three ration packs, vox-caster
- 100 thrones

Useful Talents

Here are a few suggestions for talents that may be especially appropriate for "typical" Militant characters.

Tier 1: Pinning Fire

Tier 1: Rapid Reaction

Tier 1: Toughened

Tier 2: Rapid Reload

Tier 2: Tactical Focus

Tier 3: Suppressing Fire

Mystic

The eldritch energies of the Warp permeate the entire galaxy, meaning that wherever humans might be found, psykers, witches and other wretched Warp-dabblers are sure to be lurking. Mystics are those with a keen understanding of the Warp, often able to manipulate it directly through the use of psychic powers or foul sorcery. This makes them valuable, but dangerous assets to the Inquisition, and many become Inquisitors themselves.

The psyker gift is indiscriminate, and a man or woman is often just as likely to develop psychic powers no matter where in the Imperium they reside. Some view it as a mutation, and thus posit that areas with higher mutation rates also lead to greater numbers of those touched by the Warp. In reality, it strikes according to the unfathomable whims of powers beyond the ken of Mankind.

Mystics are treated differently depending on the nature of the society into which they are born, reviled as abominations and hunted to the edges of civilisation or given a place of position and influence as those honoured with the gift of sight. They always stand apart, for even if their society tolerates them, there are few places in the Imperium where they can find welcome.

Mystic Characters

The Mystic counts the following skills as career skills: **Discipline**, **Forbidden Lore, Perception** and **Vigilance**. In addition, the Mystic may select four other skills, and also count those as career skills. Before spending experience during character creation, the Mystic may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Mystic character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- A staff and a knife
- A laspistol or a stub revolver, with 1 reload
- A light flak coat
- Micro-bead, psy focus, 2 consecrated scrolls, writing kit
- 250 thrones

Useful Talents

Here are a few suggestions for talents that may be especially appropriate for "typical" Mystic characters.

Tier 1: Desperate Recovery

Tier 1: Second Wind

Tier 1: Grit

Tier 2: Corpus Conversion

Tier 2: Fettered Power

Tier 3: Bastion of Iron Will

Sage

Such is the unimaginable depth of information the Imperium deals with that only Acolytes specially trained or augmented to understand can hope to use it with any degree of skill. Sages are talented individuals known by many names, such as Adepts, Auto-savants, Lexmechanics, and Calculus Logi. Comprising millions of worlds and billions of souls, the Imperium exists in many ways only on the yellowing parchments of a scrivener's tally sheets, dusty dataslates piled on forgotten shelves, and gigantic data-crypts larger than many cities.

To a Sage, everything is a puzzle, a code to be deciphered and defeated piece by piece. They thrive on data, and see patterns where others only see chaos. A Sage becomes a store of information and a font of knowledge, using their craftiness and intelligence to guide their more brutish allies. Their own battlefield is in navigating the complex bureaucracy of the Imperium, where others would become lost and confounded within its labyrinthine structures. The Sage sees through the administrative entanglements and cuts right to the heart of things. Coupled with the power of the Inquisition, there are few things they cannot achieve within the framework of Imperial authority, be it bringing in reinforcements, diverting supplies, or even locking down entire cities through manipulation of planetary agencies.

Sage Characters

The Sage counts the following skills as career skills: **Common Lore**, **Negotiation**, **Perception** and **Scholastic Lore**. In addition, the Sage may select four other skills, and also count those as career skills. Before spending experience during character creation, the Sage may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Sage character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- A staff *or* a truncheon
- A hand cannon *or* a shotgun
- A flak vest
- Backpack, micro-bead, auto-quill, dataslate, writing kit, pict recorder, photo-visors
- 250 thrones

Useful Talents

Here are a few suggestions for talents that may be especially appropriate for "typical" Sage characters.

Tier 1: Specialist Knowledge

Tier 1: Bought Info

Tier 1: Know Somebody

Tier 2: Archivator

Tier 2: Supporting Evidence

Tier 3: Applied Knowledge

Scum

Scum are a motely group or people who exist on the fringes of the law, or beyond it, such as desperados, bounty hunters, slavers, pirates, and renegades. They can be charmers using roguish appeal to further their latest con, or harsh men and women who know nothing but violence. Most are singular individuals who know no allegiance other than the current best offer. Having found a talent for shaking down the rich and poor alike, some drift between semi-legitimate jobs as bodyguards and enforcers. Others, however, are outright thieves and murderers. Those that survive long enough become adept at sensing danger, dealing with others of their kind, and knowing well when to cut and run.

Unconstrained by petty laws, Scum can find a way to do most things, be it breaking into a secure building, fencing illegal goods, bribing Enforcers into dropping an investigation, or tapping into contacts and contractors which only exist for those in the know. When skirting the law of a world, as Acolytes are wont to do, these abilities can mean the difference between blundering into a crime lord's den and being welcomed as potential clients. The most valued skill any Scum can have is the ability to determine whom to trust, and just how far to trust them. This in turn makes them skilled at dealing with people, and also useful when trickery and deception are needed.

Scum Characters

The Scum counts the following skills as career skills: **Deception**, **Skulduggery**, **Stealth** and **Streetwise**. In addition, the Scum may select four other skills, and also count those as career skills. Before spending experience during character creation, the Scum may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Scum character, you may choose to start with the following gear instead of spending thrones during Step VII of character creation:

- A chainblade *or* a shock whip
- 2 autopistols *or* an autogun, with 2 reloads
- Light flak coat
- Micro-bead, concealed holster, pack of lho-sticks, stummer
- 100 thrones

Useful Talents

Here are a few suggestions for talents that may be especially appropriate for "typical" Scum characters.

Tier 1: Blather

Tier 1: Quick Draw

Tier 1: Unremarkable

Tier 2: Side Step

Tier 2: Shortcut

Tier 3: Ambush

STEP IV - INVEST EXPERIENCE POINTS

With the basic building blocks of your character in place, the next step is to invest experience points. Your character's home world determines how many experience points they have to spend. This step allows you to round out your character by increasing characteristics and skills and even picking up a few talents before you start play.

Information on how to spend starting experience points can be found in page 44 of the **GENESYS** Core Rulebook. New skills you can spend these experience points on can be found starting from page 45, while a wide variety of new talents are presented starting on page 49.

In addition, Dark Heresy presents a new way to spend experience points—**Elite Advances**, packages of unique traits which allow you to play unique and unusual character types, such as soulless untouchables and horrid mutants. These are detailed on page 75.

EXTRA EXPERIENCE POINTS

In some campaigns, a GM might elect to grant some additional experience points to characters. This could be because you are making a new character to join a roster of established Acolytes, or simply because the campaign is geared towards more experienced characters.

Remember that only experience that comes from your home world may be spent on increasing characteristics; any extra experience granted by the GM must be spent on other things, such as skills, talents and elite advances.

STEP V - DETERMINE DERIVED ATTRIBUTES

Now that your final character statistics are in place, determined by your character's archetype and career, you can work out their derived attributes. These are wound threshold, strain threshold, defense, and soak value.

Information on how to determine these derived attributes and on how they function in the game can be found on page 45 of the **GENESYS** Core Rulebook.

In Dark Heresy, one new derived attribute is introduced; **Corruption Threshold**. A character's corruption threshold represents their soul's resilience against the foul influence of Chaos, and is covered in more detail in **Chapter VIII - Corruption** (page 203). Your character's corruption threshold is equal to their Willpower rating, plus 10. After you determine this initial value, further increases to your character's Willpower rating do not increase their corruption threshold—this attribute never increases.

STEP VI - DETERMINE MOTIVATIONS

Perhaps the most important aspect of your character is their Motivation. This is going to help you figure out how your character responds to any given situation, how they deal with dangers and threats, and what drives them to succeed.

How Motivations work and lists of Motivations to choose from can be found on page 46 of the **GENESYS** Core Rulebook.

Step VII - Choose Gear, Appearance and Personality

Lastly, you should round out your character by choosing their gear and determining their appearance and personality.

Your character's appearance and personality are completely up to you (although there are some helpful guidelines on page 51 of the Genesys Core Rulebook), and they determine how the rest of the group and the galaxy see them. As a player is creating the appearance of their Acolyte, they should keep in mind the descriptions given in the character creation options they have chosen, as those can often give ideas as to how those from such a life might appear. For example, feral worlders are often large and muscular, while the servants of the Adeptus Mechanicus are usually covered in cybernetics and the red robes of their order. Many hive worlders are deathly pale, having never seen their sun.

These are only suggestions, as there is no such thing as a typical character in Dark Heresy. There are commonalities within home worlds, backgrounds, and careers, and players should look to them for guidance. Fashioning Acolytes with their own unique details can be very rewarding, and can truly make the Inquisitorial Cell stand out

The Dark Heresy rulebooks published by Fantasy Flight Games and Black Industries provide some very useful tables and suggestions for how to flesh out an Acolyte and bring them to life. These include suggestions for appropriate names, religious superstitions, personality quirks and much more.

Starting Equipment

When building an Acolyte, you start with 1,500 thrones to spend on personal gear (see **Chapter V - Armoury** for more on the types of gear your character can have).

None of the gear you select may have a rarity higher than 6. Rarer equipment must be acquired during play. Acolytes keep any unspent thrones when they start the game, and it's usually a good idea to keep at least 100 or so thrones aside as spending money.

If you choose to take the starting gear provided as part of your career, you do not start with 1,500 thrones. However, any thrones provided by your career's starting gear can be spent on gear during character creation, so long as that gear does not have a rarity higher than 6.

Select your starting gear carefully, as often re-arming in the middle of a mission can be difficult, if not entirely impossible. It's usually wise to take some form of ranged and melee weapon, as combat in the 41st Millennium is brutal and unpredictable. When selecting a ranged weapon, it's a smart idea to pick up a reload or two, to prevent running dry in the middle of combat. The telltale *click click* of an empty weapon chamber can spell death for any unprepared Acolyte.

Thrones are not the only means of acquiring new equipment. As Acolytes advance their reputation and cement their position as useful agents in the Inquisition, they gain access to powerful equipment and services through the use of the **Influence** and **Renown** systems, detailed in **Chapter VI - Narrative Tools**. These mechanics don't hold much relevance for a newly formed Acolyte Cell, but they'll quickly become crucial resources.

Tiers of Play

While the traditional image of a Dark Heresy campaign is a group of under-resourced, inexperienced Acolytes desperately struggling to get by, this isn't the only campaign style which Dark Heresy can facilitate.

This page offers a few suggestions on how to provide players with the appropriate experience, gear, renown (see page 165) and assets to play as a more capable and advanced group of Acolytes.

Acolyte Cell

The standard level of play, the Acolyte Cell tier assumes the group are still green - likely very early in their Inquisitorial careers, possibly embarking on their first real mission. These are still skilled, exceptional individuals; one must be to be selected as an agent of the Holy Ordos, but they have a long way to go.

- **Bonus Experience Points:** Zero.

- **Starting Equipment:** 1,500 thrones worth, all of which must be rarity 6 or lower.

- **Starting Renown:** Zero.

- **Assets:** These Acolytes rely entirely upon what boons their Inquisitor grants them, and what they can scrape together on their own initiative.

Throne Agents

These individuals have established themselves as reliable agents of the Inquisition, having proven themselves on several assignments.

- **Bonus Experience Points:** 150

- **Starting Thrones:** 9,000 thrones worth, all of which must be rarity 7 or lower. In addition, pick any single item of rarity 8 or lower to acquire for free.

- **Starting Renown:** 4

- **Assets:** The Acolytes are somewhat established and have access to greater resources than at the beginning of their career. Select one Strategic Asset (see page 166) appropriate for a renown score of 4 for the party to access.

Inquisitorial Warband

One amongst the ranks of this group has recently been elevated to the rank of Inquisitor themselves, and the group represents the Inquisitor's closest allies and confidantes. This Warband are ready to take on some of the deadliest threats in the Imperium.

- **Bonus Experience Points:** 400

- **Starting Thrones:** 25,000 thrones worth, all of which must be rarity 10 or lower. In addition, select three items with a rarity of 12 or lower to acquire for free.

- **Starting Renown:** 9

- **Assets:** The Warband is well established. Its members likely have access to a wide variety of resources and facilities to better conduct their work. Select one Strategic Asset (see page 166) appropriate for a renown score of 9, and one appropriate for a renown score of 5.

CHAPTER II:
SKILLS

"May my hands never forget their skill. May my mind never forget its knowledge. May I never forget my purpose."
– Kaede Zavran, Xenographer, *Logis Strategos Calixis Division*

Skills indicate abilities that an Acolyte has learned either through education and training or through the more practical applications that are part of service to the Inquisition. For some characters, the skills they possess at the beginning of their careers are a strong indication of those they may use throughout their lives. In other instances, an Acolyte's path might diverge from their origin as they explore new fields of expertise. To succeed in the Inquisition, a diverse skillset is a must, for an Acolyte must be a warrior, a learned sage and a cunning investigator all in one.

This chapter introduces new skills specific to the Dark Heresy setting. **Table 2-1: Skills for Dark Heresy** includes both these new skills and the skills from the **GENESYS** Core Rulebook that are used in Dark Heresy. All new skills have received full descriptions in this chapter. For existing skills, refer to the **GENESYS** Core Rulebook (page 52). However, some skills have received alterations; if this is the case, those alterations are detailed in this chapter as well. Note that while they are considered skills, Psychic Disciplines are detailed in **Chapter V - Psychic Powers** (page 177).

Table 2-1: Skills for Dark Heresy

Skill	Characteristic	Info
General Skills		
Athletics	Brawn	Genesys Core Rulebook (Page 58).
Cool	Presence	Genesys Core Rulebook (Page 59).
Coordination	Agility	Genesys Core Rulebook (Page 59).
Discipline	Willpower	Genesys Core Rulebook (Page 60).
Driving	Agility	Genesys Core Rulebook (Page 60). See description for changes.
Medicae	Intellect	Genesys Core Rulebook (Page 61). Replaces Medicine.
Perception	Cunning	Genesys Core Rulebook (Page 62).
Resilience	Brawn	Genesys Core Rulebook (Page 63).
Skulduggery	Cunning	Genesys Core Rulebook (Page 64).
Stealth	Agility	Genesys Core Rulebook (Page 64).
Streetwise	Cunning	Genesys Core Rulebook (Page 65).
Survival	Cunning	Genesys Core Rulebook (Page 65).
Tech-Use	Intellect	See description.
Vigilance	Willpower	Genesys Core Rulebook (Page 65).
Combat Skills		
Gunnery	Agility	Genesys Core Rulebook (Page 69).
Melee (Light)	Brawn	Genesys Core Rulebook (Page 68). See description for changes.
Melee (Heavy)	Brawn	Genesys Core Rulebook (Page 68).
Ranged (Light)	Agility	Genesys Core Rulebook (Page 68).
Ranged (Heavy)	Agility	Genesys Core Rulebook (Page 69).
Knowledge Skills		
Common Lore	Intellect	See description.
Forbidden Lore	Intellect	See description.
Scholastic Lore	Intellect	See description.
Psychic Disciplines		
Biomancy	Brawn	See description in Chapter V - Psychic Powers (page 178).
Divination	Cunning	See description in Chapter V - Psychic Powers (page 178).
Pyromancy	Agility	See description in Chapter V - Psychic Powers (page 178).
Telekinesis	Intellect	See description in Chapter V - Psychic Powers (page 178).
Telepathy	Presence	See description in Chapter V - Psychic Powers (page 178).
Social Skills		
Charm	Presence	Genesys Core Rulebook (Page 55).
Coercion	Willpower	Genesys Core Rulebook (Page 55).
Deception	Cunning	Genesys Core Rulebook (Page 56).
Leadership	Presence	Genesys Core Rulebook (Page 56).
Negotiation	Presence	Genesys Core Rulebook (Page 56).

Common Lore (Intellect)

Common Lore represents the common knowledge an individual might possess about the general information, procedures, divisions, traditions, famed individuals, and superstitions of a world, group, organisation, or culture. Such information is deeper than mere knowledge of the subject's existence, and more reflects a degree of familiarity that indicates a measure of dedicated interest in the area. This skill differs from Scholastic Lore, which represents scholarly learning one might gain through study and research, and Forbidden Lore, which involves hidden or proscribed knowledge. Common Lore deals with basic information gained from prolonged exposure to Imperial society.

Your character should use this skill if…

- Your character wants to know what the environment of a specific planet is like.

- Your character wishes to know the details of commonly occurring crime in a given hive city.

- Your character needs to know the official process for accessing specific records through the Adeptus Administratum.

- Your character wishes to know details of Imperial legend and folklore, such as the dread tale of the Horus Heresy.

Your character should not use this skill if…

- Your character wishes to know something about daemons, xenos or other heretical topics; this is governed by Forbidden Lore.

- Your character wishes to know about academic subjects, such as cryptography or linguistics. This is governed by Scholastic Lore.

Driving (Agility)

Driving operates as described on page 60 of the **Genesys** Core Rulebook. The only difference is that in Dark Heresy, Driving may be used to operate flying vehicles as well, as would usually be governed by Piloting (page 62 of the **Genesys** Core Rulebook). This skill does not govern the control of large vehicles such as voidships - that is outside the scope of Dark Heresy entirely.

Forbidden Lore (Intellect)

Since Mankind first travelled to the stars, he has faced myriad threats; foul xenos lurking in the dark of space, the profane entities of the Warp, and the baleful presence of the Chaos gods. To prevent the whole galaxy from falling to despair and heresy, knowledge of such threats is tightly controlled, known only to a select few. Acolytes often number amongst those burdened with heretical knowledge; after all, you must know your enemy to properly combat them. Forbidden Lore governs an Acolyte's understanding of knowledge which is forbidden to most citizens of The Imperium; the practices of foul cults, knowledge of the numerous xenos cultures populating the stars, and an understanding of how the empyrean energies of the Warp can influence realspace.

Your character should use this skill if…

- Your character wants to identify a strange xenos creature they have spotted.

- Your character attempts to translate the alien script of a xenos race.

- Your character finds a xenos weapon on the black market and tries to determine its origins.

- Your character attempts to estimate the true potential of a psyker or witch after observing their powers.

- Your character tries to recall a specific piece of lore about a Chaos God.

Your character should not use this skill if…

- Your character wants to know information which is trivial. Members of the Inquisition will usually have a basic understanding of heretical topics; they probably already know what an Ork is without needing to perform a check, and can identify that a Bloodletter is not of this world.

Melee (Light)

Melee (Light) operates as described on page 68 of the **Genesys** Core Rulebook. The only difference is that in Dark Heresy, Melee (Light) also governs unarmed attacks, replacing the Brawl skill from page 67 of the **Genesys** Core Rulebook.

Scholastic Lore (Intellect)

Across the vast society of the Imperium of Man, literacy is considered a privilege given to a select few. Because of this, the pursuit of scientific knowledge and education is rare indeed, with precious few outside the Adeptus Mechanicus pursuing more than a surface level understanding of the world around them. Scholastic Lore represents a character's level of knowledge of academic subject matter. It includes their understanding of various topics such as chymistry, cryptology, the minute details of the Imperial Creed, and many others. As well, Scholastic Lore can sometimes be used to represent the application of these skills; breaking the cypher of encrypted messages, comparing huge amounts of data for inconsistencies, or other applications of logic and research ability.

Your character should use this skill if…

- Your character tries to decrypt an encoded transmission.
- Your character attempts to gain useful insights from analysing and comparing large amounts of data.
- Your character wants to identify a mysterious toxin.
- Your character tries to recall a specific point of Imperial law.
- Your character needs to solve a complex mathematical equation.

Your character should not use this skill if…

- Your character wishes to know something about daemons, xenos or other heretical topics; this is governed by Forbidden Lore.
- Your character is attempting to recall information which is more general, such as details of the Imperium's culture and practices, information about specific planets, etc. This is covered by the Common Lore skill.
- Your character wishes to do something that would be trivial, such as read a letter or recall that the capital of the Imperium is Terra. Such things do not require a check.

Tech-Use (Intellect)

Technology in the Imperium of Man is a venerated, holy thing. Sacred rites are performed before a simple field stripping of a rifle, and ancient, room-filling computing devices are anointed with sacred oils before being operated, to appease the fickle spirits within. The Tech-Use skill governs an Acolyte's understanding of how to successfully interact with technology. This includes operating machinery and cogitators, repairing equipment, securing access to protected data banks, and understanding the proper rites and rituals surrounding the use of technology.

Your character should use this skill if…

- Your character attempts to repair a damaged lasgun.
- Your character wants to access a secure cogitator to disable a security system.
- Your character tries to give orders to a servo-skull.
- Your character wants to construct a new item or modify an existing one.
- Your character tries to soothe the wrathful machine spirit of a mistreated device.

Your character should not use this skill if…

- Your character is performing a simple task, such as recharging the energy cells on a lasgun, or changing the wheels on a vehicle. This requires no skill check in typical circumstances.
- Your character is trying to gain insight into the religious practices of the Adeptus Mechanicus. This would be better suited to a Scholastic Lore check.

Chapter III: Talents

"Decent shot, but where's the showmanship? Here, let me show you how a real gunslinger does things..."

– Tyriel Katz, Convict, *Jericho's Grasp (KIA)*

An Acolyte's duties will see them performing all manner of deeds in the name of the Inquisition. Acolytes will need a wide array of abilities to survive in the 41st Millennium. Just like skills, talents represent some of the things your character can do. In many cases, these are abilities that a character has learnt through experience or training, but some are characteristic of near superhuman abilities. Examples include the mysterious abilities associated with a psyker or Tech-Priest, but also more mundane (but still impressive) abilities that go with particular fighting disciplines or practiced data excavation techniques.

This chapter introduces new talents specific to the Warhammer 40,000 setting. These talents, along with talents from the **Genesys** core rulebook listed in **Table 3-1: Genesys Talents for Dark Heresy,** can be used in any Dark Heresy campaign. The new talents introduced in this chapter include some brand new talents to the Dark Heresy setting, as well as some talents ported over from **Realms of Terrinoth** and **Android: Shadow of the Beanstalk**. Some of these talents have received minor modifications to better suit the world of the 41st Millennium.

Table 3-1: Genesys Talents for Dark Heresy

Talent	Ranked	Info
Tier 1		
All Out Attack	Yes	**See description**
Apothecary	Yes	**See description**
Bar Brawler	No	**See description**
Black Market Contacts	Yes	**See description**
Blather	No	**See description**
Bought Info	No	Core Rulebook p72
Bullrush	No	**See description**
Catfall	Yes	**See description**
Challenge	Yes	**See description**
Clever Retort	No	Core Rulebook p73
Crack Shot	No	**See description**
Deep Pockets	No	**See description**
Desperate Recovery	No	Core Rulebook p73
Disturbing Voice	No	**See description**
Duelist	No	Core Rulebook p73
Durable	Yes	Core Rulebook p73
Forager	No	Core Rulebook p73
Grit	Yes	Core Rulebook p73
Hamstring Shot	No	Core Rulebook p73
Hand on the Throttle	No	**See description**
Hatred	No	**See description**
Jump Up	No	Core Rulebook p73
Knack For It	Yes	Core Rulebook p73
Knockout Punch	No	**See description**
Know Somebody	Yes	Core Rulebook p74
Let's Ride	No	Core Rulebook p74
Mimic	Yes	**See description**
One With Nature	No	Core Rulebook p74
Painful Blow	No	**See description**
Parry	Yes	Core Rulebook p74
Physician	Yes	**See description**
Pinning Fire	Yes	**See description**
Proper Upbringing	Yes	Core Rulebook p74
Purifying Flame	No	**See description**
Quick Draw	No	Core Rulebook p74
Quick Strike	Yes	Core Rulebook p74
Rapid Reaction	Yes	Core Rulebook p74
Rapid Recovery	Yes	**See description**
Resourceful Mechanic	Yes	**See description**
Second Wind	Yes	Core Rulebook p74
Shield Slam	No	**See description**
Specialist Knowledge	No	**See description**
Street Fighter	No	**See description**
Surgeon	Yes	Core Rulebook p74
Swift	No	Core Rulebook p75
Toughened	Yes	Core Rulebook p75
Tumble	No	**See description**
Unremarkable	No	Core Rulebook p75
You Saw Nothing	Yes	**See description**
Tier 2		
Ambassador Imperialis	Yes	**See description**
Archivator	No	**See description**
Bad Cop	Yes	**See description**
Berserk Charge	Yes	**See description**
Binary Chatter	Yes	**See description**
Block	No	**See description**
Blooded	Yes	**See description**
Bulging Biceps	Yes	**See description**
Bulwark	No	**See description**

Talent	Ranked	Info
Tier 2 (Continued)		
Combat Medicine	Yes	**See description**
Coordinated Assault	Yes	Core Rulebook p75
Corpus Conversion	No	**See description**
Counteroffer	No	Core Rulebook p75
Daring Aviator	Yes	Core Rulebook p75
Deceptive Taunt	No	**See description**
Defensive Stance	Yes	Core Rulebook p75
Determined Driver	No	**See description**
Dirty Tricks	No	**See description**
Dual Wielder	No	Core Rulebook p76
Emperor's Blessing	No	**See description**
Exploit	Yes	**See description**
Fearsome	No	**See description**
Fettered Power	No	**See description**
Flagellant	Yes	**See description**
Frenzy	No	**See description**
Good Cop	Yes	**See description**
Grapple	No	**See description**
Hardened Soul	No	**See description**
Hard Target	No	**See description**
Haughty Demeanor	No	**See description**
Heightened Awareness	No	Core Rulebook p76
Heroic Leadership	No	**See description**
Honed Senses	No	**See description**
Impaling Strike	No	**See description**
Inspiring Rhetoric	No	Core Rulebook p76
Inventor	Yes	Core Rulebook p76
Iron Jaw	Yes	**See description**
Loom	No	**See description**
Lucky Strike	No	Core Rulebook p76
Luminen Shock	No	**See description**
Maglev Transcendence	No	**See description**
Probing Question	No	**See description**
Quick Draw (Imp.)	No	**See description**
Quick Fix	No	**See description**
Rapid Reload	No	**See description**
Reckless Charge	No	**See description**
Resist Disarm	No	**See description**
Scathing Tirade	No	Core Rulebook p77
Shortcut	Yes	**See description**
Side Step	Yes	Core Rulebook p77
Signature Power	No	**See description**
Supporting Evidence	No	**See description**
Tactical Focus	No	**See description**
Threaten	Yes	**See description**
Two-Handed Stance	No	**See description**
Warp Conduit	No	**See description**
Witch Finder	Yes	**See description**
Tier 3		
Ambush	No	**See description**
Animal Companion	Yes	Core Rulebook p77
Applied Knowledge	Yes	**See description**
Armour of Faith	Yes	**See description**
Assassin Strike	No	**See description**
Backstab	No	**See description**
Barrel Roll	No	Core Rulebook p77
Bastion of Iron Will	No	**See description**
Berserk Charge (Imp.)	No	**See description**
Binary Chatter (Imp.)	No	**See description**

Table 3-1: Genesys Talents for Dark Heresy (Continued)

Talent	Ranked	Info
Tier 3 (Continued)		
Blind Fighting	No	**See description**
Body Guard	Yes	**See description**
Body Guard (Imp.)	No	**See description**
Bulwark of Faith	No	**See description**
Cleanse and Purify	No	**See description**
Combat Master	No	**See description**
Counterattack	No	**See description**
Daemonologist	Yes	**See description**
Dark Soul	No	**See description**
Dodge	Yes	Core Rulebook p78
Double Team	No	**See description**
Dual Strike	No	**See description**
Eagle Eyes	No	Core Rulebook p78
Easy Prey	No	**See description**
Encoded Communique	No	**See description**
Feint	Yes	**See description**
Ferric Summons	No	**See description**
Field Commander	No	Core Rulebook p78
Forgot to Count?	No	Core Rulebook p78
Full Throttle	No	Core Rulebook p78
Grenadier	No	Core Rulebook p78
Hardy	No	**See description**
Heroic Will	No	Core Rulebook p79
Hold it Steady	No	**See description**
Imperial Judgement	No	**See description**
Inspiring Rhetoric (Imp.)	No	Core Rulebook p78
Into the Jaws of Hell	No	**See description**
Laugh It Off	No	**See description**
Lethal Blows	Yes	**See description**
Litany of Hate	No	**See description**
Luminen Shock (Imp.)	No	**See description**
Martial Weapons Master	No	**See description**
Natural	No	Core Rulebook p79
Nimble	No	**See description**
Parry (Improved)	No	Core Rulebook p79
Pressure Point	No	**See description**
Purge the Unclean	No	**See description**
Purity of Hatred	No	**See description**
Reconstruct the Scene	No	**See description**
Rites of Banishment	Yes	**See description**
Scathing Tirade (Imp.)	No	Core Rulebook p79
Shortcut (Imp.)	No	**See description**
Suppressing Fire	Yes	**See description**
Takedown	No	**See description**
Target Selection	No	**See description**
Unrelenting Skeptic	No	**See description**
Unshakeable Faith	No	**See description**
Wrath of the Righteous	No	**See description**
Xeno-anatomist	No	**See description**
Tier 4		
Adamantium Faith	No	**See description**
Armour of Contempt	No	**See description**
Back to Back	No	**See description**
Body Guard (Sup.)	No	**See description**
Can't We Talk About This?	No	Core Rulebook p79
Commanding Presence	**No**	**See description**
Deadeye	No	Core Rulebook p79

Talent	Ranked	Info
Tier 4 (Continued)		
Defensive	Yes	Core Rulebook p80
Defensive Driving	Yes	Core Rulebook p80
Death Rage	No	**See description**
Deny the Witch	No	**See description**
Deny the Witch (Imp.)	No	**See description**
Disarming Duelist	No	**See description**
Discredit	No	**See description**
Enduring	Yes	Core Rulebook p80
Favoured by the Warp	No	**See description**
Field Commander (Imp.)	No	Core Rulebook p80
Force Weapon Attunement	No	**See description**
How Convenient!	No	Core Rulebook p80
Independent Targeting	No	**See description**
Inspiring Rhetoric (Sup.)	No	Core Rulebook p80
Instrument of His Will	No	**See description**
Intense Focus	No	**See description**
Iron Jaw (Imp.)	No	**See description**
Jaded	No	**See description**
Lightning Attack	No	**See description**
Lightning Reflexes	No	**See description**
Litany of Hate (Imp.)	No	**See description**
Offensive Driving	No	**See description**
Overcharge	No	Core Rulebook p80
Pinning Fire (Imp.)	No	**See description**
Quick Witted	No	**See description**
Rain of Death	No	**See description**
Researcher	No	**See description**
Scathing Tirade (Sup.)	No	Core Rulebook p81
Signature Power (Imp.)	No	**See description**
Strength Through Convict.	No	**See description**
Thorough Assessment	No	**See description**
True Faith	No	**See description**
Unrelenting Offence	No	**See description**
Unrelenting Skeptic (Imp.)	No	**See description**
Urban Combatant	No	**See description**
Wall of Steel	No	**See description**
Whirlwind of Death	No	**See description**
Wrath of the Right. (Imp.)	No	**See description**
Tier 5		
Aegis of Contempt	No	**See description**
Baleful Gaze	No	**See description**
Binary Chatter (Sup.)	No	**See description**
Combat Formation	No	**See description**
Coordination Dodge	No	**See description**
Crushing Blow	No	**See description**
Dedication	Yes	Core Rulebook p81
Indomitable	No	Core Rulebook p81
Let's Talk This Over	No	**See description**
Master	No	Core Rulebook p81
Overcharge (Imp.)	No	Core Rulebook p81
Perfect Shot	No	**See description**
Psychic Mastery	No	**See description**
Retribution	No	**See description**
Ruinous Repartee	No	Core Rulebook p81
Weapon Tech	No	**See description**
Zealous Fire	No	**See description**

Tier 1 Talents

All Out Attack

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When making a melee combat check, you may add a number of ☐ to the check up to your ranks in All Out Attack. Until the beginning of your next turn, adversaries add an equal number of ☐ when making an attack against you.

Apothecary

Tier: 1

Activation: Passive

Ranked: Yes

When a patient under your character's care heals wounds from natural rest, they heal additional wounds equal to twice your character's ranks in Apothecary.

Bar Brawler

Tier: 1

Activation: Passive

Ranked: No

Your character adds ⋀ to unarmed Melee (Light) checks and combat checks using improvised weapons.

Black Market Contacts

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When purchasing illegal goods, you may reduce the item's rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of the base cost per reduction.

Blather

Tier: 1

Activation: Active (Action)

Ranked: No

Your character may perform the Blather action against a target, making an opposed Charm or Deception check. If the check is successful, while the target is engaged in conversation with your character they add ✕✕ to Perception or Vigilance checks made to detect the actions of your allies. ⋀⋀ may be spent to affect an additional target.

Bullrush

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character makes a Melee (Light), or Melee (Heavy) combat check after using a maneuver to engage a target, you may spend ⋀⋀⋀ or ✴ to use this talent to knock the target prone and move them up to one range band away from your character.

Catfall

Tier: 1

Activation: Passive

Ranked: Yes

Reduce the damage and strain suffered from falling by 2 per rank of Catfall. When rolling Athletics or Coordination to reduce damage from falling, add ☐☐.

Challenge

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Once per encounter, your character may use this talent to choose a number of adversaries within short range no greater than your character's ranks in Challenge (a minion group counts as a single adversary for this purpose). Until the encounter ends or your character is incapacitated, these adversaries add ☐ to combat checks targeting your character and ■■ to combat checks targeting other characters.

CRACK SHOT

Tier: 1

Activation: Passive

Ranked: No

Your character removes a single ■ added to their combat checks due to use of the Aim maneuver.

DEEP POCKETS

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Once per session, your character may use this talent to produce a small but narratively useful item from their pockets, backpack, or similar receptacle (it turns out the item had been there the whole time).

　　Your GM has final say as to what items can be produced with Deep Pockets, but generally the item should cost less than 100 thrones, have a rarity of 5 or less, and have an encumbrance of 0 or 1.

DISTURBING VOICE

Tier: 1

Activation: Passive

Ranked: No

You have a sinister and upsetting voice. This may be due to infrasonic cadences produced by a vox synthesiser, interrogation training or just an inborn air of malice. Your character adds □ to all Coercion checks when using their voice, but adds ■ to all other social interaction checks when dealing with persons likely to be put off by the character's disturbing cadence.

HAND ON THE THROTTLE

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Once per round while operating a vehicle, your character may use this talent to increase or decrease its speed by 1, to a minimum of 0 or a maximum of the vehicle's maximum speed.

HATRED

Tier: 1

Activation: Passive

Ranked: No

When you gain this talent, select a target for your character's hatred. This must be a specific group, such as gangers, daemons or psykers. When making attacks against a target that belongs to this group, add □ to the roll. To retreat or surrender when fighting a foe that belongs to this group, your character must first pass an **Average (♦♦) Cool check**. You may purchase this talent multiple times, selecting a new target for your character's hatred each time.

KNOCKOUT PUNCH

Tier: 1

Activation: Passive

Ranked: No

Your character adds the Stun quality to combat checks made when unarmed or using brawling weapons such as brass knuckles, with a rating equal to two plus your character's ranks in Coordination (this does not stack with other instances of the Stun quality). Power fists do not count as a brawling weapon for this purpose.

MIMIC

Tier: 1

Activation: Passive

Ranked: Yes

Your character adds □ per rank of Mimic to all Deception checks made to imitate the voice of another person.

PAINFUL BLOW

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character makes a combat check, you may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers 2 strain each time they perform a maneuver until the end of the encounter.

PHYSICIAN

Tier: 1

Activation: Passive

Ranked: Yes

When making a Medicae check to help a character recover from wounds, the target heals 1 additional strain per rank of Physician.

PINNING FIRE

Tier: 1

Activation: Active (Action)

Ranked: Yes

Select a target within range of your currently wielded ranged weapon and make a Pinning Fire action. Until the start of your next turn, the targeted character adds one ■ to their checks for each rank of Pinning Fire, to a maximum of ■■■.

PURIFYING FLAME

Tier: 1

Activation: Active (Incidental)

Ranked: No

When attacking with a Burn weapon, you may spend a Story Point to trigger the Burn quality, rather than spending ΛΛ.

RAPID RECOVERY

Tier: 1

Activation: Passive

Ranked: Yes

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

RESOURCEFUL MECHANIC

Tier: 1

Activation: Passive

Ranked: Yes

When your character makes a Tech-Use check to repair system strain or hull trauma on a vehicle, they repair one additional system strain or hull trauma per rank of Resourceful Mechanic.

SHIELD SLAM

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character uses a shield to attack a minion or rival, you may spend ΛΛΛΛ or ✸ to stagger the target until the end of the target's next turn.

SPECIALIST KNOWLEDGE

Tier: 1

Activation: Passive

Ranked: No

When you gain this talent, select a specific area of expertise for your character. When making a Forbidden Lore or Scholastic Lore check which pertains to that area of expertise, reduce the difficulty of the check once. You may purchase this talent multiple times, selecting a new area of expertise for your character each time.

Some examples of appropriate areas of expertise include: Archaeotech, Cryptology, Imperial Creed, Legend, Numerology, Mutants, The Warp, Underworld.

STREET FIGHTER

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character disorients or knocks their target prone while making a combat check when unarmed or using brawling weapons such as brass knuckles, they may use this talent to cause the target to suffer wounds equal to your character's ranks in Skulduggery. Power fists do not count as a brawling weapon for this purpose.

TUMBLE

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, they may suffer 2 strain to disengage from all engaged adversaries.

You Saw Nothing

Tier: 1

Activation: Active (Action)

Ranked: Yes

Your character may make a **Hard (◆◆◆) Coercion check** to perform the You Saw Nothing action. If you succeed, you convince one uninvolved bystander NPC per rank of You Saw Nothing to leave the scene without asking questions. If interrogated about the matter later, these NPCs deny having seen anything or have forgotten anything of importance.

Tier 2 Talents

Ambassador Imperialis

Tier: 2

Activation: Passive

Ranked: Yes

Your character removes one ■ per rank of Ambassador Imperialis from social interaction checks to interact with Xenos.

Archivator

Tier: 2

Activation: Passive

Ranked: No

When making a Forbidden Lore or Scholastic lore skill check utilising sources of recorded information such as cogitators, tomes or data-slates, your character can re-roll a failed check once per session.

Bad Cop

Tier: 2

Activation: Passive

Ranked: Yes

Your character may spend ⋀⋀ from a Coercion or Deception check to upgrade the ability of a single ally's subsequent Social Interaction skill check against the same target in the same encounter. Upgrade the ability a number of times equal to your character's ranks in Bad Cop. A single check may only benefit from one use of Bad Cop.

Berserk Charge

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When making a melee attack after moving straight towards your target, you may suffer a number of strain up to ranks in Berserk Charge to increase the damage by 2, plus 1 for each point of strain suffered.

Binary Chatter

Tier: 2

Activation: Passive

Ranked: Yes

Your character grants ☐ per rank of Binary Chatter to any tasks they direct a servitor to perform.

BLOCK

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. While wielding a shield, your character may use the Parry talent to reduce damage from ranged attacks as well as melee attacks targeting your character.

BLOODED

Tier: 2

Activation: Passive

Ranked: Yes

Add ☐ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded, to a minimum of 1.

BULGING BICEPS

Tier: 2

Activation: Passive

Ranked: Yes

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Bulging Biceps, to a minimum of 1.

BULWARK

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. While wielding a weapon with the Defensive quality, your character may use Parry to reduce the damage of an attack targeting an engaged ally.

COMBAT MEDICINE

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Before making a Medicae check, your character may use this talent to add ✿ equal to their ranks in Combat Medicine to the results. After the check is resolved, the target suffers 2 strain for each rank your character has in Combat Medicine.

CORPUS CONVERSION

Tier: 2

Activation: Active (Incidental)

Ranked: No

Only Psykers may benefit from this talent. When making a psychic power check, you may suffer 2 wounds per rank of Corpus Conversion. For each 2 wounds suffered in this way, add ✿ or ⋀⋀ to the results of the check.

DECEPTIVE TAUNT

Tier: 2

Activation: Active (Action)

Ranked: No

Once per encounter, your character may make a Deceptive Taunt action. Your character makes an opposed Deception check targeting one NPC within medium range. If you succeed, the target must attack you during its next turn. If the NPC cannot do so, it must spend all subsequent turns maneuvering into position until it can make a melee or ranged attack against your character. Once it has made a melee or ranged attack against your character, the adversary is no longer affected by Deceptive Taunt. If your character is incapacitated or leaves the encounter, the adversary is no longer affected by Deceptive Taunt. Certain targets, such as daemons or beasts, may be immune to this talent at the GM's discretion.

Outside of combat, at the GM's discretion the adversary can choose to perform a non-lethal attack if the situation warrants it. If the encounter takes place at a ball, for example, the NPC may choose to punch the character.

DETERMINED DRIVER

Tier: 2

Activation: Active (Incidental)

Ranked: No

You may spend a Story Point to use this talent to have your character heal system strain on a vehicle they are currently operating equal to their ranks in Driving.

DIRTY TRICKS

Tier: 2

Activation: Active (Incidental)

Ranked: No

After your character inflicts a Critical Injury on an adversary, they may use this talent to upgrade the difficulty of that adversary's next check.

EMPEROR'S BLESSING

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per session, your character may add ☐☐ to any one skill check.

EXPLOIT

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character makes a combat check with a Ranged or Melee (Light) weapon, they may suffer 2 strain to use this talent to add the Ensnare quality to the attack. The rating of the Ensnare quality is equal to your character's ranks in Exploit.

FEARSOME

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When an adversary becomes engaged with your character, you may force them to make a fear check, with difficulty equal to your character's ranks in Fearsome. At the GM's discretion, some adversaries may be immune to this talent based on the type of adversary or the ongoing circumstances.

FETTERED POWER

Tier: 2

Activation: Active (Incidental)

Ranked: No

Only psykers may benefit from this talent. When making a psychic power check, you may choose to ignore the effects of any ⋀ (they still cancel out ⌂ as usual). This choice is made before rolling any dice. If you do so, downgrade the difficulty pool of the check once. This may not be done at the same time as Pushing.

FLAGELLANT

Tier: 2

Activation: Active (Ten minutes or more)

Ranked: Yes

If your character spends ten minutes or more ritually inflicting pain on themselves, they may reduce their wound threshold by 1 a number of times equal to their ranks in Flagellant. For each point their wound threshold is reduced in this way, they add ☐ to all Corruption checks and checks to resist mind altering psychic/warp effects. These effects last until the beginning of the next day.

FRENZY

Tier: 2

Activation: Active (Action)

Ranked: No

Your character can enter a Frenzied state as an action. While Frenzied, your character adds �ధ⋀⋀ to all melee combat checks they make. However, opponents add ✧ to all combat checks targeting your character. While Frenzied, your character cannot make ranged combat checks.

While Frenzied, the character must attack the nearest enemy in melee combat if possible. If they are not engaged with the nearest enemy, they must move towards that enemy and engage it if possible. They will not take obviously suicidal actions such as leaping off a building in order to engage someone on the ground, but they will take any actions that offer a reasonable opportunity to engage in melee combat with the nearest enemy.

Frenzy automatically ends if the character is incapacitated. After combat ends, or if there are no more eligible enemy targets for the character to attack, they can make an **Average (◆◆) Cool check** to snap out of their Frenzy. If they fail, they must continue to attack, favouring NPCs over PCs. On each of their subsequent turns, the character may re-attempt the check, decreasing the difficulty once each time (to a minimum of **Simple (-)**). After Frenzy ends, the character suffers 6 strain.

Good Cop

Tier: 2
Activation: Passive
Ranked: Yes

Your character may spend ∧∧ during a Charm or Negotiation check to upgrade the ability of a single ally's subsequent social skill check against the same target in the same encounter. Upgrade the ability a number of times equal to your character's ranks in Good Cop. A single check may only benefit from one use of Good Cop.

Grapple

Tier: 2
Activation: Active (Incidental)
Ranked: No

Your character may suffer 2 strain to use this talent. Until the start of your character's next turn, enemies must spend two maneuvers to disengage from your character.

Hardened Soul

Tier: 2
Activation: Active (Incidental)
Ranked: No

Whenever your character would gain Corruption, they may ignore the Corruption gain. If they do so, they immediately develop a mental trauma.

Hard Target

Tier: 2
Activation: Passive
Ranked: No

If your character makes the Move maneuver twice during their turn, all ranged attacks made against your character increase their difficulty by one until the start of your character's next turn.

Haughty Demeanor

Tier: 2
Activation: Passive
Ranked: No

Other characters add ♘ to social skill checks targeting your character.

Heroic Leadership

Tier: 2
Activation: Active (Action)
Ranked: No

Your character may use this talent to make an **Average (◆◆) Leadership check**. For each ✷ the check generates, one ally within medium range adds ☐ to their next skill check. For each ∧, one ally benefiting from Heroic Leadership recovers 1 strain.

Honed Senses

Tier: 2

Activation: Passive

Ranked: No

When you gain this Talent, select one of the five senses. Add ☐ to all Perception and Vigilance checks involving this sense. This talent may be purchased multiple times, selecting a different sense each time.

Impaling Strike

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character inflicts a Critical Injury with a melee weapon, you may use this talent to immobilize the target (in addition to the other effects of the Critical Injury). This effect lasts until the end of the target's next turn.

Iron Jaw

Tier: 2

Activation: Active (Action)

Ranked: Yes

On any turn in which your character is staggered or disoriented, you may perform the Iron Jaw action (this action may be specifically performed even though you are normally barred from performing actions when staggered). Make a **Daunting (◆◆◆◆) Discipline check**. If you succeed, your character is no longer staggered or disoriented. The difficulty of this check decreases by one per additional rank of Iron Jaw, to a minimum of **Easy (◆)**.

Loom

Tier: 2

Activation: Passive

Ranked: No

When an ally engaged with your character makes a successful Charm, Deception or Negotiation check, your character adds ⋀ per rank in Coercion to the result of that ally's check.

Luminen Shock

Tier: 2

Activation: Passive

Ranked: No

Your character must have a Luminen Capacitor installed to benefit from this talent. Your character always counts as being armed with a Melee (Light) weapon with damage equal to your Willpower + 3, a critical rating of ⋀⋀⋀⋀, and Stun with a rating equal to your character's Willpower. Each time this weapon is used to attack, your character suffers 2 strain.

Maglev Transcendence

Tier: 2

Activation: Passive

Ranked: No

Your character must have Maglev Coils installed to benefit from this talent. Your character can maintain the effects of hovering with Maglev Coils as an incidental, and never suffers fall damage while Maglev Coils are active. Your character can activate Maglev Coils twice before waiting for them to recharge.

Probing Question

Tier: 2

Activation: Passive

Ranked: No

If your character inflicts strain on an opponent using a social skill while knowing that opponent's Flaw or Fear motivation, they inflict 3 additional strain.

Quick Draw (Improved)

Tier: 2

Activation: Passive

Ranked: No

Your character must have purchased the Quick Draw Talent to benefit from this talent. You may use Quick Draw twice per round. This also allows you to reduce the prepare rating of a weapon by 2, to a minimum of 1.

QUICK FIX

Tier: 2

Activation: Active (Maneuver)

Ranked: No

You may spend a Story Point to use this talent to have your character temporarily repair one damaged item they are engaged with. For a number of rounds equal to your character's ranks in Tech-Use, the item may be used without penalty (see page 89 of the **GENESYS Core Rulebook**), even if it is unusable. When the effect ends, the item is damaged one additional step; if it was already suffering from major damage, it is destroyed and cannot be repaired.

RAPID RELOAD

Tier: 2

Activation: Passive

Ranked: No

Your character can reload weapons that require a maneuver to reload with an incidental instead. Weapons that require an action to reload can be reloaded with a maneuver instead.

RECKLESS CHARGE

Tier: 2

Activation: Active (Incidental)

Ranked: No

After using a maneuver to engage an adversary, your character may suffer 2 strain to use this talent. They then add ✪✪◊◊ to the results of the next Brawl, Melee (Light), or Melee (Heavy) combat check they make this turn

RESIST DISARM

Tier: 2

Activation: Active (Incidental)

Ranked: No

If your character would be disarmed or their weapon would be damaged or destroyed, you may choose to suffer 2 strain to ignore the effect.

SHORTCUT

Tier: 2

Activation: Passive

Ranked: Yes

During a chase, your character adds ◻ per rank of Shortcut to their checks made to catch or escape an opponent.

SIGNATURE POWER

Tier: 2

Activation: Passive

Ranked: No

Only psykers may benefit from this talent. When your character gains this talent, decide on a signature power for them, consisting of a particular psychic power and a specific set of one or more effects. When your character manifests their signature power (consisting of the exact combination of action and effects previously chosen), reduce the difficulty of the check by one.

Supporting Evidence

Tier: 2

Activation: Passive

Ranked: No

When your character assists an ally with a Charm, Deception, Leadership, or Negotiation check, that ally adds one ⋀ to the results of the check per rank of Scholastic Lore.

Tactical Focus

Tier: 2

Activation: Passive

Ranked: No

When performing a combat check with a Ranged (Heavy) weapon, if your character did not perform a maneuver to ready or stow a weapon or item during this turn, they add ⋀ to the results.

Threaten

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

After an adversary within short range of your character resolves a combat check that deals damage to one of your character's allies, your character may suffer 3 strain to inflict a number of strain on the adversary equal to your character's ranks in Coercion. The range of this talent increases by one band per rank of Threaten beyond the first.

Two-Handed Stance

Tier: 2

Activation: Passive

Ranked: Yes

When performing a combat check with a Ranged (Light) weapon, if your character has nothing in their other hand, they add ⋀ to the results.

Warp Conduit

Tier: 2

Activation: Passive

Ranked: No

Only psykers may benefit from this talent. When making a psychic power check you may push up to four times, rather than the usual three.

Witch Finder

Tier: 2

Activation: Passive

Ranked: Yes

You can use Psyniscience (see page 78) even if your character has no psychic abilities. Any test made to detect, track or otherwise locate psykers adds ☐ per rank of Witch Finder.

Tier 3 Talents

Ambush

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Once per round while benefiting from cover, your character may perform the Ambush maneuver. You may add additional damage equal to your ranks in Stealth to one hit of the next successful combat check you make against a target within short range. This attack must be made before the end of your turn.

Applied Knowledge

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Your character may use this talent before making a check to use any knowledge skill and Intellect instead of the skill and characteristic the check would normally require. Your character may use this talent a number of times per session equal to their ranks in Applied Knowledge.

When your character uses this talent, you should explain how their mastery of knowledge lets them accomplish this task. In addition, your GM may rule that a particular knowledge skill makes the most sense in a given situation, and require your character to use that specific skill.

Armour of Faith

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Immediately after being hit by a successful combat check but before damage is applied, you may spend a Story Point to increase your character's soak by an amount equal to their ranks in Discipline. This may be done once per encounter, plus an additional time for each rank of Armour of Faith.

Assassin Strike

Tier: 3
Activation: Active (Incidental)
Ranked: No

After making a melee attack, your character may make an **Average (♦♦) Coordination** check. If the check is successful, your character may disengage from their opponent as an incidental.

Backstab

Tier: 3
Activation: Active (Action)
Ranked: No

Your character may use this talent to attack an unaware adversary using a Melee (Light) weapon. Backstab is a melee attack, and follows the normal rules for performing a combat check (see page 101 of the **Genesys Core Rulebook**), using the character's Skulduggery skill instead of Melee (Light). If the check succeeds, each uncanceled ☼ adds +2 damage (instead of the normal +1).

Bastion of Iron Will

Tier: 3
Activation: Passive
Ranked: No

Only Psykers may benefit from this talent. When using the Deny the Witch maneuver, your character affects all targets within long range.

Berserk Charge (Improved)

Tier: 3
Activation: Passive
Ranked: No

Your character must have purchased the Berserk Charge talent to benefit from this talent. When spending strain to activate Berserk Charge, your melee attacks gain the Knockdown quality if they don't already have it.

Binary Chatter (Improved)

Tier: 3
Activation: Passive
Ranked: No

Your character must have purchased the Binary Chatter talent to benefit from this talent. When your character directs a servitor to assist any character with a check, that servitor provides an additional ▢ to the check for which it is assisting (beyond the usual benefits of assistance).

Blind Fighting

Tier: 3
Activation: Passive
Ranked: No

When making Melee (Light) or Melee (Heavy) attack checks, you ignore all penalties for obscured vision, such as low-light, smoke and blindness.

Body Guard

Tier: 3
Activation: Active (Maneuver)
Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Body Guard to use this talent. Choose one ally engaged with your character; until the end of your character's next turn, upgrade the difficulty of all combat checks targeting that ally a number of times equal to the strain suffered.

Body Guard (Improved)

Tier: 3
Activation: Active (Incidental, Out of Turn)
Ranked: No

Your character must have purchased the Body Guard talent to benefit from this talent. Once per session, when an ally protected by your Body Guard maneuver would be hit by an attack, you may choose to suffer that hit instead of the ally.

Bulwark of Faith

Tier: 3
Activation: Passive
Ranked: No

When your character passes a Fear check caused by a Daemon, the Daemon suffers 1 strain ignoring soak for each � on the Fear check.

CLEANSE AND PURIFY

Tier: 3
Activation: Passive
Ranked: No
Attack checks made with flamer weapons decrease their difficulty once, to a minimum of **Easy** (◆).

COMBAT MASTER

Tier: 3
Activation: Passive
Ranked: No
When you are engaged with three or more adversaries, your melee defence increases by 1.

COUNTERATTACK

Tier: 3
Activation: Passive
Ranked: No
Your character must have purchased the Improved Parry talent to benefit from this talent. When your character uses the Improved Parry talent to hit an attacker, they may also activate an item quality of the weapon they used as if they had generated ⋏⋏ on a combat check using that weapon.

DAEMONOLOGIST

Tier: 3
Activation: Passive
Ranked: Yes
Only psykers may benefit from this talent. When your character makes a psychic power check targeting a Daemon, add ▢ for each rank of Daemonologist.

DARK SOUL

Tier: 3
Activation: Passive
Ranked: No
When rolling on the Malignancy table with a modifier, reduce that modifier by half, rounding up.

DOUBLE TEAM

Tier: 3
Activation: Passive
Ranked: No
When you and an ally are both engaged in melee combat with the same enemy, add ▢ to all melee combat checks targeting that enemy. If your ally also has the Double Team talent, add ▢▢ instead.

DUAL STRIKE

Tier: 3
Activation: Active (Incidental)
Ranked: No
When resolving a combined check to attack with two weapons in melee combat, your character may suffer 2 strain to use this talent to hit with the secondary weapon (instead of spending ⋏⋏).

EASY PREY

Tier: 3
Activation: Active (Maneuver)
Ranked: No
Your character may suffer 3 strain to use this talent. Until the start of your next turn, your character and allies within short range add ▢▢ to combat checks against immobilized targets.

Encoded Communique

Tier: 3

Activation: Passive

Ranked: No

Upgrade the difficulty of checks to decrypt your character's coded messages without the proper cipher a number of times equal to your character's ranks in Scholastic Lore.

Feint

Tier: 3

Activation: Passive

Ranked: Yes

Upon missing an opponent with a Melee combat check, your character may spend ⊛ or ∧∧∧ to upgrade the difficulty of the opponent's next combat check targeting your character during this encounter a number of times equal to your ranks in Feint.

Ferric Summons

Tier: 3

Activation: Passive

Ranked: No

Your character must have Ferric Lure Implants installed to benefit from this talent. When using Ferric Lure Implants to summon a metal object to hand, you can affect items up to medium range away.

Hardy

Tier: 3

Activation: Passive

Ranked: No

Medicae or Biomancy checks made to heal you reduce their difficulty once, to a minimum of **Easy (◆)**.

Hold it Steady

Tier: 3

Activation: Active (Incidental)

Ranked: No

Before performing a combat check using a weapon with the Auto-fire quality, your character may use this talent to use the Auto-fire quality without increasing the difficulty of the combat check. If they do so, each time they trigger an additional hit during the attack, they suffer 2 strain.

Imperial Judgement

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, they may suffer 3 strain to use this talent, and add damage equal to their ranks in Discipline to one hit of a successful melee attack.

Into the Jaws of Hell

Tier: 3

Activation: Passive

Ranked: No

Allies add ☐ to their Fear checks when you are within line of sight.

Laugh it Off

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When your character is targeted by a social skill check, they may spend ⟲⟲⟲ or ⊗ to reduce any strain the check inflicts by a number equal to their ranks in Charm. If they do so, the character who targeted them suffers that much strain instead.

Lethal Blows

Tier: 3

Activation: Passive

Ranked: Yes

Your character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.

Litany of Hate

Tier: 3

Activation: Active (Action)

Ranked: No

Your character must have purchased the Hatred talent to benefit from this talent. Select a group for which you have the Hatred talent. As an action, make an **Average (◆◆) Leadership check**. If successful, a number of targets within earshot equal

to your Presence gain the Hatred talent targeting the same group. This effect lasts until the end of the encounter.

LUMINEN SHOCK (IMPROVED)

Tier: 3
Activation: Passive
Ranked: No

Your character must have purchased the Luminen Shock talent to benefit from this talent. Luminen Shock attacks can be made at short range. This can be extended to medium range if you suffer one additional point of strain (for a total of 3 strain). Luminen Shock's critical rating is now ⋀⋀.

MARTIAL WEAPON MASTER

Tier: 3
Activation: Active (Action)
Ranked: No

While armed with a Melee weapon, your character may use this talent to make an **Average (◆◆) Melee (Light) check**. If successful, your character may force one engaged target to either drop one weapon they are holding or move up to one range band in a direction of your choosing, as long as this move is possible.

If your character forces a named rival or nemesis into dangerous terrain (or off a ledge or cliff) using this talent, your GM can spend a Story Point to allow them to catch themselves at the edge and fall prone instead.

NIMBLE

Tier: 3
Activation: Active (Incidental)
Ranked: No

At the start of your character's turn, you may spend one Story Point to use this talent to allow your character to perform a move maneuver as an incidental. (This does not count against the limit of two maneuvers per turn.) If you use this talent, your character can only perform one additional move maneuver during this turn.

PRESSURE POINT

Tier: 3
Activation: Active (Incidental)
Ranked: No

When your character makes an unarmed Melee (Light) check targeting a living opponent, they may declare it as a Pressure Point attack before rolling. If they do so, the attack deals strain damage instead of wound damage, and inflicts additional strain damage equal to their ranks in Medicae.

PURGE THE UNCLEAN

Tier: 3
Activation: Active (Action)
Ranked: No

As an action, you may spend a Story Point to intone holy words and repel a warp entity within short range. Make an **opposed Discipline vs Discipline check** against the warp entity. If the check succeeds, the creature is repelled, unable to approach to engaged range until the end of their next turn. ⋀ can be spent to inflict 1 wound on the entity, ignoring soak (this can be done multiple times). ✴ may be spent to inflict 1 strain on your character (this can also be done multiple times).

Purity of Hatred

Tier: 3
Activation: Passive
Ranked: No

Your character must have purchased the Hatred talent to benefit from this talent. When you gain this talent, select a target group for which your character possesses the Hatred talent. When making attacks against a target that belongs to this group, your attacks gain Vicious 2, or increase their existing Vicious quality by 2. You may also spend a Story Point to reduce the attack's critical rating by 1 (to a minimum of 1). You may purchase this talent multiple times, selecting a new target group each time.

Reconstruct the Scene

Tier: 3
Activation: Active (Action)
Ranked: No

Once per session, your character may perform the Reconstruct the Scene action. The character makes a **Hard (◆◆◆) Perception check** when present at a single crime scene (or similar location). If the character succeeds, they identify all prominent physical characteristics of one person who was at the crime scene in the last 24 hours per uncancelled ✵. Trying to identify the characteristics of individuals who were present at the crime scene longer than 24 hours ago is sometimes possible, but increases the difficulty to **Daunting (◆◆◆◆)**.

Rites of Banishment

Tier: 3
Activation: Active (Maneuver)
Ranked: Yes

Once per round your, character may perform the Rites of Banishment maneuver. Until the beginning of your next turn, Daemons within medium range add ■ to Willpower checks equal to your ranks in Rites of Banishment.

Shortcut (Improved)

Tier: 3
Activation: Active (Incidental)
Ranked: No

Your character must have purchased the Shortcut talent to benefit from this talent. When engaging in a chase or race, your character may suffer 2 strain to add ✵ equal to your ranks in Shortcut to the check.

SUPPRESSING FIRE

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

If your character does not make a combat check during their turn, they may use this talent to target one character (or minion group) within long range. The target must upgrade the difficulty of any ranged combat check they make once until the end of your character's next turn. Your character may choose to affect one additional target for each additional rank of Suppressing Fire.

Your character must be holding a ranged weapon to use this talent. Your GM can also rule that your character can't use this talent if they have no line of fire or range to the target.

TAKEDOWN

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an opposed Melee (Light) versus Resilience check targeting one engaged opponent. If the check succeeds, the target is knocked prone and is immobilized until the end of your character's next turn. If the target is a minion or rival, your character can spend ⚙ to incapacitate (but not kill) the target instead.

TARGET SELECTION

Tier: 3

Activation: Passive

Ranked: No

When making a Ranged combat check targeting a character engaged with one of your character's allies, downgrade the difficulty of the check once (thus negating the penalty for shooting at engaged targets).

UNRELENTING SKEPTIC

Tier: 3

Activation: Passive

Ranked: No

When targeted by a Deception check, your char-acter automatically adds ✕ to the check equal to their ranks in Vigilance.

UNSHAKEABLE FAITH

Tier: 3

Activation: Passive

Ranked: No

Once per session, you may reroll a failed Fear check.

WRATH OF THE RIGHTEOUS

Tier: 3

Activation: Passive

Ranked: No

When you succeed on a Fear test, ΔΔΔ may be spent to bless your strikes with the Emperor's light. All attacks you make are considered holy, ignoring the defensive properties of Daemons and other warp entities. This effect lasts for a number of rounds equal to your Willpower.

XENO-ANATOMIST

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Specialist Knowledge talent to benefit from this talent. Your attacks reduce their critical rating by 1 (to a minimum of 1) against xenos creatures for which you have a relevant Specialist Knowledge talent.

Tier 4 Talents

Adamantium Faith

Tier: 4

Activation: Passive

Ranked: No

Reduce the difficulty of fear checks you make once.

Armour of Contempt

Tier: 4

Activation: Passive

Ranked: No

Whenever you would gain Corruption, reduce the amount by 1, to a minimum of 1.

Back to Back

Tier: 4

Activation: Passive

Ranked: No

While engaged with one or more allies, your character and allies they are engaged with add ☐ to combat checks. If one or more allies engaged with your character also have Back to Back, the effects are cumulative to a maximum of ☐☐.

Body Guard (Supreme)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Body Guard (Improved) talent to benefit from this talent. When your character uses the Body Guard maneuver, they may protect a number of engaged characters up to their ranks in Resilience instead of just one.

Commanding Presence

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character can take the Commanding Presence action to choose a target minion, minion group, or rival and make a Leadership check opposed by the target's Discipline.

If the check is successful, the target adversary or group removes itself from the encounter for the duration of that encounter. The target will not attack or otherwise engage the PCs, nor perform any hostile or overt action. However, it will defend itself if attacked. Attacking the target ends the effect.

The Commanding Presence action can be used in narrative encounters. The specific details of its effect are at the GM's discretion, but could include commanding a guard to let the PCs pass or causing political opponents to remove themselves from a debate.

Death Rage

Tier: 4

Activation: Passive

Ranked: No

Your character adds +2 damage to melee attacks for each Critical Injury they are currently suffering. (Your GM may also impose additional penalties on social skill checks your character makes while enraged due to Critical Injuries they are suffering.)

Deny the Witch

Tier: 4

Activation: Passive

Ranked: No

When targeted by the effects of a Psychic Power, you may add one ✖ to the pool for each rank you have in Discipline.

Deny the Witch (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Deny the Witch talent to benefit from this talent. When you successfully resist a Psychic Power using the Deny the Witch talent, the psyker that targeted you suffers one point of strain for each rank you have in Discipline.

DISARMING DUELIST

Tier: 4

Activation: Passive

Ranked: No

When you make a successful Melee (Light) check, you may spend ⬡ or ⋀⋀ to disarm your opponent. The disarmed weapon lands anywhere within short range of the engagement (your choice).

DISCREDIT

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, your character may take the Discredit action by making a **Hard (◆◆◆) Deception check**. If you succeed, one chosen character upgrades the difficulty of all social checks once, plus one additional time for every ⋀⋀ spent, until the end of the encounter.

FAVOURED BY THE WARP

Tier: 4

Activation: Passive

Ranked: No

Only Psykers may benefit from this talent. When your character rolls on a Perils of the Warp table, you may roll twice and pick which result takes effect.

FORCE WEAPON ATTUNEMENT

Tier: 4

Activation: Passive

Ranked: No

Only Psykers may benefit from this talent. When wielding a weapon with the Force quality, it gains Pierce equal to twice your ranks in Discipline.

INDEPENDENT TARGETING

Tier: 4

Activation: Passive

Ranked: No

After a successful combined check with two Ranged (Light) weapons, additional hits can be allocated to other targets within range of the weapon. In order to use this talent, your initial target must be the opponent who would be most difficult to hit.

INSTRUMENT OF HIS WILL

Tier: 4

Activation: Active (Incidental)

Ranked: No

After making a successful attack against a Daemon, you may spend a Story Point to inflict a number of wounds on the Daemon equal to your Willpower. This extra damage bypasses soak, including soak provided by the Daemonic trait.

INTENSE FOCUS

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per round before making a skill check, you may perform the Intense Focus maneuver. Your character suffers 1 strain and upgrades the ability of the skill check once.

Iron Jaw (Improved)

Tier: 4

Activation: Active (Action)

Ranked: No

Your character must have purchased the Iron Jaw talent to benefit from this talent. Your character may use this talent to recover from being incapacitated due to exceeding their strain threshold. On your next turn after being incapacitated, you may make a **Formidable (◆◆◆◆◆) Discipline check** as an action (this action may be specifically performed even though you are normally barred from performing actions). If you succeed, your character reduces their strain to one below their strain threshold. The difficulty of this check decreases by one per rank of Iron Jaw, to a minimum of **Easy (◆)**.

Jaded

Tier: 4

Activation: Passive

Ranked: No

Mundane events, from death's horrific visage to xenos abominations, do not force your character to make fear checks. Only Daemons, Warp manifestations, and other unholy events still affect you normally.

Lightning Attack

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Your character may perform the Lightning Attack maneuver, suffering 1 strain. Your next Melee (Light) combat check this turn gains the Linked item quality, with ranks equal to your Agility.

Lightning Reflexes

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per session when making an initiative roll, you may suffer 2 strain to add a number of ✷ equal to your Agility to the roll.

Litany of Hate (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Litany of Hate talent to benefit from this talent. When your character performs the Litany of Hate action, they may affect a number of targets equal to ten times their Presence. Easily manipulable targets—such as Imperial citizens—will be whipped into a religious frenzy, devolving into an angry mob with the slightest provocation.

Offensive Driving

Tier: 4

Activation: Active (Action)

Ranked: No

While operating a vehicle, your character may use this talent to select one other vehicle within medium range and make an **opposed Driving versus Driving check** targeting the other vehicle's operator. If successful, roll twice on **Table III.2–19: Critical Hit Result**, on page 230 of the **Genesys Core Rulebook**. Choose one Critical Hit result to apply to your character's vehicle, and the other to apply to the other vehicle. You may spend ⊛ to add +20 to one Critical Hit result. Your GM may spend ⬖ to add +20 to both Critical Hit results.

Pinning Fire (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Pinning Fire talent to benefit from this talent. When making a Pinning Fire action, you may affect a number of targets within range equal to ranks in Pinning Fire.

Quick Witted

Tier: 4

Activation: Active (Incidental, Out Of Turn)

Ranked: No

Once per encounter, after another character makes a social skill check, your character may use this talent to make an **Average (♦♦) Vigilance check**. If successful, you may add a number of either ✵ or ⋀ (your choice) equal to your character's ranks in Charm to the other character's check. If your character fails, your character suffers 3 strain.

Rain of Death

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Your character may perform the Rain of Death maneuver. If they do so, when they make an attack in the same turn, they do not increase the difficulty of the attack due to the Auto-fire quality.

Researcher

Tier: 4

Activation: Passive

Ranked: No

When your character makes a successful knowledge skill check to gain information, they and their allies gain an automatic ⋀ per rank of Researcher to checks they make to act on that knowledge until the end of your next turn.

Signature Power (Improved)

Tier: 4

Activation: Passive

Ranked: No

Only psykers may benefit from this talent. Your character must have purchased the Signature Power talent to benefit from this talent. When your character manifests their signature power, reduce the difficulty of the check by two instead of one.

Strength Through Conviction

Tier: 4

Activation: Active (Incidental)

Ranked: No

The first time your character would develop a mental trauma during a session, you may spend a Story Point to make a **Daunting (♦♦♦♦) Discipline check**. If you succeed, the trauma is ignored.

Thorough Assessment

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character may make a **Hard (♦♦♦) knowledge check** (the GM and player should determine which knowledge skill is most applicable in the given situation) to perform the Thorough Assessment action. If you succeed, your character may add ☐ to any check another character makes before the end of the encounter, but only if that character could reasonably benefit from this information. For every ✵ beyond the first, you may add ☐ to one additional check, however you cannot allocate more than ☐ to any single check this way. At the end of the encounter, any unused ☐ are lost.

True Faith

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per session, your character may suffer 2 strain to turn one GM Story Point into a Player Story Point (this cannot be used to interrupt the spending of a Story Point).

Unrelenting Offence

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per round after resolving a successful Melee (Light) or Melee (Heavy) combat check, your character may suffer 4 strain to use this talent to immediately make an additional melee attack as an incidental against the same target. Increase the difficulty of this additional combat check by ♦ if this attack uses a second weapon, or by ♦♦ if the attack uses the same weapon.

Unrelenting Skeptic (Improved)

Tier: 4

Activation: Active (Incidental)

Ranked: No

When targeted by a Deception check that fails, your character may spend one Story Point to retroactively add ⬙ to the results of that check.

Urban Combatant

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

When your character is targeted by a combat check while in an urban environment, you may spend one Story Point to use this talent before the dice pool is rolled. If you do so, the attacker removes all ■ from the check, and instead adds an equal number of ✗ to the results.

Wall of Steel

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. When an ally engaged with your character suffers a hit from a melee combat check, your character may use a Parry incidental to reduce the damage the hit deals (even though you are not the target of the combat check).

Whirlwind of Death

Tier: 4

Activation: Active (Action)

Ranked: No

Your character may perform the Whirlwind of Death action, making a melee combat check against one engaged target, increasing the difficulty of the check by ◆. You may spend ⋀⋀ generated on this combat check to hit one additional target your character is engaged with. You may do this once per engaged target, paying ⋀⋀ for each additional hit.

When performing the Whirlwind of Death action, your character must always target the opponent with the highest difficulty and highest defense (if two targets have the same difficulty and defense, the GM chooses which target is the initial target).

Wrath of the Righteous (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Wrath of the Righteous talent to benefit from this talent. The effects of Wrath of the Righteous apply not only to your character, but also to a number of allies equal to your Willpower within medium range.

Tier 5 Talents

Aegis of Contempt

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the Armour of Contempt talent to benefit from this talent. Whenever an ally within short range would gain Corruption, reduce the amount by 1, to a minimum of 1. They may spend a Story Point to instead reduce the amount by 4.

Baleful Gaze

Tier: 5

Activation: Active (Incidental)

Ranked: No

When targeted by a combat check made by an enemy within medium range, you may spend a Story Point to upgrade the difficulty of the check a number of times equal to your ranks in Coercion.

Binary Chatter (Supreme)

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Your character must have purchased the Binary Chatter (Improved) talent to benefit from this

talent. Once per encounter, your character may perform the Binary Chatter maneuver, choosing one skill. Until the beginning of your next turn, a number of non-minion servitors up to your ranks of Binary Chatter may use your character's ranks in the chosen skill (rather than their own ranks in that skill).

COMBAT FORMATION

Tier: 5
Activation: Active (Incidental)
Ranked: No
Before you roll to determine initiative, you may choose to suffer 2 strain. If you do so, add ✿ equal to half your Intellect (rounding up) to the results of each of your allies' initiative rolls for this encounter, including your own.

COORDINATION DODGE

Tier: 5
Activation: Active (Incidental)
Ranked: No

When targeted by a combat check, your character may spend a Story Point to add ✖ equal to their ranks in Coordination to the check.

CRUSHING BLOW

Tier: 5
Activation: Active (Incidental)
Ranked: No
Once per session after rolling a melee attack with a single weapon but before resolving the check, your character may suffer 4 strain to use this talent. While resolving the check, the weapon gains the Breach 1 and Knockdown item qualities, and destroys one item the target is wielding that does not have the Reinforced quality. This talent may not be used with unarmed attacks.

LET'S TALK THIS OVER

Tier: 5
Activation: Active (Incidental, Out of Turn)
Ranked: No
Once per session when a combat encounter against

one or more sentient beings is about to begin, your character may make a **Daunting (◆◆◆◆) Charm check**. If successful, the combat encounter instead becomes a social encounter, with the PCs attempting to convince their opposition to back down, come around to their viewpoint, or accept a compromise. The GM is the final arbiter of how the situation resolves without violence (or how the combat encounter continues if the character's check is unsuccessful). Certain sentient enemies may be too viciously opposed to the PCs to debate, such as a Khorne Berzerker. In these situations, the GM may decide the talent is unusable.

Perfect Shot

Tier: 5

Activation: Active (Incidental)

Ranked: No

When attacking with a ranged weapon, if your attack successfully incapacitates your target, you may spend ✪ to immediately perform an attack against another target within range as an incidental. Further attacks may not be triggered by ✪ generated on this incidental attack.

Psychic Mastery

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Only Psykers may benefit from this talent. Once per encounter, your character may perform a psychic power check as a maneuver. This can be used to allow them to perform two psychic power checks in one turn.

Retribution

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per round when an adversary attacks an ally within medium range, your character may spend one Story Point to use this talent to automatically hit that enemy once with a weapon your character is wielding, if the enemy is within the weapon's range. The hit deals the weapon's base damage, plus any damage from applicable talents and abilities.

Weapon Tech

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Once per encounter, your character may enhance any Melta, Plasma or Power weapon they are currently wielding. This increases the weapon's damage by an amount equal to your ranks in Tech-Use, and also gives it Pierce with a rating equal to your character's ranks in Tech-Use (or increases the existing Pierce rating by the same amount). This enhancement lasts until the end of the round.

Zealous Fire

Tier: 5

Activation: Passive

Ranked: No

Each time your GM spends a Story Point, your character heals 2 strain.

Chapter IV: Elite Advances

"The fires through which we pass in this life are but the light of the Emperor's forge. Our triumphs and tragedies are the heat by which we are tempered into weapons fit for His service."

– Commissar Captain Jourian Al'Eutar, *Gunmetallicus 41st*

Beyond mere circumstances of upbringing, some individuals who serve the Inquisition are truly exceptional, displaying exotic characteristics that often defy explanation. Some of these are innate traits of an individual's very being, such as being born a blank or a wyrd. Others represent life-changing alterations inflicted upon an Acolyte, such as being interred within an unfeeling robotic body through cybernetic resurrection, or being selected from the Black Ships and bound to the Emperor as an Astropath. These powerful traits go beyond the scope of mere skills and talents, requiring their own mechanical framework.

The mechanics underpinning these unique and bizarre traits are **elite advances**; packages of exotic traits which can be purchased with experience points. Some elite advances must be taken during character creation, while others can be purchased during an ongoing campaign.

Each elite advance comes with a set of restrictions; read through these carefully, as they determine whether or not your character can purchase the advance. They also come with an experience point cost and a list of the various game mechanics which apply to the advance in question.

Note that some of these elite advances cost a considerable amount of experience points. This is to compensate for their potent effects. If the GM wants to make these elite advances readily available to players from the beginning, it may be worth granting extra experience points at character creation. This allows characters to freely purchase elite advances without cutting into their ability to increase their characteristics.

Experience Debt

Many of these advances have pivotal story moments at which they must be taken; a character might need to take Cybernetic Resurrection immediately after being brought near-death, for example. In some circumstances, the character in question may not have enough experience points to purchase the advance. In this situation, the optional experience debt rule can be used.

When a character purchases an elite advance using experience debt, they simply push their available XP into the negatives. They can no longer spend earned XP until they 'repay' the debt by earning back the difference, which could take several sessions. Experience Debt can only be utilised with explicit GM permission and should only be offered when it would be unsuitable to wait until a character earns the appropriate XP through regular play.

Special Talents

Elite advances often open up new realms of competency and ability for characters. This is represented by granting access to new, exclusive talents which expand upon the abilities and traits provided by the elite advance. These talents are detailed alongside the profiles for the relevant elite advance, rather than being included in **Chapter III - Talents.** The talents detailed in this chapter follow all the usual rules for talent acquisition.

Why not talents?

The argument could be made that many of these elite advances would fit into Genesys' talent pyramid structure without issue. However, it was decided to have these advances sit outside of the existing talent system to facilitate ease of access. Most of these elite advances have pivotal moments at which they should be taken; either before the game commences, or during a crucial point in the story. If these advances sat within the talent pyramid, it might be impossible to purchase them at the appropriate time in the story due to not having the requisite number of talents in a lower tier. In addition, some of these advances are particularly potent, requiring them to be priced well above the 25 XP which a Tier 5 talent would cost.

ASTROPATH

Though starships often act as courier vessels and carry vital messages requiring personal delivery, Astropaths provide the Imperium's only viable means of interstellar communication. As such, they are crucial to the Imperium's survival, and their services are in high demand by the Imperial Adeptus. Even an Inquisitor cannot always count on ready access to an Astropath. Consequently, some Inquisitors see fit to permanently requisition the services of an Astropath, ensuring that they or their Acolytes are able to communicate with and warn each other regarding the threats to the Imperium they uncover.

Astropaths are rare among sanctioned psykers in that they have undergone the Soul Binding, an ancient and hallowed ritual whereby the individual is imbued with a small portion of the Emperor's power. This enhances their abilities and grants the strength necessary to communicate telepathically between the stars, while also protecting Astropaths against the attacks of Warp entities. They must transmit critical messages and dark secrets, and so must be strong of will to fulfil their duties. Although Astropaths suffer the permanent loss of their sight as a result of the Soul Binding, their psychic senses are increased. To Astropaths, though, it is those who rely on their eyes who are truly blind.

ASTROPATH ABILITIES

Cost: 10 XP
Restrictions: Character creation only. Must possess at least one rank in Telepathy.

- **Blessed Sight**: The character is permanently blinded, and can never regain their sight, even through the use of cybernetics. However, they possess the Unnatural Senses trait. The range of this trait is Short, extending out to Medium if the Astropath's Willpower is 4 or higher.

- **Supreme Telepath**: Astropaths gain access to the Astropathy psychic power, detailed below.

ASTROPATHY

Concentration: Yes
Disciplines: Telepathy
Although the true practice of astrotelepathy involves long and complex rituals unique to each Astropath, these psykers often evince the ability to communicate telepathically at a distance unseen amongst other telepaths.

The Astropath makes an **Average (◆◆) Telepathy** check to send a telepathic message to another psyker on the same planet, or within orbital range. The message must be verbal, and may only be five seconds long for each point the Astropath has in Willpower. This power can be sustained to convey particularly lengthy messages, but each Concentration maneuver costs 1 strain to activate.

TABLE 4-1: ASTROPATHY ADDITIONAL EFFECTS

ADDITIONAL EFFECTS	DIFFICULTY
Telepathic Bond: The power can select a non-psyker target.	+◆
Range: Increase the range of this power to anywhere within the same solar system.	+◆
Vivid Message: Astropathic message may take the form of moving images and sounds.	+◆
Extended Range: Increase the range of this power to anywhere within the same sector.	+◆◆

Astropath Talents

The following talents are only avaliable to characters who have purchased the Astropath elite advance.

Tier 3 Talents

Second Sight

Tier: 3

Activation: Passive

Ranked: No

The range of your Unnatural Senses trait extends to Medium, or Long if you have a Willpower of 4 or higher.

Soul Ward

Tier: 3

Activation: Passive

Ranked: No

Your character adds ☐ to all checks made to resist Corruption, Daemonic possession, or the effects of Perils of the Warp results.

Tier 5 Talents

Bound to the Highest Power

Tier: 5

Activation: Active (Incidental)

Ranked: No

You may spend a Story Point to ignore the result of a Perils of the Warp roll, completely negating its effects. Doing this requires your character to distance themselves from the Warp, making them unable to sustain or manifest psychic powers until the end of their next turn.

CYBERNETIC RESURRECTION

The Magi of the Adeptus Mechanicus harbour a great many secrets and ancient and terrible arts. If their price is met, they can salvage the most ravaged body so long as the central nervous system is largely intact and the brain is serviceable. Taking a mangled, burned, but still alive carcass or even the merest threads of flesh and bio-matter, they can construct new body from the remains of the old, or even refit a servitor chassis to house the brain if needed. Less heavily damaged bodies are easier to repair, though the results are far from elegant or guaranteed.

The exact form cybernetic resurrection takes can vary greatly. In many cases the process of resurrection rebuilds the existing human form with cybernetics, with the individual coming to have the frame of an unwieldy cyborg, still distinctly humanoid. For other individuals, commonly those with psychic prowess, what little shreds of living flesh remain might be entombed within a grav-chair or servo-palanquin, their psyker talents used as their only interface with the outside world.

CYBERNETIC RESURRECTION ABILITIES

Cost: 35 XP

Restrictions: Character must have died or suffered injuries severe enough to bring them near death. The Cult Mechanicus may also charge a hefty price of their own, likely far beyond mere financial compensation.

- **More Machine Than Man**: Your character's Brawn becomes 4, and their Agility becomes 2. Dedication may no longer improve these characteristics; only cybernetics. All social interaction checks except Coercion have their difficulty increased once. While the character retains their approximate size and shape, they are clearly inhuman even at a glance. This may result in a variety of narrative complications as determined by the GM.

- **Reinforced**: Your character is always considered to be wearing an environmentally sealed suit of armour with +3 soak, protecting them from airborne toxins and pathogens entirely. This does not stack with worn armour, which is unlikely to fit the character's new frame regardless.

- **The Flesh Is Weak:** Your character can no longer be healed using the Medicine or Biomancy skills. Instead, Tech-Use may be used to repair the character's chassis. The character is considered a machine for rules purposes.

- **Adaptation Shock:** Your character immediately gains a mental trauma.

Exorcised

Even in a galaxy where the natural order is routinely mocked by warping influences from beyond and rendered near-meaningless to those who suffer each cruel twist of fate, some circumstances have outcomes that are seemingly immutable. Possession by a Daemon is such a doom, perhaps the most terrible of any imagined. Though possession nearly always results in the death and eternal damnation of the mortal who is dominated by the Daemon, it is not always the case. Some few—perhaps fortunately, perhaps not—are freed from their torment as the Daemon is cast out of them, only to face lifetimes of horrors remembered from the experience. These rare mortals are constant reminders of the terrors that await Mankind should the Ordo Malleus fail and Chaos triumph.

Even if an exorcism succeeds, the host may still die from the shock of the daemon's withdrawal from his body, or be so broken in mind and spirit that he is granted the Emperor's peace. A few manage to regain their humanity and sanity, but once you have been possessed by a daemon, you are never quite whole again. Many Inquisitors would shrink from even allowing an exorcised person to live, and most would advocate confining them for the rest of their lives, but the effectiveness of a one-time host and vessel for a daemon in the battle against the manifold enemies of mankind is without doubt. Cold and disconnected from empathy or emotion, the exorcised human is disturbing and ruthless as well as being highly resistant to the influences of the warp.

Exorcised Abilities

Cost: 25 XP

Restrictions: Character must have been possessed by a Daemon and undergone an exorcism.

- **Distant**: Your character adds ■■ to all social interaction checks.

- **Tainted**: Your character immediately gains a malignancy as if they had reached their Corruption Threshold, following all the usual rules. They reduce their wound threshold by 2, owing to the wracking effects of the exorcism.

- **Touched by a Daemon**: An Exorcised character automatically passes any **fear checks** of **Easy (◆)** or **Average (◆◆)** difficulty. Additionally, he may never become possessed by the same Daemon that once possessed him.

- **Knowledge from Beyond:** An Exorcised character adds ☐ to Forbidden Lore checks made to learn information about the Warp or Chaos. In addition, the character can use psyniscience even if they do not have psychic powers (see page 180).

- **Steeled Soul:** The character becomes warded against the mutating effects of The Warp. Any Malignancy result may be rerolled, but the character must accept the new result.

Gland Warrior

A product of necessity, the first Gland Warriors were created on the Forge World Dantis III, when a local Imperial Guard regiment volunteered to have their bodies heavily altered, incorporating foreign organs and drug-secreting glands that enabled them to survive unprotected on a world infested by the Tyranid menace. Very few of these warriors survived, but many of those who did attracted the attention of the Inquisition, being taken for debriefing and study and eventually making their way into the retinues of various Inquisitors.

The process of creating Gland Warriors is more art than science, like much of the Imperium's works. Despite this, many more of these augmented humans have appeared in wars throughout the Imperium, and have acted more covertly as assassins. Their exploits became legends amongst the Imperial Guard regiments which have seen action with them. Following the invasion of Dantis III, the Inquisition has taken keen interest in these augmentations, with some Inquisitors seeking to recreate the augmentation process for their own ends.

Gland Warrior Abilities

Cost: 45 XP

Restrictions: Character must be a veteran of the Lostok 23rd, or have undergone gland warrior augmentation at a later date. If this advance is taken after character creation, there must be a strong narrative justification; gland warrior augmentation is a well kept secret and can't be bought with mere thrones.

- **Lostok Augmentation**: When making Resilience checks to resist toxins, your character reduces the difficulty twice. If this would reduce the difficulty below **Easy (◆)**, do not roll—the toxin simply has no effect.

- **Injector Glands:** The character gains the benefits of a Chem Gland augmentation (see page 154), loaded with Frenzon, Slaught, Stimm and Spur. In addition, the character is never at risk of addiction to drugs, and may perform an **Average (◆◆) Resilience check** as an incidental to resist the negative side-effects of drugs once a dose wears off.

- **Metabolic Breakdown:** Gland warrior augmentations place a heavy toll on the body. A gland warrior's strain threshold is permanently reduced by 2.

Mechanicus Implants

Many within the Cult Mechanicus aspire to become as close to the Machine God as possible, slowly enhancing their bodies with mechanical components until they are more metal than flesh. Over the course of many complicated rituals, a newly inducted tech-priest is blessed and purified, judged a suitable vessel for a whole host of augmetic implants, including cranial circuitry, electoo inductors, and a powerful potentia coil. These enhancements provide a solid framework for more extensive future augmentation, and enhance a Tech-Priest's ability to work with ornery machine spirits.

Those inducted into the Cult Mechanicus gain access to great secrets of technology and science, but their insular culture and extensive body modifications can make relating to members of the wider Imperium difficult at the best of times. This isn't helped by the Mechanicus proclivity to "enhance" the brain, surgically removing parts which deal with such "useless" impulses as emotion and intuition.

Mechanicus Implant Abilities

Cost: 15 XP

Restrictions: Typically character creation only, unless a character is inducted into the Machine Cult during the course of a campaign.

- **Cyber-Mantle**: Your character can install twice as many cybernetics as usual before their strain threshold is reduced.

- **Electoo Inductors**: Your character's flesh is laced with numerous electrical conduits, allowing you to directly interface with technology and coax it to life with your own bio-electric reserves. When making a Tech-Use check to repair or restore power to a cogitator or piece of machinery, add ☐.

- **Blessed by the Omnissiah:** You treat the Rarity of cybernetic implants as 1 lower so long as they are acquired from a legitimate, Adeptus Mechanicus sanctioned source.

- **Chem Geld:** A combination of your cranial augmentation and your unnatural appearance cause you to add ■ to Charm, Negotiation and Leadership checks targeting individuals who aren't highly accustomed to interacting with the Adeptus Mechanicus.

Mutant

For all but the most privileged of Imperial citizens, there is little hope for anything but lives of misery and death. The difficulties presented by the insurmountable constraints of station and birthplace, and the punishing cruelties of disease, xenos raiders, and endless war are enough to sap the will of most men, but there are wretches who have been pushed deeper into the well of hopelessness. Afflicted by abhorrent deformities of the flesh, mutants are denied even the comparative paradise of drudgery as forge workers or faceless soldiers. Marked by inhuman deformity, they are shunned by those around them at best, branded as living vessels of corruption and destroyed at worst.

Some mutants are twisted in body and mind through exposure to Warp-stained items or even from reading forbidden texts. Others might be the product of poisoned environs or random accidents of birth instead. In the 41st Millennium, though, any rational explanations fall to the insanities that permeate these dark ages, and a loyal citizen is unwilling or unable to draw a distinction between these factors. The Imperium believes that mutation cannot be anything but a manifestation that an individual's soul is also proportionately tainted—and in most cases, this is correct. Fear and distrust are the norm in most human worlds, and mutants are rarely given a chance to make an accounting of themselves. Because of this, the role of most mutants in the Imperium is that of a scapegoat for ill-fortune or an object for violent and cathartic release at the hands of others.

Mutant Abilities

Cost: 5 XP

Restrictions: Character creation only. Developing mutations during play is handled using the corruption system.

- **Twisted Flesh**: Select a result from the Malignancy table between 12 and 27; your character gains that malignancy, and decreases their Corruption Threshold by 1 as usual.

- **Accustomed to Taint**: Whenever the effects of a Malignancy cause your character to suffer Corruption, suffer half as much (rounding up).

Untouchable

Sometimes referred to as "Blanks", Untouchables are those soulless unfortunates who cast no shadow in the Warp, and thus represent an impossibly small fraction of humanity, far smaller even than the minuscule fraction with psychic abilities. Bereft of such an essential part of their humanity, they might look, think, and act as normal men, but few are comfortable in their presence. They are anathema to psykers and others who call on the Warp for their powers. Those nearby might experience debilitating pain or worse, for such is an Untouchable's soul-void. Untouchables cancel a psyker's powers, either nullifying or negating all psychic abilities in a region. They are pariahs of humanity, shunned by their fellow men and living a wretched existence.

Many live for years before discovering what they really are, though often their lives are very short given the disagreeable feelings they invoke in all around them. An otherwise unremarkable social outcast might actually be an Untouchable living out a miserable existence, divorced from his fellow men in ways no one can fully explain.

Untouchable Abilities

Cost: 50 XP

Restrictions: Character creation only. Must not possess psychic powers of any kind.

- **Psychic Invulnerability**: An untouchable is completely immune to psychic powers and other warp effects directed against them. Any attempt to direct such effects against an Untouchable fail. Powers in whose wider areas they are caught simply fail to affect them—although they may affect other people normally. An untouchable can still be harmed by psychic powers indirectly, such as the use of Telekinesis to cause a rock to fall on the character.

- **Psychic Disruption**: All psykers within short range of the untouchable increase the difficulty of their psychic power checks twice. Psykers engaged with an untouchable increase the difficulty of their psychic power checks four times. Each time a psyker makes physical contact with an untouchable, the psyker suffers 1 strain.

- **Warp Anathema**: Creatures with the Warp Instability trait take twice as many wounds and strain from failed Warp Instability checks if they are within short range of an untouchable.

- **Unsettling Presence:** Untouchables upgrade the difficulty of all social interaction checks twice. Anyone openly associating with an untouchable in social situations adds ■ to their social interaction checks.

Untouchable Talents

The following talents are only available to characters who have purchased the Untouchable elite advance.

Tier 2 Talents

Soulless Aura

Tier: 2

Activation: Passive

Ranked: No

Opponents within short range of your character add ■ to all Charm and Deceive checks.

Tier 3 Talents

Fear No Evil

Tier: 3

Activation: Passive

Ranked: No

When making **fear checks**, your character does not upgrade the difficulty as a result of the Daemonic trait.

Null Field

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character may suffer 2 strain to use this talent. Until the start of your character's next turn, the range of your Psychic Disruption and Warp Anathema traits increase from short to medium.

Warp Bane

Tier: 3

Activation: Passive

Ranked: No

When attacking daemons or psykers, your character's melee attacks gain the Stun quality with a rating equal to your Willpower.

Chapter V: Armoury

"Ah, I haven't had anyone asking for one of those since... well, since the last time you were here. It's going to be bad again, isn't it?"
– Bonded Weaponsmith Septimo Mach, before the Culling of Othim IV

Many things define Inquisitors and those who serve them in the defence of Mankind, such as their indomitable will, strength of character, and faith in the Emperor. While the especially devout would insist nothing more is needed, it is rare to find an Acolyte who does not also carry an arsenal of weapons, equipment, protective wear, and other devices. Such additions can allow him to fight more effectively, survive hostile conditions, and conduct better investigations. With near limitless access to the armouries of the Imperium, the Inquisition have access to a huge variety of equipment, from the humble lasgun to vaunted holy relics of The Emperor.

This chapter doesn't just detail equipment. The first part of **Chapter V** details the workings of the Imperial Economy, including an explanation of how rarity functions in the 41st Millennium. While this chapter details the financial means of acquiring gear, making use of your influence as an Inquisitorial agent is detailed in **Chapter VI - Narrative Tools**. As well as weapons and protective equipment, this chapter provides rules for tools, wearable equipment, drugs, poisons, cybernetic augmentations and a whole host of other oddities. As well, game mechanics are provided for the variety of services Acolytes can purchase in the Imperium, such as transit and medical care.

Imperial Economics

In the world the 41st Millennium, standardised currency is a pipedream. Planets operate on a wide range of conflicting economic models, and currencies range from simple notes and coins, to elaborate systems of oath bonds to pay for services and goods. For the sake of simplicity however, this system tracks wealth using a unified currency; Throne Gelt, often referred to simply as thrones.

Generally, it can be assumed that Acolyte Cells easily find a way to convert their existing wealth to a means suitable for the planet they're on; bogging gameplay down with currency conversion doesn't make things more enjoyable for anyone. However, sometimes the GM might elect to make issues of economics a crucial part of the Acolytes' adventures, forcing them to get a bit more inventive if they want to get their hands on new equipment.

Rarity

Having the money does not always guarantee the desired goods or services are at hand. Squalid medieval worlds are a lot less likely to have expensive goods than the marketplaces of a hive city. Moreover, finding a high-quality weapon on a backwater planet is far more difficult than locating such a weapon in a teeming metropolis. The rarity of items is modified by **Table 5-1: Rarity Modifiers**, although the GM is encouraged to impose their own restrictions and modifiers to rarity as appropriate.

In Dark Heresy, some items have a rarity higher than 10. This represents truly rare and powerful items which are each unique in their own right, or so rare only a few exist across the galaxy. Typically these are ancient relics of the Imperium, or potent examples of archeotech. An item with a rarity of 11 or higher can't be found through skill checks; finding such items is generally an adventure in of itself. These items can also be acquired using the Influence and Renown systems, detailed in **Chapter VI** (page 164).

A Note on Cost

Some items in this chapter have a listed price of "-". When you see this, it unfortunately doesn't mean the item is free, but rather that it is too priceless to be acquired with thrones.

These items are so rare and hallowed that they would never be sold on an open market; only granted directly to those deemed worthy to wield them. They may be holy Imperial relics, highly specialised equipment kept only in Inquisition armories, or items possessed only by members of specific factions, such as the Adepta Sororitas or the Adeptus Astartes.

These items could feasibly show up on the black market in very extraordinary circumstances, but this would be so exceptional that it'd be the subject of significant roleplay, not a simple transaction or skill roll.

The primary means of acquiring these items mechanically are the Influence rules, detailed in **Chapter VI** (page 164). If choosing not to play with these optional rules, the GM should provide suitable narrative opportunities for players to acquire these items during play, potentially by developing strong relationships with their local Adeptus agencies, or by winning the favour of their Inquisitor.

Table 5-1: Rarity Modifiers	
Rarity	**Circumstances**
-1	Forge world or other place of manufacture
-1	Hive world or other highly populated trade hub
-1	Primary world in a sector, such as the capital
+0	Medium population Imperial world
+1	Isolated world on outskirts of sector
+2	Frontier world
+3	Feudal world (except when acquiring primitive technology)
+4	Feral world or other uncivilised, undeveloped planet

New Item Qualities

The following item qualities exist in Dark Heresy, in addition to those detailed in the **Genesys** Core Rulebook, pages 86-89.

Auto-Fire (Only) (Active): This quality behaves in the same way as the Auto-Fire quality (**Genesys** page 86), but the user has no choice as to whether or not the quality is used; the difficulty is always increased by ◆.

Backpack: This weapon uses an external power supply or ammo hopper, usually carried as a backpack. The weapon only runs out of ammunition on a ⊗, but requires five minutes to reload, and requires three times as much ammunition to be reloaded as a typical weapon.

Daemonbane: When used against targets with the Daemonic trait, these weapons reduce their crit rating by 1 (to a minimum of 1) and ignore the Daemon's soak, including soak provided by armour and the Daemonic trait.

Dangerous: When attacking with a Dangerous weapon, ⊗ may be spent to deal the weapon's base damage to the wielder.

Destructive: When this weapon is used to attack a vehicle or other planetary scale target, it adds +10 damage for each ✹, rather than the usual +1 damage. The weapon follows all regular rules for damage when used to attack personal scale targets.

Force: Psykers wielding a Force weapon may focus their mind as an incidental, increasing the weapon's damage by their Willpower multiplied by 2. For every attack made while focusing in this way, the wielder suffers 2 strain.

Gets Hot: ⟳⟳⟳⟳ or ⊗ on an attack check may be spent to cause the weapon to overheat, damaging it by one step and dealing the weapon's base damage to the wielder.

Graviton: When a weapon with the Graviton quality hits a target, it inflicts additional damage equal to the soak value of the target's armour. If targeting a vehicle, these weapons deal 10 extra damage for each point of armour, and reduce their crit rating by 1 (to a minimum of 1).

Hallucinogenic: When a character is hit by a weapon with the Hallucinogenic quality, they must succed on a Resilience check with a difficulty equal to the Hallucinogenic rating or suffer a temporary delusion and roll 1d10 on **Table 5-2: Hallucinogenic Effects**. The effects last one round, and ⟳⟳ may be spent to increase the duration duration by one round (this can be done multiple times).

Haywire: When activating Haywire, the attacker chooses one piece of technology within engaged range of the target, which can include items held, worn or wielded by the target. That item is damaged one step: to minor if undamaged, from minor to moderate, or from moderate to major. If an item already suffering major damage is the target of a successful Haywire, it is rendered inoperable. The

Table 5-2: Hallucinogenic Effects

D10	Effect
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 gains the Prone and Staggered conditions.
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 Staggered and Immobilized.
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 a random piece of terrain within his line of sight. Any creatures caught in the line of fire are subject to attacks as normal. Every time a character within range of the hallucinating character's weapon generates �इ�इ�इ or ⊗ on a check, they suffer a hit from the character's weapon.
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, using both maneuvers to move.
5	**I can fly!** The sky looks so big and inviting, the character flaps his arms trying to imitate a pterasquirrel. He might do nothing but jump up and down on the spot. If he is standing above ground level, he may throw himself off in a random direction, with the usual consequences for falling—appalling injury or death being the likely outcomes.
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 believes that the gas is toxic and collapses to the floor as if dead; he gains the Prone, Staggered and Immobilized conditions. Other characters who sees him "die" must pass an **Easy (◆) Vigilance or Perception check** test; should they fail then they also believe 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 (see page 57) for the duration of the effects, and must attack the closest opponent
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 Fearsome 3 talent 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. The attack automatically hits, dealing damage normally. If affected for multiple rounds, the character makes an attack against himself each round.

piece of technology targeted must be sufficiently electronic in nature; a flintlock rifle or a revolver does not rely on electronics to function, and as such would not be affected, whereas a plasma rifle would be an eligible target. This is ultimately up to the GM's discretion.

Haywire requires ⌃ to activate, and may be activated even if the attack is unsuccessful. Haywire may be activated multiple times in the same attack, and each activation may be applied to a different item. Alternatively, the same item can be targeted multiple times, potentially taking it from undamaged to destroyed in a single attack.

Maximal: As an incidental once per turn, this weapon can be switched between normal and Maximal mode. When set to Maximal mode, the weapon increases its damage by 5, and gains 1 rank of Pierce. If it has the Blast quality, it gains 5 additional ranks in the quality. However, when firing on Maximal mode, ☇☇ or ⊗ can be spent to cause the weapon to run out of ammunition, and it gains the Slow Firing quality.

Reliable: This weapon's construction is robust and simple to work with, making it much easier to repair on the field. When making a roll to repair or maintain an item with Reliable, reduce the difficulty by ◆.

Sanctified: Sanctified weapons deal holy damage, negating certain protective qualities of Daemons and Warp entities.

Scarce Ammo: This weapon has a small ammo capacity, or chews through rounds faster than most weapons in its class. ☿☿☿ can be spent to cause the weapon to run out of ammo (see page 98), rather than the usual ☿☿☿☿.

Smoke: Weapons with this quality create a cloud of particles, smoke or other matter occupying the entirety of the Short range band at their point of detonation. The particles linger in the air for a number of rounds equal to the weapon's Smoke rating, or double that time in an enclosed space without adequate airflow. The effects of this smoke vary from weapon to weapon, and are described in the weapon's description; these range from obscuring smoke to choking gases.

Special: This weapon has special rules, detailed in its description.

Tainted: For each malignancy the wielder possesses, tainted weapons gain +1 damage. Critical hits or killing blows made with these weapons cause the wielder to suffer 1 corruption.

Toxic: When this weapon damages a target and bypasses soak, they are forced to roll a Resilience check with a difficulty equal to the weapon's Toxic rating. If failed, each uncancelled ✕ inflicts one wound, ignoring soak. Each ☿☿ inflicts one point of strain.

Unreliable: ☿☿☿ on a check made to use an item with the Unreliable quality can be spent to damage the item by one step.

Variable: Many las weapons have a variable power setting, allowing them to fire higher powered bursts. As an incidental once per turn, a weapon with this quality may be switched between high and low output settings. Setting the weapon to high output increases the weapon's damage by 1, but gives it the Scarce Ammo quality.

CHAPTER V - ARMOURY

Ranged Weapons

There is no peace in the nightmare galaxy of the 41st Millennium, and on every world, in every sector, there is the constant sound of lasgun cracks, grenade explosions, and countless wounded crying for relief. Weapons are everywhere, ranging from wondrous archaeotech devices from the Dark Age of Technology, to crude bows made from ancestral bone and sinew. Even on highly civilised worlds, few would be without a hidden pistol or sheathed blade. For Imperial citizens, weapons are as much an essential part of normal life as breathing or faith in the immortal Emperor.

Weapons are divided into several groups covering a plethora of ranged weapons, dealing with everything from crossbows to plasma cannons. Typically all weapons come with the appropriate holster or carrying strap as part of their cost, along with a full magazine of standard ammunition loaded and ready to fire.

Bolt Weapons

If there is one weapon type that defines the Imperium, it is the bolter. No other weapon combines high technology levels with deliberate brutality, and no other race would consider making it but mankind. Bolter weapons fire rounds of self-propelled mass reactive shells called bolts, set to explode just after penetration. Overall they are superb, if temperamental, devices requiring skilled maintenance using the correct rituals and blessings. Furthermore, these are all very rare weapons, available only to the lucky or well-connected few. Many are centuries old, handed down from veteran to successor, and some have long legends attached to them of their great lineage.

Malleus Psycannon: Seen only in the hands of influential Daemonhunters, psycannons fire explosive shells tipped with Truesilver. Capable of smashing through psychic defences, each shell contains a small latticework of psycho-conductive fibres that allow the user to channel some of his own psychic power into each bolt.

Special: When wielded by a psyker, Malleus Psycannons add +1 damage for each rank in Discipline.

Crossbows

The ranged weapons of witch hunters are as eclectic and eccentric as the individuals that walk the path of the Ordo Hereticus. Crossbows have a storied tradition amongst witch hunters, and still see extensive use today despite their primitive nature. Crossbows are favoured for the unique witch-hunting ammunition they can fire.

Purgatus Crossbow: A mix of a crossbow and a shotgun, the Purgatus is an ancient pattern unique to the Ordo Hereticus. Designed to launch hand-crafted wooden stakes inlaid with purified silver runes that disrupt psykers and Daemons alike, the Purgatus is a precision weapon and symbol of Inquisitorial supremacy.

Flame Weapons

Flame weapons all operate in much the same manner - by firing gouts of flame at the target. They

Table 5-3: Ranged Weapons

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Bolt Weapons									
Bolt Pistol	Light	10	2	Medium	3	2	2,100	7	Pierce 2, Scarce Ammo, Vicious 2
Boltgun	Heavy	10	2	Long	6	3	2,500	8	Pierce 2, Vicious 2
Heavy Bolter	Gunnery	14	2	Long	9	3	5,000	8	Auto-Fire (Only), Cumbersome 5, Pierce 3, Vicious 3
Malleus Psycannon	Gunnery	15	2	Extreme	8	1	-	13	Cumbersome 5, Daemonbane, Pierce 2, Special, Vicious 2
Storm Bolter	Heavy	10	2	Long	7	3	3,250	10	Linked 3, Pierce 2, Vicious 2
Crossbows									
Crossbow	Heavy	6	2	Medium	4	2	285	3	Prepare 1, Reliable
Light Crossbow	Light	5	2	Short	3	1	180	4	Prepare 1
Purgatus Crossbow	Heavy	10	2	Medium	6	2	-	10	Reliable
Flame Weapons									
Hand Flamer	Light	5	3	Short	4	2	520	6	Burn 2, Blast 5, Scarce Ammo
Heavy Flamer	Gunnery	11	2	Medium	10	3	2,250	7	Burn 4, Blast 11, Cumbersome 4
Flamer	Heavy	8	3	Short	6	3	1,400	5	Burn 3, Blast 8
Malleus Incinerator	Heavy	9	3	Short	5	1	-	12	Burn 2, Blast 9, Daemonbane, Pierce 3, Special
Las Weapons									
Digi-las	Light	8	3	Engaged	0	0	4,720	11	Limited Ammo 1, Pierce 3, Special
Dueling Laspistol	Light	9	2	Long	1	1	690	6	Limited Ammo 1, Pierce 2, Special
Hellgun	Heavy	9	3	Medium	6	2	780	7	Backpack, Pierce 3
Hellpistol	Light	8	3	Short	4	1	720	7	Backpack, Pierce 3
Lascarbine	Heavy	6	3	Medium	3	2	450	5	Autofire
Lasgun	Heavy	7	4	Long	4	3	480	3	Reliable, Variable
Laslock	Heavy	8	3	Medium	3	2	240	2	Prepare 1, Unreliable
Laspistol	Light	6	4	Medium	1	2	360	3	Reliable, Variable
Long-las	Heavy	7	3	Extreme	6	2	690	5	Accurate 1, Reliable
Man Portable Lascannon	Gunnery	3	1	Extreme	10	3	6500	8	Backpack, Breach 2, Cumbersome 7, Planetary Scale
Launchers									
Grenade Launcher	Gunnery	-	-	Medium	5	2	1,500	5	Special
Rocket Propelled Grenade Launcher	Gunnery	20	2	Extreme	7	2	4,500	6	Blast 10, Cumbersome 3, Limited Ammo 1, Pierce 4, Prepare 1,
Low-Tech Weapons									
Bolas	Light	-	-	Short	1	0	30	2	Ensnare 2, Inaccurate 1, Limited Ammo 1
Bow	Heavy	5	2	Medium	2	1	50	2	Reliable, Unwieldy 2
Flintlock Pistol	Light	6	4	Short	1	1	25	2	Unreliable, Inaccurate 1
Musket	Heavy	6	3	Medium	5	2	20	2	Unreliable, Inaccurate 1, Prepare 1
Sling	Light	4	5	Short	1	0	10	1	-
Melta Weapons									
Inferno Pistol	Light	13	1	Short	3	0	10,700	11	Breach 2, Destructive, Scarce Ammo, Vicious 3
Meltagun	Heavy	15	1	Short	6	1	8,700	9	Breach 2, Destructive, Scarce Ammo, Vicious 3
Multi-Melta	Gunnery	3	1	Medium	9	2	17,000	10	Backpack, Breach 3, Cumbersome 6, Planetary Scale, Vicious 3
Plasma Weapons									
Plasma Cannon	Gunnery	16	2	Long	9	3	8,300	9	Backpack. Blast 12, Breach 1, Cumbersome 6, Gets Hot, Overcharge, Vicious 2
Plasma Caliver	Heavy	10	2	Short	6	2	3,600	10	Autofire, Gets Hot, Maximal, Pierce 5, Vicious 2
Plasma Gun	Heavy	12	2	Medium	6	3	3,150	8	Gets Hot, Maximal, Pierce 5, Vicious 2
Plasma Pistol	Light	11	2	Short	3	2	3,000	8	Gets Hot, Maximal, Pierce 5, Vicious 2

Table 5-3: Ranged Weapons (Continued)

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Solid Projectile Weapons									
Autopistol	Light	5	4	Medium	2	3	210	4	Autofire, Inaccurate
Autogun	Heavy	6	3	Long	4	4	475	4	Autofire
Combat Shotgun	Heavy	8	2	Short	4	2	650	5	Blast 6, Knockdown
Hand Cannon	Light	8	2	Medium	2	2	460	5	Pierce 1, Inaccurate, Special
Heavy Stubber	Gunnery	12	2	Long	9	2	780	6	Auto-Fire (Only), Cumbersome 4
Shotgun	Heavy	8	3	Short	3	3	500	4	Blast 4, Knockdown
Sniper Rifle	Heavy	8	3	Extreme	6	2	600	5	Accurate 1, Cumbersome 2
Stub Automatic	Light	6	4	Medium	1	5	200	3	-
Stub Revolver	Light	7	3	Medium	2	3	250	2	Reliable, Scarce Ammo
Exotic Weapons									
Arc Pistol	Light	7	3	Short	2	1	3,250	10	Blast 5, Haywire, Special, Stun 3
Arc Rifle	Heavy	8	3	Medium	5	2	4,500	10	Blast 6, Haywire, Special, Stun 4
Graviton Gun	Heavy	11	3	Short	6	2	-	10	Concussive 1, Graviton, Pierce 7, Sunder
Grav Pistol	Light	8	3	Short	3	1	-	12	Concussive 1, Graviton, Pierce 5, Sunder
Hellrifle	Heavy	9	2	Extreme	7	2	-	9	Pierce 4, Special
Needle Pistol	Light	6	-	Short	1	2	1,600	7	Accurate 1, Toxic 5
Needle Rifle	Heavy	6	-	Long	3	3	2,200	7	Accurate 1, Toxic 5
Neural Shredder	Light	5	-	Short	3	1	-	12	Blast 5, Concussive 2, Special, Stun Damage
Silverseine Launcher	Gunnery	5	3	Medium	9	2	-	8	Blast 0, Cumbersome 4, Ensnare 3, Reliable, Sanctified, Special
Webber	Heavy	-	-	Medium	5	3	1,200	6	Blast 0, Ensnare *, Special
Web Pistol	Light	-	-	Short	3	2	1,100	7	Blast 0, Ensnare *, Special

use a fuel generically referred to as promethium, though it can also consist of home-made concoctions or other chemical brews depending on the local technology level. Once produced, the intense jet that spurts from the barrel creates a torrent of liquid fire, which spreads out in an inferno that burns even on water. Once set ablaze, enemies are hard-pressed to put out the fire.

Malleus Incinerator: Usually gifted to Ordo Malleus Inquisitors of rare skill, incinerators use psychically impregnated promethium that burns mortal flesh and unholy skin with equal ferocity. An Incinerator ignores any protective benefits granted by psychic powers.

 Special: These weapons are particularly effective when wielded by Psykers. When a target attempts a skill check to negate the Burn quality that was inflicted by this weapon, increase the difficulty of that check once for each two ranks in Discipline the firer possesses, as long as the firer is a psyker.

Las Weapons

Laser or "las" weapons are the most numerous weapons found in the Imperium. Based on reliable technology, they are cheap to manufacture and easy to maintain. Las weapons work by emitting short, sharp pulses of laser energy emitted from high-storage fast-discharge capacitors, with a flash of light and a distinctive snap like the cracking of a whip as the trigger is pulled. One advantage of las weapons is their simple and easily reusable ammunition system. Expended lasgun charge packs

and lascannon batteries can be recharged with an appropriate power source, such as a generator or an electrical outlet.

Digi-Las: Impossibly advanced, the digi-weapons of the enigmatic Jokaero slip easily onto a user's fingers like rings and fire either with a simple press of a button or by squeezing the band. The weapons themselves vary immensely and never seem to completely run out of ammunition, a facet of their design that remains a mystery to the Adeptus Mechanicus. Digi-las weapons are some of the most common, although to call any digi-weapon "common" would be absurd.

> **Special:** Digi-weapons do not need to be reloaded, but require an hour to recharge each time they are fired.

Dueling Laspistol: While certainly lethal, Belasco dueling pistols more often serve as ostentatious displays of wealth and status than as field weapons.

> **Special:** A dueling las uses up an entire charge pack with each attack, requiring a fresh reload.

Hellguns and Hellpistols: Specialised variants of the standard las weapon design, hot-shot weapons (commonly known as hellguns) use stronger power packs that provide extra energy for each shot. High ranking military officers and elite forces such as the Militarum Tempestus use them frequently, but other Imperial agencies with sufficient means also favour the extra stopping power they provide against heretics and other threats. Due to increased power demands, these weapons are equipped with hefty backpack mounted power supplies.

Laslock: Las-locks are usually scratch built or modifications of antique or damaged las rifles brought back into service by scav-workshops and heretek forges. Laslocks's jury-rigged capacitors are temperamental things at best, but still potent, firing a more powerful discharge than that of a standard lasgun. Most laslocks use a mechanism curiously similar to that of a primitive flintlock.

Digi-Weapons

The digi-las profile provided here is merely one of the myriad Jokaero digi-weapons one might find in the galaxy.

Any Ranged - Light weapon may be found in digi-weapon form, at the GM's discretion. To create the profile for a digi-weapon, simply take the profile of the existing weapon, reduce the range to Engaged, the encumbrance to 0, and add the Limited Ammo 1 quality. The price of a digi-weapon is the base weapon's price plus 4,000, and the rarity is 11, or 12 for particularly rare examples such as the digi-plasma.

Certain weapon qualities are also removed when creating a digi-weapon profile; Backpack, Auto-Fire, and any other qualities which seem illogical on a small, single shot weapon.

Digi-weapons do not need to be reloaded, but require an hour to recharge each time they are fired.

Launchers

In a galaxy raked by war and disorder there is a high demand for extremely destructive ordnance. To that end the forge worlds of the Imperium send out a steady stream of explosives, grenades and similar weaponry, some of which may find its way into the hands of Acolytes and their foes. Launcher weapons provide an effective means to launch ordinance long distances.

Grenade Launcher: This weapon uses compressed gas charges to fire grenades either directly or in indirect blasts against unseen foes, and is a common suppressive weapon in many battles.

> **Special:** The grenade launcher uses grenades as ammo (see Page 105). When the character reloads the grenade launcher (requiring an action in structured time), he can choose any six grenades of the same type to load into the launcher. The damage, crit rating and special qualities of the launcher change to suit the type of grenade loaded into it.

Rocket Propelled Grenade (RPG) Launcher: More powerful than a standard grenade launcher, an RPG launcher is capable of accurately hitting a target hundreds of metres away. The statistics provided for the RPG launcher assume it is loaded with a frag missile.

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.

Bolas: An ancient weapon often seen with hive city bounty hunters and feral worlders alike, bolas have swirling weights at the ends of ropes or wires to entangle a target and often knock him to the ground. Once wrapped up, the foe is easily dispatched or further bound for transport and delivery.

Melta Weapons

Melta weapons are a specialist type of weapon that have short ranges but are devastatingly powerful. Most work by combining highly pressurised gases into an unstable sub-molecular thermal state, which is fired out in an intense blast of heat that can turn even tank armour into molten slag. Targets are vapourised within seconds, usually accompanied by a distinctive hissing sound as the beam boils away the water vapour in the air. Melta weapons are exceedingly difficult to manufacture, making them a rare sight in the Imperium.

Plasma Weapons

Plasma weapons represent an almost lost art for the Imperium. The secrets of their manufacture are now known to but a handful of the inner circle of the Adeptus Mechanicus Magos Munitorum and their tech-adept artisans. They function by using sturdy flasks of hydrogen suspended in a photonic state to provide the fuel needed for the plasma reaction. This photohydrogen fuel core gives off tremendous heat when fired and the firer often must wait for the core to cool and recharge between shots.

Solid Projectile Weapons

Solid projectile weapons, or slug-throwers, are almost as plentiful in the Imperium as las weapons. Popular with Imperial servants and renegades alike, they are prized for their ease of manufacture and versatility, not to mention the satisfying sound they make when fired. No other class of weapon boasts as many varieties; slug-throwers can offer a weapon for all occasions.

Hand Cannon: This stub gun variant concentrates on stopping power above all else. It is a huge and brutal weapon, and those who use it generally do not care about the state of their target after the shot.

Special: Hand cannons are hard to control without a firm two handed grip, and gain Cumbersome 4 when wielded in one hand.

Exotic Weapons

Some weapons are so specialised or rare that even veteran warriors may never have seen one, let alone used one in battle. Others are alien and anathema to regular citizens of the Imperium, and only the desperate or radical would avail himself of such tainted devices. Exotic weapons are uncommon in the extreme, and often a foe is felled before becoming aware of the peril he faces.

Arc Weapons: Powered by bulky permacapacitors shipped from Mars' Great Repositorium, these rare and exotic weapons are most commonly seen in the hands of Skitarii ground forces. Some of these zinc-plated blocks store energy from the days when the Imperium was still young, and are much-revered by the Cult Mechanicus. They discharge with a loud crack, firing bolts of blue-white electricity that can fry a man's brain or overload a war machine's datacortex in a second.

Special: Arc weapons never run out of ammunition.

Graviton Weapons: These exceedingly rare relics from the Dark Age of Technology are sacred devices jealously guarded by the Adeptus Mechanicus, who very rarely allow one outside of their armouries. Each fires arcane particles that disrupt the gravimetric fields surrounding the target, using the victim's own armoured mass against him. The terrible, crushing force of the unnatural energies reduces targets to ruptured hulls and crumpled armoured forms. Most common are graviton guns, though grav pistols and grav combi-weapons can also be found in elite warbands and Mechanicum tech-heresy capture units.

Hellrifle: Extremely effective weapons frowned upon by more Puritanical Inquisitors, hellrifles are intricate weapons that fire impossibly sharp shards of an unknown material. Speculated to be daemonic in origin, the true nature of this ammunition remains a mystery to the Adeptus Mechanicus, who have yet to recover even a single example for study.

Special: Hellrifles never run out of ammunition.

Needle Weapons: Needle weapons use a thin laser beam to fire crystalline slivers coated with virulent toxins, each shot as silent as it is lethal. They excel against unarmoured foes, but almost any protection can successfully blunt needle rounds. Those wounded often fall dead before they know they have been hit. Needle pistols make excellent backup weapons for infiltrating spies and thieves, while snipers prize the larger needle rifles which offer much greater range.

Neural Shredder: Sometimes called a neuro-disruptor, the neural shredder projects a resonant wave of electromagnetism that is pitched to scramble the electrical signals of the target's brain, incapacitating or even killing him outright. Neural Shredders only effect living targets; vehicles and machines suffer no ill effects. Neural Shredders ignore all soak, as well as any defense provided by armour or cover. If the target of a Neural Shredder becomes incapacitated due to excessive strain, they immediately suffer one critical injury, as if they were incapacitated due to suffering excessive wounds.

Special: Neural Shredders do not run out of ammunition.

Silverseine Launcher: A specialist class of weapon designed to subdue and capture Daemons, silverseine launchers fire sheets of wiring laced with Truesilver. The nets rarely needs to hold Daemons for long, though, as the sanctified metals painfully eat away at their flesh and helps banish them back to the Warp.

Special: The test to break free from a Silverseine Launcher's net is **Daunting (◆◆◆◆)** for a Daemon, and the Daemon must test for Warp Instability at the end of every round they remain ensnared.

Webber Weapons: A webber weapon fires masses of jellied filaments, which expand in the air to form a web of sticky, near-unbreakable material. A favoured armament for Adeptus Arbites and bounty hunters alike, it can easily subdue violent mobs who would dare violate the Emperor's Law. Once entangled, few can escape from the constricting threads.

Special: When the Ensnare quality is triggered on a webber weapon, the target is immobilised indefinitely unless they break free with a **Hard (◆◆◆) Athletics check**. The filaments become brittle and dissolve away after two to three hours.

Ammunition

Without ammo a gun is just a glorified club. A smart acolyte ensures they always have a spare power pack or magazine for their weapon of choice; running out of ammo in the middle of a firefight can be a death sentence.

In Dark Heresy, expanded rules are provided for tracking and managing ammunition for ranged weapons. While this system doesn't go as far as tracking individual bullets fired, it does require Acolytes to be mindful of their ammo supplies, as well as providing game mechanics for unique types of ammunitions such as man-stopper rounds and toxic nightfire fuel.

Running Out of Ammo

Acolytes, especially early in their Inquisitorial careers, frequently find themselves under resourced and underfunded. Just keeping enough food in their bellies to trudge through the next day of investigation can be difficult enough, meaning crucial mission resources can quickly become scarce. Ammunition is hardly exempt from this; an Acolyte who doesn't keep an eye on his ammunition supply is liable to find himself running dry at the worst of moments.

In Dark Heresy, ⚙⚙⚙⚙ or ⊗ on a ranged attack check can be spent to cause a weapon to run out of ammunition, becoming effectively useless (except as a solid club) until the weapon can be reloaded. Reloading a weapon requires expending a single reload of the appropriate ammunition type. Reloading a weapon typically requires a single maneuver, although certain more elaborate ammunition types may require two or more.

Weapons with the Auto-Fire quality are particularly prone to running out of ammunition, due to their high fire rates and uncontrollable nature. When a character makes an attack using the Auto-Fire quality, ⚙⚙⚙ or ⊗ may be spent to cause the weapon to run out of ammunition. This does not apply to Auto-Fire (Only) weapons.

Standard Ammunition

Most ranged weapons have a standard ammunition, the default type that often is as defining as the weapon itself. From lasgun charge packs and photonic hydrogen plasma flasks to basic shotgun shells and autogun rounds, these are generally as common as the weapons that use them.

Unless otherwise specified, a weapon's basic characteristics assume it is loaded with standard ammunition. The costs, encumbrance and rarity of standard ammunition are detailed in **Table 5-4: Standard Ammunition** on the following page. The listed price is for a single reload of the appropriate ammunition.

Why track ammo?

In **Genesys**' standard rules, while weapons may run out of ammo mid-firefight, they are replenished at the end of the encounter. This is a perfectly effective rule and skips a lot of bookeeping, so it could be asked why Dark Heresy adds the extra granularity.

It was decided to track ammunition in more depth to emphasize how resource-starved Acolytes can be in their duties. The hope is that this mechanic forces players to make hard decisions about how to spend their thrones, and when it's appropriate to employ their more powerful weapons. Expensive weapons like boltguns and plasma weapons are prohibitively expensive to keep reloading, forcing Acolytes to carefully consider each pull of the trigger.

Table 5-4: Standard Ammunition

Name	Compatible Weapons	Maneuvers	Price	Rarity	Encumbrance
Bolt Weapons					
Bolt Shells	Bolt Pistol, Boltgun, Storm Bolter	1	150	7	1
Heavy Bolt Shells	Heavy Bolter	2	300	8	2
Psycannon Bolt Shells	Malleus Psycannon	2	-	13	2
Crossbows					
Crossbow Bolts	Crossbow, Light Crossbow	1	10	3	1
Reinforced Crossbow Bolts	Purgatus Crossbow	1	100	6	1
Flame Weapons					
Incinerator Fuel	Malleus Incinerator	2	-	11	1
Promethium Canister	Hand Flamer, Flamer	1	75	5	1
Promethium Tank	Heavy Flamer	2	150	5	2
Las Weapons					
Lascannon Battery	Man Portable Lascannon	2	80	7	2
Lasgun Charge Pack	All las weapons except Lascannon	1	20	2	1
Launcher Weapons					
Frag Missile	RPG Launcher	2	350	6	1
Low-Tech Weapons					
Black-powder Pouch	Flintlock pistol, musket	1	10	2	1
Pouch of Stones	Sling	1	1	1	1
Quiver of Arrows	Bow	1	5	1	2
Melta Weapons					
Melta Canister	Inferno Pistol, Meltagun	1	500	8	1
Melta Tank	Multi-Melta	2	900	8	2
Plasma Weapons					
Plasma Flask	All plasma weapons	2	300	7	1
Solid Projectile Weapons					
Small Calibre Bullets	Autopistol, Autogun, Stub Automatic, Stub Revolver	1	15	2	1
Heavy Stubber Rounds	Heavy Stubber	2	60	6	2
Large Calibre Bullets	Hand Cannon, Sniper Rifle	1	25	5	1
Shotgun Shells	Combat Shotgun, Shotgun	1	20	3	1
Exotic Weapons					
Gravitonic Reloads	Graviton Gun, Graviton Pistol	2	-	9	1
Needle Rounds	Needle Pistol, Needle Rifle	1	100	7	1
Truesilver Wiring	Silverseine Launcher	2	800	8	1
Webber Filament	Webber, Web Pistol	1	120	6	1

Special Ammunition

While standard ammunition is somewhat commonplace, at least as easy to acquire as the weapon itself, many seek out more unusual and unique ammunition for their guns. An Acolyte can become infamous for the specialised bullets he uses in combat, with enemies running in fear from the custom rounds they know are coming their way.

Special ammunition modifies the characteristics of a weapon while it is in use. It can do things like change the damage or critical values of a weapon, or add new item qualities. This can change the behaviour of a weapon dramatically, making a single firearm much more versatile.

Special ammunition is loaded in the same way as standard ammunition (using as many maneuvers as the equivalent standard ammunition), and can run out just the same. If a character chooses to unload ammunition (special or standard) from their weapon before it runs out, the ammunition is not expended.

To determine the price and rarity of special ammunition, add the values found in the **Table 4-4: Special Ammunition** to the price and rarity of a typical reload for the weapon of choice, as detailed in **Table 4-3: Standard Ammunition**. Rarity is never modified below 1. As usual, a listed price of "-" means the item cannot be bought with thrones. This is detailed further on page 87.

Abyssal Bolts: A refinement of the crude Abyssal Charge grenade, and used by only fearless Radicals, Abyssal Bolts use embedded shards of corrupted metal to shred not just the flesh, but also the soul.

Modifiers: A weapon loaded with Abyssal Bolts gains the Vicious 2 and Tainted qualities, but loses the Sanctified quality, if it had it.

Amputator Shells: These bullets are filled with explosive micro-shrapnel, shearing flesh and shattering bone in each limb-tearing hit.

Modifiers: Weapons loaded with amputator shells gain Vicious 3, or increase their existing Vicious rating by 3.

Bleeder Rounds: Each of these rounds bursts on penetration, spreading chemicals that prevent coagulation and keep wounds bleeding freely.

Modifiers: Any medicine checks, psychic powers or healing items used to heal someone wounded by bleeder rounds heal only half their regular wounds, rounding down. This effect wears off after one hour.

Custom Needler Payload: Needle weapons come loaded with a virulent neurotoxin as standard, able to easily overwhelme the immune system of an unwitting target. However, sometimes a more specialist touch is needed. Virtually any chemical can be loaded into a needler round.

Modifiers: A weapon loaded with this ammunition loses the Toxic quality. When acquiring a custom needler payload, select any drug or poison. If an attack made by this weapon successfully wounds the target, they count as having inhaled/injected one dose of the chemical loaded into the ammunition. Custom needler payloads have a rarity equal to the chemical in question, plus 2, and cost twice as much.

Dumdum Bullets: Heavy and blunted, these bullets tear apart tissue and cause terrible carnage against softly-armoured targets, but struggle against heavier armour.

Modifiers: Weapons loaded with Dumdum bullets increase their damage by 3, but any soak provided by armour is doubled against them.

"Emperor's Light" Thermal Bolts: Although rare on feudal worlds, armoured vehicles are common throughout the Imperium. This ammunition attempts to solve the ineffectiveness of low-tech weapons against armour by fitting small melta charges and magnetic clamps to the front of crossbow bolts. The results are dangerous anti-tank rounds, but ones that suffer from inaccuracy due to weight.

Modifiers: A weapon using thermal bolts adds +6 damage and gains the Breach and Inaccurate 2 qualities. If the weapon had the Accurate quality, it loses it.

"Emperor's Wrath" Shard Bolts: A cruel device intended to cause maximum lingering damage, a shard bolt is made of a brittle metal that breaks apart after penetration. These shards twist further into the victim's flesh and are excruciating to remove.

Modifiers: A weapon using shard bolt ammunition gains the Vicious 4 quality.

Expander Rounds: The dense shells shred open after impact to create horrific exit wounds that few survive, and are ideal when there is no care if the target lives or dies.

Modifiers: Weapons loaded with expander rounds increase their damage by 1, and gain Pierce 1, or increase their existing Pierce rating by 1.

Table 5-5: Special Ammunition

Name	Compatible Weapons	Price	Rarity
Abyssal Bolts	Crossbows, bolt weapons	-	+3
Amputator Shells	Stub revolvers, stub automatics, shotguns (all types), sniper rifles, hand cannons, autopistols, autoguns and heavy stubbers	+125	+1
Bleeder Rounds	Stub revolvers, stub automatics, hand cannons, autopistols, autoguns and heavy stubbers	+75	+2
Custom Needler Payload	Needle weapons	*	*
Dumdum Bullets	Stub revolvers, stub automatics, sniper rifles, and hand cannons	+100	+0
"Emperor's Light" Thermal Bolts	Crossbows	+350	+3
"Emperor's Wrath" Shard Bolts	Crossbows	+125	+2
Expander Rounds	Stub revolvers, stub automatics, sniper rifles, autopistols, autoguns and heavy stubbers	+175	+1
"Gorgon" Chemical Promethium	Hand flamer, heavy flamer, flamer	+250	+2
Gutter Ammo	All weapons	Half	-1
"Heretic's Match" Incendiary Bolts	Crossbows	+160	+2
Hot-Shot Charge	All las weapons except hell weapons and lascannons	+20	+0
Inferno Shells	Shotguns and bolt weapons	+200	+3
Kraken Penetrator Bolt Rounds	All bolt weapons	+150	+2
Krak Missile	RPG Launcher	1,600	7
Man-Stopper Bullets	Stub revolvers, stub automatics, hand cannons, sniper rifles, autopistols, autoguns and heavy stubbers	+180	+2
Metal Storm Frag Bolt Shells	All bolt weapons	+100	+1
Nightfire Fuel	Hand flamer, heavy flamer, flamer	+200	+1
Nitidus Rounds	Shotguns	-	+3
Non-lethal Shells	Shotguns	+50	+0
Psybolt Shells	Bolt weapons	-	+4
Psyflame	Hand flamer, heavy flamer, flamer	-	+4
Purgatus Stakes	Purgatus Crossbow	-	+3
Purity Bolts	Crossbows	+300	+3
Sanctified Ammo	Crossbows, flame weapons and solid projectile weapons	+150	+2
Silver Stakes	Crossbows	+300	+2
Slugs	All shotguns	+40	+0
Stalker Silenced Bolt Shells	All bolt weapons (except Gunnery weapons)	+200	+2
Tempest Bolt Shells	All bolt weapons	+220	+4
Theta-pattern Concussion Bolts	Crossbows	+200	+2
Theta-pattern Shock Bolts	Crossbows	+250	+2
Tox Rounds	All bolt and solid projectile weapons	+190	+3

"Gorgon" Chemical Promethium: Favoured by the followers of more fanatical Ordo Hereticus Inquisitors, "Gorgon" promethium is blended with corrosive chemicals that leave any survivors with debilitating injuries and lingering sickness. The corrosive chemicals can be dangerous to the flamer's own mechanisms however, potentially causing serious harm to the wielder.

Modifiers: Flamers loaded with gorgon fuel gain the Toxic 2 and Gets Hot qualities.

Gutter Ammo: More of a category than a specific type of ammunition, gutter ammunition refers to poorly constructed, scavenged ammunition that would be considered an act of tech heresy just to fire. However, their cheap price and wide availability makes them quite alluring to poorer Acolytes desperate for a reload.

Modifiers: A weapon loaded with gutter ammo reduces its damage by 1, and suffers one level of damage on ⛤⛤.

"Heretic's Match" Incendiary Bolts: These ungainly arrowheads are filled with promethium or other highly incendiary materials, and ignite with immolating fire on impact. Few heretics can withstand this fury of the righteous made manifest.

Modifiers: Weapons firing Heretic's Match bolts gain the Burn 3 quality and the Unreliable quality.

Hot-Shot Charge: A crude imitation of the more refined Hellgun, hot-shot charges are amplified charge packs which deliver much more destructive bolts of energy, at the expense of ammo capacity and safety.

Modifiers: Weapons loaded with hot-shot charges increase their damage by 2, and gain Pierce 2. However, they run out of ammo on ⚅, and ⚅⚅ may be spent to cause the weapon to suffer one level of damage. A regular lasgun charge pack can be converted to a hot-shot charge with an **Average (◆◆) Tech-Use check**, taking five minutes.

Inferno Shells: Filled with promethium and other highly flammable agents, inferno shells ignite on impact to cover their targets with an adhesive gel of fire.

Modifiers: Weapons loaded with Inferno Shells gain the Burn 2 quality. Instead of dealing the weapon's base damage each round, this Burn quality instead inflicts a flat 6 damage. The GM is encouraged to spend ⊗ and ⚅ results to represent stray shots causing undesirable spot fires.

Kraken Penetrator Bolt Shells: Containing a solid adamantium tip, penetrator rounds are designed to punch through even the toughest armour with ease.

Modifiers: Weapons loaded with Kraken Shells lose their Vicious quality, but gain Pierce 2, or increase their existing Pierce rating by 2.

Krak Missile: Designed for armour penetration, these missiles focus their explosion into a concentrated effect that can punch holes in most tanks or bunker walls.

Modifiers: An RPG Launcher loaded with a Krak Missile changes its damage to 30, gains Breach 1, and gains Vicious 4, but loses the Blast quality.

Man-Stopper Bullets: These densely tipped bullets are designed to punch through many forms of personal armour.

Modifiers: Weapons loaded with man-stopper bullets gain Pierce 2, or increase their existing Pierce rating by 2.

Metal Storm Frag Bolt Shells: Rather than exploding inside its target, the frag shell detonates a few yards from impact, showering the target with shrapnel.

Modifiers: Weapons loaded with frag shells lose their Pierce quality, but gain Vicious 1, or increase their existing Vicious rating by 1.

Nightfire Fuel: Nightfire fuel refers to a variety of flamer fuels produced by mixing flamer fuel with noxious chemicals. Used only by specialist assault troops in full protective gear, it not only burns but also poisons the surrounding air with noxious smoke.

Modifiers: A flamer loaded with nightfire fuel gains the Unreliable quality. When fired, everyone within short range of the flamer (including the wielder) must make a **Hard (◆◆◆) Resilience check** to resist the choking fumes, or suffer 1 wound for each ✖, and one strain for each ⚅. These wounds and strain ignore soak.

Nitidus Rounds: Made in secret by a number of Tech-Priests with hidden ties to the Ordo Malleus, these shotgun shells contain small, Warp-attuned crystals that burst into a bright sphere of light on impact, creating a psychic vacuum that is anathema to psykers and Daemons alike.

Modifiers: When a psyker suffers damage from this weapon, he must make a **Hard (◆◆◆) Discipline check** or be Staggered for 1 round, plus one round for each ⚅⚅⚅. Creatures with the Daemonic trait which suffer damage from this weapon must immediately test for Warp Instability, adding ■.

Non-lethal Shells: Popular with the Adeptus Arbites, non-lethal shotgun shells can take a variety of forms, from simple beanbag rounds and rubber bullets, to electrified shock rounds. Regardless, the effect is the same; they become perfect for taking heretics in alive.

Modifiers: Shotguns loaded with non-lethal shells lose their Blast quality, but gain the Stun Damage quality.

Psybolt Shells: Psybolts lack the potency of true psycannon ammunition, but can still blast lesser Daemons to pieces with a few well-placed hits.

Modifiers: Weapons using Psybolts gain the Daemonbane quality, ignore all protective benefits provided by psychic powers, and when fired by a psyker, add +1 damage for each rank in Discipline.

Psyflame: Manufactured in a similar manner to the fuel that powers the Ordo Malleus incinerator, psyflame ammunition allows Daemon hunters to upgrade even basic flamers for anti-Daemon work.

Modifiers: Weapons loaded with Psyflame gain the Daemonbane quality, and ignore all protective benefits provided by psychic powers. When a target attempts a skill check to negate the Burn quality that was inflicted by this weapon, increase the difficulty of that check by ◆ for each two ranks in Discipline the firer possesses, so long as the firer is a psyker.

Purgatus Stakes: Designed specifically for the Purgatus Crossbow, each handcrafted stake features runes and wards that affect the Immaterium on a fundamental level.

Modifiers: A weapon firing Purgatus Stakes gains the Sanctified quality. In addition, whenever a psyker or daemon is struck by a Purgatus Bolt, it must succeed on an **Average (◆◆) Discipline check** or be forced to roll on a random Perils of the Warp table and suffer 3 strain.

Purity Bolts: Peculiar and ornate crossbow bolts rumoured to originate from the outskirts of the Imperium, these arcane devices contain a small haywire generator that activates on impact.

Modifiers: Crossbows equipped with Purity Bolts reduce their crit rating against machines and individuals with four or more cybernetics by 1 (to a minimum of 1), and gain Stun 6.

Sanctified Ammo: This specialised ammunition covers a broad spectrum of types, often handmade. Examples include shells laced with psycho-conductive filaments, promethium purified through blessings and infusions of sacred oils, and arrowheads covered in microscopic etchings of warding and devotion.

Modifiers: A weapon loaded with this type of ammunition gains the Sanctified quality.

Silver Stakes: Not nearly as potent as Purgatus stakes, these bolts still make a mockery of those who gain strength from the Warp.

Modifiers: A weapon using silver stakes gains the Sanctified quality and inflicts an additional 5 damage against psykers or creatures with the Daemonic trait.

Slugs: While favoured for their wide spread, shotguns are also capable of chambering solid ammunition, increasing their effective range.

Modifiers: A shotgun loaded with slugs loses its Blast and Knockdown qualities, but increases its range to Medium and gains Pierce 1.

Stalker Silenced Bolt Shells: Stalker shells replace their explosive charge with a gas powered ignition, making them silent and removing any muzzle flare.

Modifiers: A weapon loaded with stalker shells reduces its damage by 1, but any check made to detect the sound of the weapon firing increases its difficulty twice. From long range and beyond, the weapon is totally inaudible, making such tests impossible.

Tempest Bolt Shells: Tempest bolt shells are perhaps the rarest variety of bolt round, manufactured only in the temples of Mars. Each contains a powerful miniaturised plasma-shock generator that releases a pulse of electromagnetic and thermal energy as the shell detonates.

Modifiers: Weapons loaded with tempest bolt shells gain Stun 3, increasing to Stun 6 against machine targets, or targets with four or more cybernetics installed. They also gain the Haywire quality.

Theta-Pattern Concussion Bolts: These bolts contain a proximity sensor that explodes a fraction of a second before impact. This detonation creates a micro-singularity that sends a concussive wave of unrelenting force in all directions.

Modifiers: A weapon using this ammunition gains the Blast 4, Disorient 5 and Knockdown qualities.

Theta-Pattern Shock Bolts: Another attempt by the Tech-Adepts of Core Theta to marry more advanced technology with the primitive nature of crossbows, these bolts embed several micro-electrical capacitors within a tungsten tip, creating a non-lethal charge designed to incapacitate anything up to a grox in size.

Modifiers: Crossbows firing shock bolts add +2 to their damage, and gain the Stun Damage quality. ⚙ on the attack check can be used to inflict the Staggered and Immobilised conditions on the target for one round, plus one round for each further ⚙.

Tox Rounds: Tipped with deadly poisons or loaded with pungent fungi, tox rounds inflict terrible harm when they pierce flesh.

Modifiers: Weapons loaded with tox rounds reduce their damage by 3, but gain Toxic 3.

Grenades and Explosives

The devices listed in this section are designed to explode violently, releasing shards of deadly metal, obscuring smoke, or other effects designed to smite enemies.

Grenades

Grenades come in a wide variety of forms, from the traditional explosive devices that are frag and krak grenades, to obscure archeotech relics like the horrifying vortex grenade. Grenades can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action. Some also have a "dead man's" or pressure switch that, once pressed, detonates immediately upon release. Unless otherwise specified, all grenades can be loaded into a grenade launcher.

Abyssal Charge: An insidious device made from standard explosives and material touched by the daemonic, each abyssal charge retains a splinter of Warp energy, enough to corrupt that which it does not kill.

Anti-Plant Grenade: These grenades release a wide range of toxic and viral agents that quickly reduce almost any type of flora to a foul-smelling muck that deprives the enemy of cover while not seriously harming other materials. Larger versions are also used to create improvised landing zones and clear foliage for quick camp sites or building locations.

> **Special:** Anti-plant grenades only deal damage to flora. Against life which is not plant-based, they have no effect.

Argent Globe: Ordo Malleus agents often use these perfect spheres of gleaming silver against groups of daemonic foes. Against mortal targets the sudden blast of Truesilver filaments wounds like a frag grenade, but against Warpspawn the consecrated blast leaves even the mightiest Daemon smouldering in agony.

> **Special:** An Argent Globe has Vicious 2 when used against creatures with the Daemonic trait, and reduces its critical rating to 3.

Blind Grenade: Blind explosives detonate with 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 haze thus created.

> **Special**: Any attacks made against targets concealed by the smoke created by this weapon add ■■■. Auspexes, sensor arrays and other electronic means of detection provide no benefit to detecting or attacking targets concealed by this smoke.

Choke Grenade: Designed primarily for combatting riots, a choke grenade's foul gases can reduce violent mobs to easily dispersed groups of coughing, sobbing wretches. In dense hives the gases often spread across hab areas, a reminder of the price for disobeying the Emperor's Laws.

> **Special:** Any target that begins their turn inside this smoke created by this weapon must succeed on a **Hard (◆◆◆) Resilience check** or suffer 5 strain, bypassing soak. ✿✿✿ on this check causes the character to be disoriented for one round.

Digital Explosive: A curious Joakero relic, digital explosives are made to look like a wide variety of jewelry, and are armed by applying precise pressure to certain points, and then thrown. They explode with massive explosive force while being easily disguised, making them a useful asset to any Acolyte well connected enough to afford one.
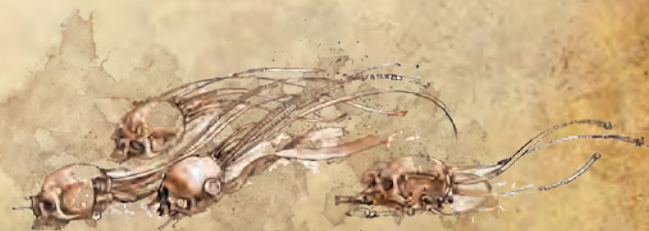
Table 5-6: Grenades and Explosives

Name	Skill	Dam	Crit	Range	Enc	Price	Rarity	Special
Grenades								
Abyssal Charge	R. Light	9	3	Short	1	-	9	Blast 7, Limited Ammo 1, Tainted, Vicious 3
Anti-Plant Grenade	R. Light	15	3	Short	1	240	7	Blast 13, Limited Ammo 1, Special
Argent Globe	R. Light	10	4	Short	1	-	9	Blast 8, Limited Ammo 1, Sanctified, Special
Blind Grenade	R. Light	-	-	Short	1	110	5	Limited Ammo 1, Smoke 2
Choke Grenade	R. Light	-	-	Short	1	90	5	Limited Ammo 1, Smoke 5
Digital Explosive	R. Light	15	3	Short	0	2,500	11	Blast 13, Limited Ammo 1
Fire Bomb	R. Light	6	5	Short	1	15	2	Burn 3, Blast 5, Limited Ammo 1, Prepare 1
Frag Grenade	R. Light	10	4	Short	1	80	3	Blast 8, Limited Ammo 1
Graviton Grenade	R. Light	11	4	Short	1	-	11	Blast 9, Concussive 1, Graviton, Knockdown
Hallucinogen Grenade	R. Light	-	-	Short	1	175	5	Blast 0, Hallucinogenic 3, Limited Ammo 1
Haywire Grenade	R. Light	10	-	Short	1	250	7	Blast 10, Disorient 3, Haywire, Limited Ammo 1, Special, Stun Damage
Incendiary Grenade	R. Light	8	4	Short	1	70	5	Burn 3, Blast 7, Limited Ammo 1
Ironfaith Incense Grenade	R. Light	-	-	Short	1	150	7	Limited Ammo 1, Smoke 3
Krak Grenade	R. Light	16	2	Short	1	220	6	Breach 1, Destructive, Limited Ammo 1, Vicious 4,
Photon Flash Grenade	R. Light	-	-	Short	1	250	6	Limited Ammo 1, Special
Plasma Grenade	R. Light	11	4	Short	1	200	7	Blast 9, Limited Ammo 1, Pierce 5
Psychotroke Grenade	R. Light	-	-	Short	1	350	7	Blast 0, Hallucinogenic 4, Limited Ammo 1, Special
Psyk-Out Grenade	R. Light	6	5	Short	1	-	9	Blast 6, Limited Ammo 1, Smoke 3
Rad Grenade	R. Light	4	-	Short	1	380	8	Blast 4, Limited Ammo 1, Special
Smoke Grenade	R. Light	-	-	Short	1	70	3	Limited Ammo 1, Smoke 3
Stasis Grenade	R. Light	-	-	Short	1	-	14	Limited Ammo 1, Special
Stun Grenade	R. Light	8	-	Short	1	60	3	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage
Tears of the Emperor	R. Light	5	5	Short	1	300	10	Blast 4, Limited Ammo 1, Special
Web Grenade	R. Light	-	-	Short	1	90	6	Blast 0, Ensnare 4, Limited Ammo 1, Special
Whitefire Grenade	R. Light	7	5	Short	1	370	9	Burn 3, Blast 7, Limited Ammo 1, Smoke 2, Sunder
Vortex Grenade	R. Light	-	-	Short	1	-	15	Limited Ammo 1, Special
Explosives								
Demolition Charge	Tech-Use	15	-	Engaged	2	200	5	Blast 10, Limited Ammo 1, Special
Melta Bomb	Tech-Use	3	-	Engaged	3	1,250	7	Blast 2, Breach 3, Limited Ammo 1, Planetary Scale, Special

Fire Bomb: A relatively primitive explosive, the fire bomb is normally a breakable canister of flammable liquid with a fuse made from cloth or other material that the liquid can soak into. Once the fuse is set aflame, the bomb is hurled at the enemy; the canister breaks open on impact to release the now burning liquid.

> **Special:** Fire bombs cannot be loaded into a grenade launcher.

Frag Grenade: Frag grenades explode into a cloud of deadly metal shards, and make excellent anti-personnel weapons. Many close-quarters combat specialists carry bandoliers of them to hurl into enemy positions as part of an assault.

Graviton Grenade: Exceptionally rare, graviton grenades are often only used by elite Adeptus Mechanicus forces or powerful Inquisitors as a last resort to defeat both heavily armoured enemies and their vehicles.

Hallucinogen Grenade: These grenades use mind-altering drugs or even exotic energies to induce a variety of short-lived psychological states and delusions. They are often used for crowd control or areas where non-lethal results are necessary.

Haywire Grenade: Haywire grenades ignore the flesh and instead seek to injure machine spirits and technological devices through a shower of harmful electromagnetic radiation. Machines that suffer such indignities are often crippled, leaving their users helpless against attacking foes.

> **Special:** Haywire grenades only affect machines, or characters with four or more cybernetics.

Incendiary Grenade: More sophisticated than crude fire bombs, incendiary explosives are commonly employed to flush out enemies entrenched behind cover. These projectiles contain slow-burning promethium distillate that ignites when the grenade explodes, bathing the blast zone in flame.

Ironfaith Incense Grenade: Filled with vials of blessed waters and purified ashes of the Imperium's saints, these grenades burst open with thick clouds of fragrant incense. For the impure and tainted, the sanctified smoke tears at their unholy forms and burns their wretched souls.

> **Special:** Any character that begins their turn inside the incense fumes created by this weapon's Smoke quality suffer wounds equal to their number of Malignancies or Daemonic trait, whichever is higher. This ignores soak.

Krak Grenade: Designed more for armour penetration, these weapons focus their explosion into a concentrated effect that can punch holes in most tanks or bunker walls.
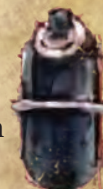
Photon Flash: These grenades explode with an intensely brilliant light that overloads unprotected eyes with temporary blindness, and make for excellent non-lethal weapons.

> **Special**: Any character within Short range of a photon flash grenade when it detonates must succeed on an **Average (♦♦) Vigilance** check or be blinded for a number of rounds equal to the number of ✕ generated on the check.

Plasma Grenade: These grenades use a deliberate plasma containment failure, causing a blast of heat and light to burst forth like a miniature sun. They are highly lethal against almost all targets.

Psychotroke Grenade: Psychotroke grenades release a pungent, sweet-smelling psycho-reactive nerve agent considerably more potent than typical hallucinogen grenades. The special nature of the gas means that even environmentally-sealed armour offers no protection.

Special: Rebreathers, environmentally sealed armour and other means of protecting against inhaled gas provide no benefit to resist psycho-troke grenades.

Psyk-Out Grenade: These grenades disperse a cloud of psi-refractive particles thought to have been created as a by-product of the processes that sustain the Astronomican, and disrupt a psyker's connection to the Warp.

Special: Any psyker that begins their turn inside the cloud of particles created by this weapon's Smoke quality, or who enters it after detonation, must make a **Formidable (◆◆◆◆◆) Discipline check** or increase the difficulty of all psychic power checks by ◆, plus ◆ for each ✕✕. If this would cause check difficulty to rise above **Formidable (◆◆◆◆◆)**, the check is simply impossible. If the Discipline check generates ⚘⚘⚘ or ⊗, the psyker must roll on a random Perils of the Warp table. After roughly six hours have passed, these effects subside. Additionally, manifesting psychic powers from within the cloud is impossible.

Rad Grenade: Difficult to find or manufacture, rad grenades contain radioactive particles that blink out of existence within a second of release. Despite their short-term effects, the damage caused is often enough to leave the toughest of foes gasping as radiation saps their vitality.

Special: Any character struck by a Rad Grenade (regardless of whether or not damage is caused) must succeed on a **Daunting (◆◆◆◆) Resilience check** or reduce their Brawn by 1 (to a minimum of 1) for the next 24 hours. ⚘ on this check can be spent to inflict 1 strain on the character.

Stasis Grenade: Stasis fields are used throughout the Imperium to hold time at bay, essentially trapping whatever is inside them in a single moment. Uses run from mundane food storage to the preservation of the Ultramarine's Primarch. A stasis grenade is simply an impact-triggered version of the same technology, most commonly used to temporarily neutralize a threat. To call a stasis grenade rare and dangerous is a grave understatement; they are obscure relics, only entrusted to Inquisitors embarking upon gravely important missions.

Special: The grenade generates a stasis field affecting all within engaged range of the point of detonation. It lasts for 3 rounds; ⋀⋀ can be spent to extend this by one round, while ⚘⚘⚘ can be spent to decrease the duration by one round (to a minimum of one). Everything inside this bubble is cut off from the normal flow of time. Anyone and anything inside the affected area does (and perceives) nothing until the field dissipates. Characters outside the stasis field can see the frozen moment but cannot interact with it in any way.

Smoke Grenade: A relatively simple and easy-to-construct device, smoke grenades release huge gouts of thick, black clouds that obscure vision. They do not block detection systems that use heat or other spectral bands outside of normal human eyesight, but are much more widely available and easier to construct than their more sophisticated counterparts.

Special: Any attacks made against targets concealed by the smoke created by this weapon add ■■■.

Stun Grenade: Using a combination of loud noise and brilliant light, these grenades can incapacitate targets long enough for assault forces to apply non-lethal restraints, or to finish off the now-disabled foes with ease.

Tears of the Emperor: Seen as a miraculous weapon and the Will of the Emperor made manifest, Tears of the Emperor contain a blood-like substance said to weep from statues and relics across the Imperium. Carefully collected in ornate crystal bottles, they are a potent weapon against the forces of Chaos.

Special: A psyker struck by Tears of the Emperor (regardless of whether or not damage is caused) immediately rolls on a randomly selected Perils of the Warp table. When a creature with the Daemonic trait is struck by this weapon, it gains the Warp Instability trait until the end of the encounter. If it already had Warp Instability, it instead adds ■■ to all Warp Instability checks until the end of the encounter.

Web Grenade: Web grenades use the same ensnaring filament-filled gel as webber weapons, and can entangle masses of targets in moments when they detonate. Web filaments becomes brittle and dissolve away after several hours.

Special: The Ensnare quality on a web grenade automatically activates on a successful attack; there is no need to spend ⋏.

Whitefire Grenade: Whitefire is a terrifying substance that burns exposed flesh more quickly than promethium. It also creates a caustic smoke that both obscures vision and poisons the air. Used throughout the galaxy for both crowd control and to quickly eliminate massed hordes of foul mutants, this grenade has built up a reputation as a weapon of divine retribution.

Special: Any character that begins their turn inside the caustic smoke created by this weapon's Smoke quality suffers 3 wounds and 3 strain, ignoring soak. Breathing apparatus such as gas masks and rebreathers protect against the strain loss, but suffer one level of damage.

Vortex Grenade: This dreaded example of lost technology tears open the very fabric of reality, creating a rift into the warp. Needless to say, the results of such a desperate action are highly unpredictable and almost as likely to backfire on he who used it. For all the nightmarish stories of daemons crawling through the breach, and vortexes that still re-appear like phantoms on old battlefields, there is no better way to ensure a threat is utterly destroyed than to see it sucked into the immaterium. They are an utter rarity, kept only in the vaults of the most powerful Inquisition strongholds.

Special: The vortex grenade affects all characters within engaged range of the point of detonation. Anyone within this area can make an **Average (◆◆) Coordination check** to dive out of the way. Those who fail, along with everything else in the area, are dragged into the warp, never to be seen again. At the end of the round, the capricious vortex winks out of existence. The effects linger, however; until the end of the encounter, ⬖ on any skill check may be spent to have the vortex re-appear within engaged range of the character who made the check, or within engaged range of some valuable item or mission objective. ✷ can be spent to have the vortex re-appear within engaged range of a foe. As when it first manifested, an **Average (◆◆) Coordination check** can be made to dive out of the way before the vortex fully manifests, and it disappears again at the end of the round.

At the end of the encounter, all characters who spent any time within Long range or closer of the warp vortex must make a **Hard (◆◆◆) corruption check**. Characters who were Engaged with the warp vortex at any point instead make a **Formidable (◆◆◆◆◆) corruption check**.

Explosives

The explosives category describes those weapons more suited to planned, deliberate demolition work. While they certainly could be used in the heat of combat, explosives are typically employed to demolish structures, or to lay traps for unwitting foes long before the bullets start to fly.

Explosives are planted using an **Easy (◆) Tech-Use check**. Their fuse can be set between 1-3 rounds; after this amount of time has passed, the explosive detonates. ⚅⚅ or ⊗ on this check can cause the bomb to detonate one round sooner or later than intended. Failure generally means the charge has been improperly placed or set up. The consequences of this are up to the GM, but by default, this means the bombs explode but do not damage their intended target, or the detonator fizzles and the device does not even detonate. Some explosives might also be rigged to a remote detonator. The blast quality on explosives automatically activates without expending any ⋏.

Explosives can be disarmed as an action with a successful **Tech-Use check**, opposed by the Tech-Use skill of the person who planted the bomb. ⚅⚅⚅ or ⊗ on a failed check causes the bomb to detonate instantly.

Demolition Charge: A demolition charge is a simple explosive device, commonly used for blowing open doors, breaching bulkheads, and destroying infrastructure. The profile provided represents a single charge, though it is possible to rig charges together, thus increasing their destructive potential.

Special: Multiple demolition charges may be placed together to increase their destructive potential. For each additional charge laid beyond the first, the damage increases by 10, but the difficulty of the Tech-Use check to plant the charge increases by ◆. If two or more charges are placed together, the radius of the Blast effect increases to Short.

Melta Bomb: Melta bombs are unwieldy but extremely powerful explosives that can rip apart even the thickest of tank hulls or bunker walls. Unlike other grenades, they adhere to their target then detonate with a shaped charge blast similar in effect to a melta weapon.

Special: Any vehicle struck by a melta bomb immediately suffers a critical hit with a +40 modifier. Any critical injuries inflicted on a character (such as when they become incapacitated) add +50.

Melee Weapons

Despite the power of ranged armaments, there is always a demand for weapons designed to attack at arm's length. It might be a matter of honour, distrust of advanced mechanisms, local customs, or a preferred fighting style, but for many across the Imperium, travelling without a close combat weapon is unthinkable. This might vary from an ancient power sword that could date to the times of the Heresy, to a favoured bone knife used to foil a cultist's plot. No matter the form, a fine melee weapon in the hands of a skilled wielder can be as deadly as any bolter or plasma gun.

Chain Weapons

Chain weapons are popular amongst most warriors in the 41st Millennium, as most races and planets have the basic technology to produce these brutal weapons. They all have fast-moving chains of serrated metallic teeth running across what would normally be the weapon's bladed edge. Even the slightest hit can rip open flesh, and solid strikes can cut through armour. Most are loud and all are visibly dangerous, and the sight of one can demoralise even the most fanatical opponent.

Chain weapons rely on blessed power cells to keep their vicious teeth turning. The power of a chain weapon can be disabled as an incidental; while disabled, the weapon uses the statistics of its nearest low-tech equivalent. If a chain weapon succumbs to moderate damage or worse, the power is automatically disabled, and cannot be turned back on until the weapon is repaired up to minor damage or better.

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.
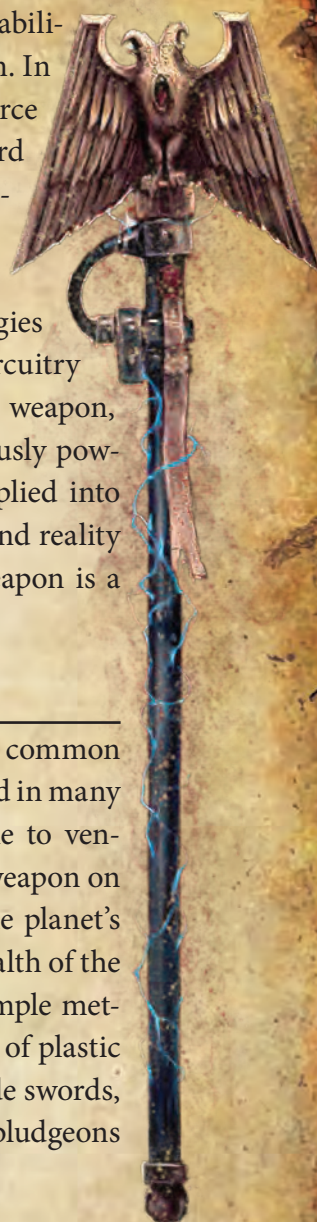
Low-Tech Weapons

Close combat weapons are a common sight throughout the galaxy, and in many places it would be unthinkable to venture without at least one such weapon on your person. Depending on the planet's level of technology (and the wealth of the user), these can range from simple metal blades to high-tech weapons of plastic or exotic metals and can include swords, axes, polearms, clubs, mauls, bludgeons and other simple devices.

Hunting Lance: A mainstay weapon amongst the Rough Riders of the Imperial Guard, hunting lances mount a small but powerful explosive charge at the end of a metal spear. On impact, the charge detonates with enough force to rip apart armour and barricades alike, allowing the mounted riders to continue their assault.

Special: Once a Hunting Lance has been used, it cannot be rearmed; treat the remaining haft as a staff.

Table 5-7: Melee Weapons

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Chain Weapons									
Chainaxe	Light	+4	3	Engaged	3	2	450	5	Pierce 1, Vicious 4
Chainblade	Light	+2	2	Engaged	2	1	400	5	Pierce 1, Vicious 3
Chainsword	Light	+4	2	Engaged	3	2	500	5	Defensive 1, Pierce 1, Vicious 3
Eviscerator	Heavy	+7	1	Engaged	6	3	1,350	7	Breach 1, Cumbersome 4, Dangerous, Vicious 5
Force Weapons									
Force Axe	Light	+3	3	Engaged	3	2	2,500	10	Force, Vicious 1
Force Hammer	Heavy	+5	3	Engaged	6	2	4,000	11	Cumbersome 4, Disorient 4, Force, Knockdown
Force Sword	Light	+3	2	Engaged	3	2	3,000	10	Defensive 1, Force
Force Staff	Heavy	+2	4	Engaged	4	2	1,750	9	Defensive 1, Disorient 3, Force
Low-Tech Weapons									
Axe	Light	+3	4	Engaged	2	3	60	2	Vicious 1
Brass Knuckles	Light	+1	4	Engaged	1	1	45	2	Disorient 3
Greataxe	Heavy	+4	3	Engaged	4	3	75	5	Cumbersome 3, Pierce 2, Vicious 1
Greatsword	Heavy	+4	2	Engaged	3	3	75	5	Defensive 1, Pierce 1, Unwieldy 3
Hunting Lance	Heavy	14	2	Engaged	5	1	400	5	Breach 1, Disorient 5, Limited Ammo 1, Special
Knife	Light	+1	3	Engaged	1	2	25	2	-
Man Catcher	Heavy	+0	5	Short	4	2	80	4	Ensnare 3, Inaccurate 1
Maul	Light	+3	4	Engaged	2	3	45	2	-
Riot Shield	Light	+0	6	Engaged	4	3	110	4	Defensive 1, Deflection 2, Inaccurate 1, Knockdown
Shield	Light	+0	6	Engaged	2	3	40	3	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Spear	Heavy	+3	3	Engaged	4	3	50	3	Accurate 1, Defensive 1
Staff	Heavy	+2	4	Engaged	3	3	35	2	Defensive 1, Disorient 3
Sword	Light	+3	3	Engaged	2	3	70	3	Defensive 1
Truncheon	Light	+2	4	Engaged	1	2	35	2	Disorient 4, Stun Damage
Warhammer	Heavy	+5	3	Engaged	5	3	120	5	Cumbersome 4, Disorient 4, Knockdown
Whip	Light	+1	5	Short	2	2	75	4	Ensnare 2, Stun Damage

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.

Power weapons are sheathed in a field of energy, allowing them to slice through armour as if it wasn't even there. These fields have the added benefit of keeping the weapon underneath undamaged. While a power weapon has an active power field, it is immune to the Sunder quality. The power field of can be disabled as an incidental; while disabled, the weapon uses the statistics of its nearest low-tech equivalent. If a power weapon succumbs to moderate damage or worse, the power field is automatically disabled, and cannot be turned back on until the weapon is repaired up to minor damage or better.

Power Fist: One of the most devastating melee weapons in the 41st Millennium, a power fist encloses the user's own hand with a huge mechanical glove complete with articulated fingers. The entire device is sheathed in a power field, allowing the weapon to crush tank hulls and tear apart barricades.
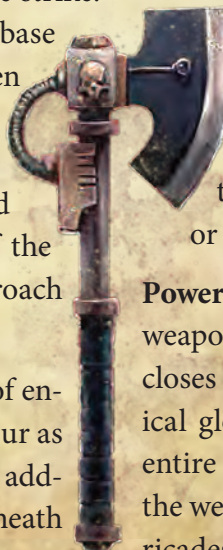
TABLE 5-7: MELEE WEAPONS (CONTINUED)

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Power Weapons									
Nemesis Daemon Hammer	Heavy	+8	2	Engaged	6	1	-	13	Breach 2, Cumbersome 4, Destructive, Daemonbane, Disorient 4, Force, Knockdown, Sunder
Omnissian Axe	Heavy	+7	2	Engaged	5	3	2,700	9	Breach 2, Cumbersome 3, Destructive, Sunder, Vicious 2
Ordo Malleus Power Glaive	Heavy	+6	2	Engaged	5	2	-	9	Accurate 1, Defensive 1, Breach 1, Sanctified, Sunder
Power Axe	Light	+6	3	Engaged	3	1	2,250	8	Breach 2, Destructive, Sunder, Vicious 2
Power Blade	Light	+4	2	Engaged	1	0	1,350	8	Breach 1, Sunder
Power Fist	Light	+4	2	Engaged	4	1	2,800	8	Breach 2, Cumbersome 2, Destructive, Knockdown, Sunder, Special
Power Maul	Light	+6	3	Engaged	2	1	1,600	8	Breach 1, Stun 4, Sunder
Power Shield	Light	+3	4	Engaged	4	2	3,450	8	Defensive 3, Deflection 3, Inaccurate 1, Knockdown
Power Stake	Light	+5	2	Engaged	1	0	-	8	Pierce 4, Inaccurate 2, Sanctified, Special
Power Sword	Light	+6	2	Engaged	3	1	2,350	8	Breach 2, Defensive 1, Destructive, Sunder
Thunder Hammer	Heavy	+8	2	Engaged	6	1	2,800	10	Breach 2, Cumbersome 4, Destructive, Disorient 4, Knockdown, Sunder
Shock Weapons									
Shock Gauntlets	Light	+2	5	Engaged	1	1	270	6	Disorient 2, Special, Stun Damage
Shock Maul	Light	+3	4	Engaged	3	2	300	5	Stun 4
Shock Whip	Light	+4	5	Short	3	1	390	6	Ensnare 2, Stun Damage
Suppression Shield	Light	+1	6	Engaged	5	2	825	7	Defensive 1, Deflection 2, Inaccurate 1, Knockdown, Special, Stun 6
Exotic Weapons									
Brazier of Holy Fire	Heavy	+4	2	Engaged	6	3	1,250	7	Burn 2, Inaccurate 1, Special
Rune Sword	Light	+3	1	Engaged	2	2	1570	10	Defensive 1, Tainted, Vicious 3

Special: When attacking with a Power Fist, a character adds their Brawn to the damage twice.

Power Stake: Cast from a single rod of blessed iron and featuring a compact power field generator, a power stake is most effective when plunged into the heart of a heretic psyker. Covered in etchings and runes that protect against the machinations of the Warp, it uses the victim's own psychic potency against himself.

Special: Power stakes inflict an additional 10 damage against Psykers, plus 2 damage for each rank they possess in their most potent Psychic Discipline. Additionally, possessing a power stake grants a ☐ to all social interaction checks made towards Ordo Hereticus agents.

SHOCK WEAPONS

Shock weapons are designed to be generally non-lethal, attacking the subject with incapacitating force through electrical shocks released on impact. As shock weapons have little or no destructive impact on flesh other than burn marks, they are useful for crowd control and "encouraging" workers such as shipboard press gangs or other forced labour.

Shock Gauntlets: Underhivers and low-life enforcers often refer to these gloves as the poor man's power fist. Crude versions look very much like an armoured gauntlet laced with power cables, while advanced designs look no more obtrusive than a heavy glove. They can be devastating in brawls or other situations where an opponent might not suspect their presence till far too late.

Typically shock gauntlets are bulky, obvious things, but deceptive Acolytes might opt for the more subtle, high craftsmanship versions which disguise as simple flak armour gauntlets, or even stylish leather gloves. These versions cost 300 thrones more, and increase their rarity by 1, but require a **Daunting (◆◆◆◆) Perception check** to detect.

Special: A character can use a shock gauntlet on an unaware target with an opposed Skulduggery versus Vigilance check. A successful check deals 12 damage to the target's strain threshold. In addition, each ☼ on the opposed check increases the damage dealt by 1.

Suppression Shield: Suppression shields are common equipment for the Adeptus Arbites, although upon seeing their effectiveness, many other organisations and individuals have moved to obtain them. The suppression shield is both a bulwark and a weapon, a heavy slab of ceramite large enough for the wielder to take cover behind. Each has a built-in arc-lumin at the top, and a powerful shock-plate in the shield's centre. If the wielder strikes with the shield, he can discharge the shock-plate on impact, delivering a powerful electrical blow.

Special: Suppression shields are designed with lock-grips on the upper corners, typically used to hold the riot shotguns of the Adeptus Arbites. These allow a character to fire a Ranged (Heavy) weapon one-handed without penalty.

Exotic Weapons

The galaxy is host to a staggering variety of weapons of war, and some of these implements of bloodshed defy classification. These could be bizarre creations of the Adeptus Mechanicus, or tainted weapons borne of unholy rituals. Exotic weapons are uncommon and bizarre, often one of a kind relics.

Brazier of Holy Fire: A versatile weapon in the hands of a skilled user, the Brazier of Holy Fire works as a devastating melee weapon, an inspirational icon, and, in times of need, a deadly flamethrower to incinerate heretics and witches.

Special: Any character who can draw line of sight to an ally wielding an active Brazier of Holy Fire gains a ☐ to his Discipline and fear checks. Additionally, the Brazier can be used as a heavy flamer with Limited Ammo 1. Once fired, the brazier loses its Burn quality until reloaded with a promethium canister, a process that takes roughly twenty minutes and involves several special hymns.

Rune Weapons: A theory based on conjecture and the tales of madmen, many believe that these are Daemon weapons freed of their unholy inhabitants. Blackened and scarred, these weapons seem to function normally, yet each still keeps a little of the daemonic essence that once filled it with terrible power.

Example statistics for a rune sword are given in the melee weapons table, but rune weapons take many forms. A rune weapon can take the form of any low-tech melee weapon; it uses the profile for that weapon, with the Tainted and Vicious 3 qualities added, and the Crit Rating reduced by 1 (to a minimum of 1). They also reduce their avaliable hard points by 1. Rune weapons cannot be damaged.

While incredibly difficult to find on the market, they can be purchased, typically costing the price of their base weapon plus 1,500 thrones.
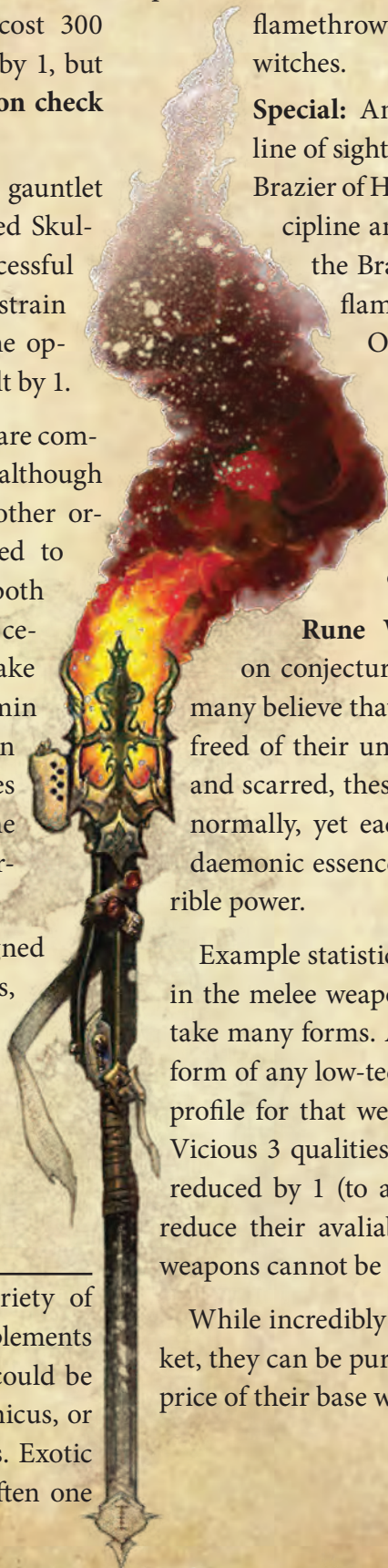
Protective Gear

Given the power and lethality of the weaponry surrounding them, it is to be expected that many seek out as much protection as possible. Such protection generally comes in two forms: personal armour designed to absorb or redirect damage, and exotic field devices that rely on arcane technologies to shield the wearer from harm. Refraining from some sort of physical protection is to invite a speedy death, and while all servants of the Emperor trust in His Protection, all know that to die before doing their duty to the Emperor is to fail Him.

Basic Armour

While not necessarily of lesser defensive capability, this type of armour is generally of a straightforward nature. Thick leather coats, protective body gloves, xenos furs, heavy robes, quilted vests, and chainmail are common across the Imperium. On many remote planets, and also in isolated locations within civilised worlds, such wear is standard. They rarely offer adequate protection from lasgun fire or other advanced weapons, but are often inexpensive and usually enough to deal with most threats.

Armoured Bodyglove: Bodygloves are skintight sets of armour, designed to be easily concealed under regular clothing. If worn under clothing, a **Daunting (◆◆◆◆) Perception check** is required to detect that the wearer is armoured.

Feudal World Plate: Feudal plate is typically constructed on technologically un-advanced worlds such as feudal planets. Despite its outdated design, it provides a high degree of protection. This comes at a price however; feudal plate impedes movement significantly. When wearing feudal world plate, characters add ■■ to all Athletics and Coordination checks.

Obsidian Plate: Extremely heavy and seemingly primitive, obsidian plate armour dulls the effects

Table 5-8: Armour

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Basic Armour						
Armoured Bodyglove	1	1	515	2	0	6
Chainmail Suit	0	2	350	4	1	3
Feudal World Plate	0	3	630	6	2	4
Heavy Clothing	0	1	35	3	1	1
Obsidian Plate	0	4	-	8	2	9
Flak Armour						
Flak Vest	1	2	450	2	1	3
Light Flak Coat	1	1	320	3	2	4
Military Flak Armour	1	2	680	4	3	5
Mesh Armour						
Mesh Vest	1	2	780	2	1	7
Mesh Cloak	1	2	1,170	3	2	8
Carapace Armour						
Carapace Chestplate	1	3	1.000	3	2	6
Enforcer Light Carapace	1	3	1,550	4	3	7
Military Carapace	2	3	2,000	5	4	8
Power Armour						
Light Power Armour	2	3	8,000	8	3	9
Power Armour	2	4	13,000	12	4	10
Heavy Power Armour	2	5	-	14	5	12
Terminator Armour	3	7	-	18	4	14
Force Fields						
Conversion Field	3	-	6,000	1	0	9
Icon of the Just	3	-	-	1	0	10
Power Field	4	-	15,000	6	0	10
Refractor Field	2	-	1,500	1	0	8
Rosarius	3	-	-	1	0	11

of psychic powers; the records of numerous Ordo Malleus Inquisitors show its efficiency especially in fighting entities aligned with Tzeentch. Yet its bulky nature - and the efforts to ensure it does not fall into the bloodstained hands of cultists who worship the Skull God - though, act to prevent obsidian plate from being more widely distributed in the sector.

A character wearing Obsidian Plate adds ■ to all psychic power checks targeting them, and the Soak provided by the armour is doubled against damage from psychic powers. A psyker wearing Obsidian Plate cannot push their psychic powers, and increases the difficulty of all psychic power checks by ◆◆.

Flak Armour

Just as the lasgun is the most common type of weapon in the galaxy, so too is flak the most common type of armour, both due to their standard usage in the Imperial Guard. Flak armour is made from multiple layers of ablative and impact–absorbent materials, designed to deal with light weapon attacks and proximity blasts. While not prepared to stop heavy weapons fire, it is relatively lightweight, simple and inexpensive to manufacture, and dependable in combat.

Flak armour increases its soak value by 1 against explosive weapons, such as bolter shells, grenades and rockets.

Flak Vest: Flak vests provide cheap protection, but only cover the torso. Making a called shot with an aim maneuver can bypass the soak provided by a flak vest.

Mesh Armour

Mesh armour is made from thousands of tiny thermoplas rings linked together to create a fabric-like cloth. The material becomes momentarily rigid on impact, dissipating the attack. The finest types are of clear xenos origin, though even the cruder human versions offer excellent protection.

Because of its fine, fabric-like construction, mesh armour is particularly hard to detect, often passing off as exotic clothing. A **Hard (◆◆◆) Perception check** is required to detect that the wearer of mesh armour is armoured.

Mesh Vest: Mesh vests provide more affordable protection than their full body equivalents, but only cover the torso. Making a called shot with an aim maneuver can bypass the soak provided by a mesh vest.

Carapace Armour

Made from moulded plates of plasteel or ceramite, carapace armour is often a sign of status amongst Imperial officers and Acolytes. Elite warriors from the Militarum Tempsetus and Adeptus Arbites wear full body suits of the material, but it is more commonly used for chest protection, or woven into flak suits as modular plates which can be removed and replaced when damaged. Carapace comes in levels of protection, with the associated trade-off between effectiveness and weight.

Carapace Chestplate: Carapace chestplates access to the powerful protection of carapace at a much more affordable price point, but offer limited coverage. Making a called shot with an aim maneuver can bypass the soak provided by a carapace chestplate.

POWER ARMOUR

This advanced armour consists of thick, ceramite plates and uses an integral power source to augment the user's strength and mobility. Many suits are heirloom items hundreds—or even thousands—of years old. They come in a variety of styles, from lighter suits befitting elite Acolytes to heavy versions designed for intense fighting. The huge and ancient versions of the Adeptus Astartes are a separate class of power armour, using special implants to link the armour to the user in a manner no human could wear or operate.

Power armour requires a constant power supply to properly function, fuelling the powerful servos built into the joints. Power armour's power supply can be activated or deactivated by the wearer with a maneuver. Typically power armour suits are equipped with a power pack suitable for five hours of active operation. Recharging takes an hour connected to a power supply.

While power armour is active, its encumbrance does not count against the wearer's encumbrance threshold. In addition, the wearer's Brawn characteristic increases by 1. This does not increase their wound threshold. A character wearing a suit of power armour adds ■■ to all Stealth checks.

Heavy Power Armour: Granted to but a few outside of the elite Adeptus Astartes and the Adepta Sororitas, heavy power armour has been a part of the Imperium since the Emperor's conquest of Terra. Inquisitors are on occasion granted these ancient protective suits when facing the most powerful of foes.

In addition to the usual benefits granted by power armour, Heavy Power Armour reduces the Cumbersome quality of wielded weapons by 2. It also features an integrated micro-bead, and is fully environmentally sealed, with an oxygen supply lasting up to three hours.

Terminator Armour: Tactical Dreadnought armour is more commonly called Terminator Armour. Inquisitors who don this armour become hulking defenders of the Imperium. There is no finer personal protection anywhere in the Imperium and the Inquisitor who maintains a suit of Terminator Armour for his personal use is not someone to be trifled with on the battlefield.

Each suit of Terminator Armour is crafted by one of the most skilled Tech-Priests for a specific user. While the suit can later be adapted for another user, the process is extremely involved and can take years. Crafting a new suit of Malleus Terminator Armour can take decades.

In addition to the usual benefits granted by power armour, Terminator Armour allows the wearer to ignore the Cumbersome quality of weapons entirely, and two handed weapons can be wielded in one hand without penalty. It also features an integrated vox-caster, and is fully environmentally sealed, with an oxygen supply lasting up to three hours.

Terminator Armour is not without its drawbacks, however. Any Agility based checks (other than those made to fire weapons) have their difficulty increased twice, and certain talents (such as Dodge, Assassin Strike and others determined by the GM) become unusable due to the restrictive, bulky frame. A character wearing Terminator Armour can never make two maneuvers in one turn.

A character wearing Terminator Armour counts their Silhouette as 2. Due to the bulky, unwieldy nature of the armour gauntlets, only certain weapons can be wielded in Terminator armour. These include Combi-weapons, Gunnery weapons, Force Weapons, Power Weapons, Storm Bolters, Incinerators and Psycannons. Other weapons may be usable at the GM's discretion.

Force Fields

While physical armour is often as effective as it is impressive, there are other times where the situation calls for a less combative presence. Force fields can provide protection in these instances, as they are usually more concealable and often much more effective as well.

Activating or deactivating a forcefield requires a maneuver. The defence provided by a force field replaces that of the armour a character is wearing, but the armour's soak still applies. Force fields are potent but unreliable technology, prone to shorting out at inopportune times. ⬦⬦⬦⬦ or ✹ generated on an attack check against the wearer can be spent to cause the force field to short out after the attack is resolved. A shorted out force field must be repaired or recharged, a process taking roughly an hour, or a **Hard (◆◆◆) Tech-Use check**.

Conversion Field: Also known as flare fields, these devices convert the energy of an attack into radiated light, often strong enough to act as a blinding visual blast against nearby foes. ⬦⬦⬦ on a failed attack check against someone protected by a conversion field can be spent to cause a brilliant flash of light, blinding the target and anyone engaged with him for one round.

Icon of the Just: A proud, glowing symbol of Inquisitorial might, each Icon of the Just projects a personal force field strong enough to block both mortal weaponry and the devastating attacks of daemonic entities. Often stylised as small hammers or symbols of the Inquisition, few except the Ordo Malleus' most trusted and devoted Daemonhunters receive these blessed devices.

Each Icon of the Just also contains holy wards that repel Warpspawn. Opponents with the Daemonic trait add ■ to attack checks and psychic power checks targeting the wearer.

Power Field: Unlike most other field devices, power fields are large, bulky affairs that cannot be easily disguised. Personal versions must be worn as heavy backpacks, while larger units are fitted with motive mechanisms, due to their weight and size. Power fields do not provide their defence against melee attacks, or ranged attacks made from engaged range. Power fields add ■■ to Stealth checks, as they cause the air around their user to visibly ripple and crackle with energy.

Refractor Field: Refractor fields are small enough to be disguised as jewellery or other ornamentation. While active, they can disperse an attack across the field's entire surface area to negate the damage. The glow of an active refractor field makes the user more noticeable in low lighting or darkness, and adds ■■ to Stealth checks.

Rosarius: Equal parts force field, devotional icon, and badge of office, the rosarius is a conversion field commonly used by the Ecclesiarchy and its allies.

Allies who can draw a line of sight to a character with a rosarius add ▢ to fear tests; this is lost if the wearer becomes incapacitated or suffers a critical injury during the encounter. A Rosarius is typically only available to Acolyes with strong ties to the Adepta Sororitas or Adeptus Ministorum.

Item Attachments

Even with the untold billions that exist, each weapon becomes as unique as its owner in time. Some wielders might specifically acquire a specially modified weapon, or customise their own to better match their fighting style. Such changes can alter its precision, the damage it inflicts, and other factors to make it and its user even more valued servants of the Emperor.

These attachments use the Item Attachments and Hard Points rules found on page 206 of the **Genesys** Core Rulebook. The attachments in this section replace the attachments found in that section (you should only use these attachments when playing Dark Heresy).

Dark Heresy's weapons and armor have a listed number of hard points in the various weapon and armor tables (sometimes referred to as "HP"). You should use these values instead of using the general rule for determining an item's number of hard points found on page 206 of the **Genesys** Core Rulebook

Weapon Attachments

Even with the untold billions that exist, each weapon becomes as unique as its owner in time. Some wielders might specifically acquire a specially modified weapon, or customise their own to better match their fighting style. Such changes can alter its precision, the damage it inflicts, and other factors to make it and its user even more valued servants of the Emperor.

Auto-Loader: Crossbows are popular weapons for a reason, but they are not without their limitations. Having to manually load every bolt can be a massive disadvantage in live combat; potentially a deadly one. To that end, some witch hunters opt to modernise their crossbows, installing drum magazines, mechanical loading mechanisms or other means of automatically feeding bolts into the weapon.

Use With: Any crossbow.

Modifiers: This weapon loses the Prepare quality. If it had the Reliable quality, it loses this too.

Hard Points Required: 1

Auxillary Grenade Launcher: A small, single shot version of the regular grenade launcher can be fitted onto another ranged weapon such as a lasgun, allowing the user to fire grenades at longer ranges without lugging around an entirely separate weapon.

Use With: Any Ranged (Heavy) weapon.

Modifiers: The weapon can be used as a grenade launcher, but with Limited Ammo 1 rather than Limited Ammo 6.

Hard Points Required: 2

Backpack Ammo Supply: The weapon is fed from a backpack supply, which flows ammunition along fuel lines, power cables, or linked shells to the weapon. Though the user can now fire much longer, its more cumbersome form means reloading must wait until the combat is concluded.

Use With: Any ranged weapon without the Backpack quality.

Modifiers: The weapon gains the Backpack quality, and increases its Encumbrance by 2.

Hard Points Required: 2

Balanced Hilt: Balance is key in a well-constructed melee weapon. Professional weaponsmiths can use lightweight materials to create a sword or axe that is not only lighter, but also more accurate in the hands of a skilled warrior.

Use With: Any Melee (Light) weapon.

Modifiers: The weapon gains the Accurate 1 item quality or increases its existing Accurate rating by 1. (If the weapon has the Inaccurate item quality, it reduces that quality's rating by 1, to a minimum of 0, instead.)

Hard Points Required: 1

Ballistic Cogitator: An obscure and little-understood example of STC technology unearthed by the Adeptus Mechanicus, this attachment involves a total rebuild of a weapon's internals to integrate several complex optics and an internal cogitator. These complex systems are networked with the user's helmet visor, or in more extreme examples, directly with their cranial augmentations, feeding through a huge volume of targeting information.

Use With: Any Ranged (Light), Ranged (Heavy) or Gunnery weapon.

Modifiers: The user reduces the difficulty of ranged combat checks made with this weapon at ranges greater than medium by 2, to a minimum of **Average (◆◆)**. This bonus cannot be combined with any other bonus from a different scope or sight.

Hard Points Required: 3

Collapsible: A common practice for clandestine Inquisitorial agents, a weapon can be modified to be made collapsible, broken into parts or folded up to facilitate easier concealment. This makes smuggling weapons substantially easier.

Use With: Any Melee (Light), Ranged (Heavy) or Ranged (Light) weapon.

Modifiers: The weapon's encumbrance decreases by 2 (to a minimum of 1) when carried in collapsed form, and any Perception check to detect the weapon when hidden on the user gains ■■. The weapon is unusable until reassembled, a process which takes one action.

Hard Points Required: 1

TABLE 5-9: WEAPON ATTACHMENTS

ATTACHMENT	PRICE	HP	RARITY
Auto-Loader	250	1	5
Auxilllary Grenade Launcher	1,600	2	6
Backpack Ammo Supply	650	2	6
Balanced Hilt	700	1	6
Ballistic Cogitator	1,800	3	8
Collapsible	400	1	4
Combi-Flamer	1,025	2	6
Combi-Grav	-	2	11
Combi-Melta	4,500	2	10
Combi-Needler	875	2	8
Combi-Plasma	1,350	2	9
Compact	250	1	5
Condemnor Combi-Crossbow	-	2	11
Custom Grip	500	1	7
Data-Feed	5000	1	7
Enflamed	1,000	2	6
Exterminator	500	2	4
Fire Selector	600	2	7
Forearm Mounting	400	2	6
Melee Attachment	100	1	3
Modified Stock	600	1	6
Mono	600	1	6
Motion Predictor	1,500	1	8
Omni-Scope	2,500	2	10
Overloaded Power Field	800	1	7
Paired Weapons	300	1	4
Photo Sight	150	1	5
Pistol Grip	200	1	7
Poison Reservoir	800	1	7
Preysense Sight	355	1	8
Red-Dot Laser Sight	300	1	6
Sacred Inscriptions	700	1	6
Serrated Edge	100	1	3
Shock Pulse	400	2	6
Shortened Barrel	180	1	3
Silencer	250	1	3
Superior Weapon Customisation	750	1	7
Suspensors	1,000	2	9
Targeter	2,000	2	7
Telescopic Sight	300	1	5
Tox Dispenser	1,200	2	7
Tripod/Bipod	100	1	5
Truesilver Gilding	1,500	1	8
Weighted Head	250	2	3

Combi-Weapon: Popular amongst the ranks of the Adeptus Astartes, combi-weapons involve the integration of two powerful weapons into one frame. Due to space limitations, the secondary weapon typically has very limited ammunition reserves, but still provides the wielder with a potent edge in battle. Various combi-weapons exist, allowing Acolytes to attach Flamers, Graviton Guns, Meltaguns, Needle Rifles and Plasma Guns to their weapons. Each has a different cost and rarity.

Use With: Any Ranged (Heavy) weapon.

Modifiers: The weapon's Encumbrance increases by 2, and it can now be fired as the attached weapon, with the Limited Ammo 1 quality. Attached weapons use the same reloads as their full sized equivalents, requiring an action to reload.

Hard Points Required: 2

Compact: This upgrade is ideal in stealth missions, when concealing a weapon is more important than its lethality.

Use With: Any Melee (Light), Ranged (Heavy) or Ranged (Light) weapon.

Modifiers: The weapon's encumbrance decreases by 1 (to a minimum of 1), and any Perception check to detect the weapon when hidden on the user adds ⬜. Ranged (Heavy) weapons modified in this manner gain Inaccurate 1.

Hard Points Required: 1

Condemnor Combi-Crossbow: Extremely hard to acquire, the Condemnor attachment is a highly-specialised combi-weapon adaptation found almost exclusively in the hands of Ordo Hereticus Inquisitors and their Acolytes. It combines a weapon with a single-shot crossbow armature that can be loaded with a variety of bolts.

Use With: Any Ranged (Heavy) weapon.

Modifiers: The weapon's encumbrance increases by 2, and it can now be fired as a Purgatus Crossbow with Prepare 1.

Hard Points Required: 2

Custom Grip: Though minor, altering the weapon's grip to perfectly match its owner's hand can make the weapon feel like a literal extension of his arm. This alteration can be done for either the user's actual hand, or to match a certain glove or armour he wears, or even a special gripping action that the owner has made part of his attack style.

Use With: Any weapon.

Modifiers: The owner of this weapon removes ⬛ from all attack checks when using this weapon. Anyone else who attacks with this weapon adds ⬛⬛.

Hard Points Required: 1

Data-Feed: Common amongst Mechanicus Secutors and their Skitarii underlings, this modification involves restructuring a weapon's chassis to allow a direct mind-link to the machine spirit, either via an interface port or a mind impulse unit. Being able to fire a weapon with a mental command is faster than pulling the trigger, but it takes careful mental discipline to avoid doing so with a stray thought

Use With: Any ranged weapon.

Modifiers: Your character must have a MIU, interface port, or other means of interfacing mind with machine to benefit from this attachment. When your character makes the first combat check with this weapon in an encounter, add ✿⊘ to the results. Your character can also use mental commands to fire this weapon even if they are not holding it, as long as the weapon is within long range. In addition, any Tech-Use checks made to repair this weapon add ⬜.

Hard Points Required: 1

Enflamed: Popular amongst the most religious and puritan members of the Inquisition, weapons can be modified with small promethium tanks to blaze in a glorious fire, scorching all they touch and striking fear into the hearts of heretics.

Use With: Any melee weapon.

Modifiers: An enflamed weapon's attacks gains the Burn 1 and Dangerous qualities. While alight, it illuminates everything within medium range, and enemies add ■ to their Willpower based checks.

Hard Points Required: 2

Exterminator: Many of the more zealous religious warriors of the Imperium use an exterminator cartridge on their regular weapons. This small device contains a small one-shot device that shoots out a sheet of fire.

Use With: Any weapon except for Ranged (Light) weapons.

Modifiers: Rather than attacking with the weapon as normal, the wielder may discharge the exterminator cartridge as an action, resolving the effects as if they had made an attack with a flamer. This must be reloaded to be used again, requiring a Promethium Canister and two actions.

Hard Points Required: 2

Fire Selector: An ideal upgrade for those using weapons that can take multiple types of ammunition, this device allows the user to swap types without needing to reload the weapon.

Use With: Any ranged weapon.

Modifiers: The weapon can now have up to three different types of ammunition loaded, switching between them as an incidental once per turn. An out of ammo result causes the currently selected magazine to run out of ammo.

Hard Points Required: 2

Forearm Mounting: This heavy bracing allows a single ranged weapon to be mounted along the arm, with specific hand movements triggering the weapon. It allows the user to keep both hands free and can have a strong visual impression on their foes, as fire seems to appear from the user's outstretched arms.

Use With: Any Ranged (Light) weapon.

Modifiers: The weapon can now be fired hands free, but reduces its range by one band (to a minimum of short).

Hard Points Required: 2

Melee Weapon Attachment: Millennia of combat have shown the worth of a bayonet and other close combat attachments, as often foes can close before a more powerful melee weapon can be drawn.

Use With: Any Ranged (Heavy) weapon.

Modifiers: The weapon can be used as a spear in close combat.

Hard Points Required: 1

Modified Stock: When the character holds a weapon with a modified stock up to aim, its contours perfectly align to his form. As the character takes aim with the weapon, it feels like a natural extension of his arms.

Use With: Any Ranged (Heavy) weapon.

Modifiers: When the character takes the aim maneuver, they gain the benefits of aiming twice consecutively.

Hard Points Required: 1

Mono: Mono weapons have extraordinarily sharp edges, making each blade an even greater threat. Melee weapons without an actual edge, such as mauls or hammers, can also use this upgrade; for these weapons the effect can be due to pneumo-shocks, inertial multipliers, or some other more fitting enhancement.

Use With: Any low-tech or chain melee weapon.

Modifiers: The weapon gains Pierce 1, or increases its existing Pierce quality by 1. Its critical rating is reduced by 1 (to a minimum of 1).

Hard Points Required: 1

Motion Predictor: The powerful cogitator within this device processes movement, and when the weapon is fired the machine spirit uses this data to follow its prey with a long, accurate burst.

Use With: Any weapon with Auto-Fire, Auto-Fire (Only) or Linked.

Modifiers: The first extra hit in an Auto-Fire/Linked attack costs only ⋏ to activate rather than ⋏⋏.

Hard Points Required: 1

Omni-Scope: A vastly expensive and rare device normally found only in the hands of legendary assassins or bounty hunters, the omni-scope is a cluster of finely-tuned sensor wands linked to a precision lens.

Use With: Any projectile-based ranged weapon.

Modifiers: The omni-scope combines the benefits of a preysense sight, red-dot laser sight, and telescopic sight. This bonus cannot be combined with any other bonus from a different scope or sight.

Hard Points Required: 2

Overloaded Power Field: As deadly and awe inspiring as they are, power weapons can be even deadlier. Widely considered to be tech-heresy, a power weapon's field can be overloaded significantly, resulting in a much deadlier weapon to both the wielder's opponents and themselves.

Use With: Any power weapon.

Modifiers: Spend a maneuver to add 2 damage, Dangerous and Vicious 3 (or increase an existing Vicious quality by 3) to the weapon until the end of the round. While this is in effect, ♙♙ on an attack check can be spent to inflict one level of damage on the weapon.

Hard Points Required: 1

Paired Weapons: Many Hive gangers opt to wield an autopistol in each hand, and many heroes of the Imperium's armies charge into a battle with a pistol held in one hand and a sword in the other. This weapon modification balances a pair of weapons, allowing the wielder to use them in perfect tandem.

Use With: Any one-handed weapon.

Modifiers: When making a two weapon combat check with two weapons that have this attachment, only a single ⋀ is needed to hit with the second weapon.

Hard Points Required: 1

Photo Sight: This sight reveals enemies lurking in the night, using wavelengths human eyes cannot detect.

Use With: Any projectile-based ranged weapon.

Modifiers: A character using a photo sight suffers no penalties due to darkness. This bonus cannot be combined with any other bonus from a different scope or sight.

Hard Points Required: 1

Pistol Grip: This modified handle is designed for smoother usage, allowing a typically two-handed weapon to be wielded in one hand.

Use With: Any Ranged (Heavy) weapon.

Modifiers: The weapon can be wielded one handed, using the Ranged (Light) skill. Reduce its range by one range band (to a minimum of short) and add ■■ to all attack checks.

Hard Points Required: 1

Poison Reservoir: An adaptation based on the Spindlethorn Sieve Blade, this integrates a small reservoir of poison into the blade of a weapon, which seeps out from pores across the blade when striking a foe, injecting the poison right into the fresh wound.

Use With: Bladed and piercing melee weapons.

Modifiers: The weapon can be loaded with a dose of any injectable substance, a process taking several minutes. The first time the weapon is used to strike at an opponent, the poison is expelled. If the attack successfully bypasses soak and inflicts damage, the effects of the poison are automatically applied to the target. Attacks which miss, or fail to deal damage simply waste the poison, oozing out ineffectually against the opponent's armour or the empty air.

Hard Points Required: 1

Preysense Sight: This device shows thermal images and reveals the hiding places of enemies who lurk in the darkness.

Use With: Any projectile-based ranged weapon.

Modifiers: A character using a preysense sight suffers no penalties due to darkness, and receives ▫▫ to Perception checks made in the darkness of night. This bonus cannot be combined with any other bonus from a different scope or sight.

Hard Points Required: 1

Red-Dot Laser Sight: This small, crimson laser sight is common on many guns, where it aids in both targeting and intimidating foes.

Use With: Any ranged weapon.

Modifiers: The weapon adds ▫ to all attack checks, other than those made to Auto-Fire. This bonus cannot be combined with any other bonus from a different scope or sight.

Hard Points Required: 1
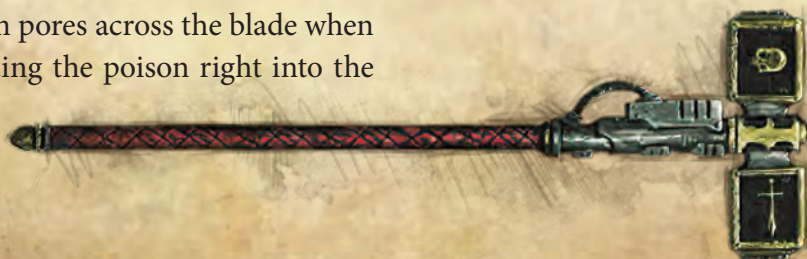
Sacred Inscriptions: The character inscribes a sacred script from the Imperial Creed upon the weapon. These inscriptions are generally etched into the weapon's surface and might be lavishly illuminated with valuable metals, jewels, and embedded relics, medals, or talismans from members of the Ecclesiarchy. The constant reminder of his faith serves to instill additional courage in the weapon's wielder when his courage is tested.

Use With: Any weapon.

Modifiers: The wielder of this weapon gains ☐ on all fear checks.

Hard Points Required: 1

Serrated Edge: The simplicity of this modification belies its viciousness. Adding a serrated edge to a weapon is something almost anyone can do, and giving a bladed weapon tearing edges ensures it does terrible damage to flesh and bone. On a bludgeoning weapon, this attachment represents adding spikes, barbs and other tearing protrusions.

Use With: Any low-tech weapon.

Modifiers: The weapon gains Vicious 1, or increases its existing Vicious quality by 1.

Hard Points Required: 1

Shock Pulse: Weapons like the Adeptus Arbites' shock mauls are in truth simply primitive weapons with some added circuitry, allowing them to dispense bursts of paralyzing electricity with every strike. Any weapon can be modified with these principles in mind, a useful option for Acolytes with a mind for taking down targets non-lethally.

Use With: Any low-tech melee weapon.

Modifiers: The weapon gains Stun 4.

Hard Points Required: 2

Shortened Barrel: While any weapon's barrel can be shortened with proper application of hacksaw, plasma cutter, or file, most professionals purchase purpose-built barrels to replace the standard items that came with their weapons. Weapons with shortened barrels enable a quicker draw, at the cost of range.

Use With: Any Ranged (Light) weapon.

Modifiers: Your character may draw this weapon as an incidental rather than as a maneuver. The range of this weapon changes to short.

Hard Points Required: 1

Silencer: These upgrades use sonic bafflers, blessed coolant oils, and other methods to muffle the weapon's discharge noise, preventing detection from nearby foes.

Use With: Any Ranged (Light) or Ranged (Heavy) weapon of the solid projectile class.

Modifiers: Perception tests to hear shots made with a silenced weapon add ■■, and can only be attempted at short range.

Hard Points Required: 1

Superior Weapon Customisation: No matter how well put together it is, a mass-market weapon is still made for the masses. This attachment tweaks a weapon to an individual's specifications, making it an extension of the user rather than a run-of-the-mill weapon.

Use With: Any weapon.

Modifiers: This weapon gains the Superior item quality.

Hard Points Required: 1

Suspensors: Suspensors are similar to the grav plating on voidships, but instead act to lighten loads. Weapons fitted with such a wondrous technology are much easier to operate, but they are so valuable that often they are salvaged before the weapon itself

Use With: Any Gunnery weapon.

Modifiers: A weapon with Suspensors reduces its Cumbersome rating by 2.

Hard Points Required: 2
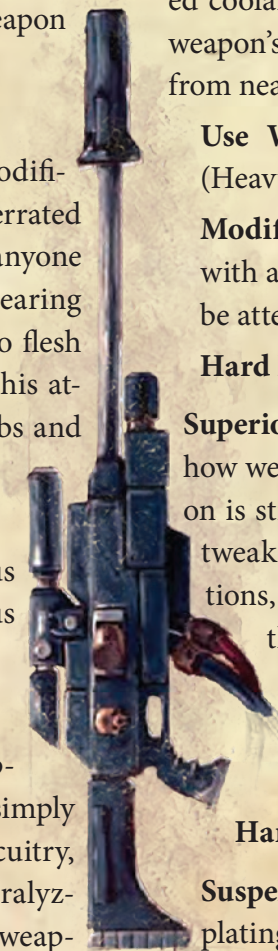
Targeter: Heavy and precious, targeters are highly valuable devices that use a combination of guidance cogitators and sensors to improve accuracy. They are often linked directly into a gun's machine spirit, and allow a greater bond between wielder and weapon.

> **Use With:** Any projectile-based ranged weapon.
>
> **Modifiers:** Remove up to ■■■ from attack checks made with this weapon.
>
> **Hard Points Required:** 2

Telescopic Sight: This sight magnifies images, allowing the user to better target enemies at greater distances, and is a common upgrade when precision shots are needed.

> **Use With:** Any projectile-based ranged weapon.
>
> **Modifiers:** The weapon's range increases by one range band, as long as an aim maneuver is performed before firing. This bonus cannot be combined with any other bonus from a different scope or sight.
>
> **Hard Points Required:** 1

Tox Dispenser: The custom of lining a blade with deadly toxins has been with humanity since the dawn of recorded time. Although smearing a poison on the blade has the advantage of simplicity, technology has since provided a better solution. A series of micro-dispensers allow a wielder to coat his weapon with poisons by simply pushing a button.

> **Use With:** Any low-tech or chain melee weapon.
>
> **Modifiers:** As a maneuver, the character may coat their weapon with toxins. On the character's next attack with the weapon, it gains Toxic 3. On a ⚙⚙⚙ the tox dispenser runs out of toxin, and must be refilled. This requires two actions. Refills cost 250 Thrones and are Rarity 6.
>
> **Hard Points Required:** 2

Tripod/Bipod: These attachments are for heavier weapons, with the aim of making them less unwieldy to use. Resting the weapon on the ground increases accuracy but sacrifices mobility, thus making them more common in static defence lines.

> **Use With:** Any Ranged (Heavy) or Gunnery weapon.
>
> **Modifiers:** If the user spends one preparation maneuver to deploy the bipod, the weapon's Cumbersome or Unwieldy qualities are reduced by 2, to a minimum of 0, and the weapon's encumbrance is reduced by 2, to a minimum of 0, while the user fires from a crouched or prone position (or can brace the bipod against something solid).
>
> **Hard Points Required:** 1

Truesilver Gilding: Weapons with Truesilver gilding have an inexplicable sturdiness in the face of unnatural foes, almost as if the mere presence of the sanctified silver was enough to turn aside ensorcelled blades and deflect daemonic talons.

> **Use With:** Any low-tech melee weapon.
>
> **Modifiers:** A weapon with truesilver gilding gains Defensive 2 against daemonic opponents, or increases its existing Defensive rating by 2 (to a maximum of 4).
>
> **Hard Points Required:** 1

Weighted Head: Weapons designed to bludgeon foes to unconsciousness or death often benefit from extra weight added to the striking surface. This can be accomplished through using heavier materials in the construction, or just by adding metal bands or studs to the business end.

> **Use With:** Any bludgeoning melee weapon.
>
> **Modifiers:** The weapon's damage increases by 1, and it gains Disorient 2, or increases its existing Disorient rating by 2.
>
> **Hard Points Required:** 1

Armour Attachments

The following attachments allow users to customize their armor to their own specifications. Some armour attachments increase the encumbrance of the armour; this is detailed in **Table 5-10: Armour Attachments**. This is added to the armour's overall encumbrance, and is subject to all the usual rules for armour encumbrance.

Adamantine Chainguard: Some devoted Imperial servants wrap their armour in heavy links, the added weight acting as a reminder of the burdens Mankind must shoulder on the path to righteousness. The chains also act as a secondary defensive measure, breaking weapons that strike them.

   Use With: Any armour.

   Modifiers: When an enemy uses a melee weapon to strike a character wearing this armour, ⟳⟳ may be spent to cause the weapon to take one level of damage. Power weapons are immune to this effect.

   Hard Points Required: 2

Armoured Inserts: The 41st Millennium is a dangerous time, and it pays to be protected even outside of the battlefield. Clothing can be fitted with armoured inserts that absorb impact and energy, almost indiscernible to the eye.

   Use With: Heavy clothing.

   Modifiers: Increase defense by 1. A **Hard (♦♦♦) Perception check** is required to detect that the wearer is armoured.

   Hard Points Required: 1

Armour Spikes: While armor serves a largely defensive role for its wearers, that needn't be the rule. With the addition of spikes, blades, and other protrusions on areas covering shoulders, knuckles, feet, knees or elbows, armor can be turned into a deadly weapon of last resort.

   Use With: Any armour.

Table 5-10: Armour Attachments			
Attachment	**Price**	**HP**	**Enc**	**Rarity**
Adamantine Chainguard	800	2	+2	8
Armoured Inserts	300	1	0	6
Armour Spikes	500	2	+2	4
Auto-Senses	1,750	2	0	8
Biomonitor	1,500	1	0	7
Blur Field	1,800	2	+1	9
Brazier	400	1	+2	4
Ceramite Plating	1,000	1	+1	7
Chameleoline Coating	1,200	1	0	7
Devotional Iconography	200	1	0	4
Environmental Adaptation	400	2	+1	6
Hexagrammic Wards	3,500	1	0	10
Integrated Auspex	375	1	0	7
Intimidating Design	100	0	0	3
Military Power Supply	3,000	2	+3	8
Pentagrammatic Wards	4,000	1	0	11
Preysense Masking	1,500	1	0	8
Sacred Incense Burner	900	1	+1	7
Shock Field	950	2	0	7
Stealth Servos	1,500	2	0	8
Superior Customisation	5,000	1	0	7
Vacuum Sealed	1,000	1	+1	5
Weapon Mount	1,000	2	+2	6

   Modifiers: When the wearer suffers a hit from a melee combat check, they may spend ⟳⟳⟳ or ⊗ to inflict one hit of 6 damage on the attacker.

   Hard Points Required: 2

Auto-Senses: Consisting of a complicated array of sensors and scanners networked into the user's helmet, Auto-Senses both aid in tracking targets and detecting ambushing foes.

   Use With: Power armour.

   Modifiers: Add ☐ to all ranged weapon checks, and ☐☐ to all Perception and Vigilance checks.

   Hard Points Required: 2

Biomonitor: An elaborate suite of sensors and a miniature cogitator built into the wearer's armour allow for comprehensive monitoring of their vital signs, acting as a great aid to anyone providing medical care.

   Use With: Any armour.

   Modifiers: Any Medicae checks made to diagnose or treat the wearer decrease their difficulty by ♦.

   Hard Points Required: 1

Blur Field: Some Xenologists call the Blur field "a poor imitation of an Eldar holofield" - usually moments before their apprehension by an Ordo hit squad. In truth, in an effort to mimic other technologies, the Mechanicus created something unique. The field does not hide so much as distort the user's outline, rendering it difficult to focus upon or identify. The technology employs a complex network of wiring that can cause damage to the user when torn or punctured.

Use With: Any armour.

Modifiers: All sight based tests (including ranged and melee attack checks) made against the wearer gain ■. Any time the wearer suffers wounds from an attack, they also suffer 2 strain.

Hard Points Required: 2

Brazier: Common among Ecclesiarchy priests and devoted Inquisitors of the Ordo Hereticus, braziers serve little practical purpose, but act as beacons of inspiration for the faithful.

Use With: Any armour

Modifiers: The brazier can be ignited with a maneuver. While alight, it illuminates everything within medium range, and adds ☐ to Charm and Leadership checks against those loyal to the Emperor, ☐☐ to Coercion checks, and increases the difficulty of Stealth checks by ◆◆. If the wearer is knocked prone, or begins their turn prone, they take 6 points of damage from the roaring flames.

Hard Points Required: 2

Ceramite Plating: Ceramite protects against heat-based attacks, granting the wearer greater levels of protection against those who would turn ire against him.

Use With: Carapace and power armour

Modifiers: Gain +1 soak against flamers, melta weapons and other heat based attacks.

Hard Points Required: 1

Chameleoline Coating: Armour can be coated with the same materials used to create chameleoline cloaks, allowing the armour to blend into its surroundings and enhance an Acolyte's stealth capabilities.

Use With: Any armour.

Modifiers: Add ⋀⋀ to Stealth checks. Perception tests to detect the wearer add ■■.

Hard Points Required: 1

Devotional Iconography: Devotional iconography takes many forms, including sanctified scrolls, purity seals, large metal halos, and even entire suits of armour covered in barely visible micro-etching.

Use With: Any armour.

Modifiers: Add ⬜ to all Leadership and Charm tests when dealing with those faithful to the Emperor, but add ⬛ to all social interaction checks when dealing with those not loyal to the Emperor.

Hard Points Required: 1

Environmental Adaptation: Armour can be adapted to suit hostile environments; adding internal heating or cooling systems, thick insulation, rebreathers and other life preserving improvements.

Use With: Any armour which covers the whole body.

Modifiers: Armour grants the benefits of a survival suit and a rebreather.

Hard Points Required: 2

Hexagrammic Wards: This upgrade uses powerful wards and a latticework of null circuitry to protect not just the wearer's body, but also his soul.

Use With: Carapace and power armour.

Modifiers: All psychic attacks against wearer add ⬛⬛, and the armour's soak is doubled when resisting damage from psychic powers. Daemon weapons do not apply their Breach or Pierce qualities when striking this armour.

Hard Points Required: 1

Integrated Auspex: Some Acolytes elect to have auspexes installed directly into their armour, allowing them to monitor for threats and environmental dangers while keeping their hands free to hold weapons.

Use With: Any armour.

Modifiers: Armour provides the benefits of an auspex, which can be used hands-free.

Hard Points Required: 1

Intimidating Design: Ranging from menacing xenos faces on helmets to sculpted skulls and daemons on a chestplate, various aesthetic changes can be made to make a suit of armour truly intimidating.

Use With: Any armour.

Modifiers: When wearing this armor, your character adds �֎ to Coercion checks they make, and ✕ to Charm checks they make.

Hard Points Required: 0

Military Power Supply: Most suits of power armour come equipped with a short-term power supply, only good for a few hours of use. Longer military campaigns demand more potent batteries, and this is where bulkier military power supplies come into play.

Use With: Any power armour.

Modifiers: The power armour's power supply is extended to last for 5 days of continuous use. Recharging this heftier energy supply takes a full five hours connected to an industrial-grade power source.

Hard Points Required: 2

Pentagrammatic Wards: One of the Ordo Malleus's most closely guarded secrets, these wards come about through a complex and arcane process of occult rituals, holy symbology, and the application of lost aerythmetical formulae. When complete, pentagrammatic wards block Warp entities, and are often so potent that even approaching one is enough to damage or banish a Daemon

Use With: Any armour.

Modifiers: Whenever a creature with the Daemonic or Warp Instability trait becomes Engaged with the warded armour's wearer or begins their turn Engaged with the wearer, that character must make a **Hard (◆◆◆) Discipline check**. If the creature fails, they suffer 2 wounds per ✕. If the creature succeeds with ⌃⌃⌃ or ✪, the pentagrammatic ward shatters and the armour permanently loses this attachment.

Hard Points Required: 1

Preysense Masking: While visual masking will confound sentries and simple scans, often one's own body heat will give them away to an auspex with thermal capability. Using a canister of liquid cooling agent that circulates through capillaries integrated into the armour, preysense masking brings the wearer's heat signature level with the environment.

Use With: Any armour except carapace, plate and power armour.

Modifiers: The wearer adds ■■□ to Stealth checks made to hide from infrared sensors or creatures with heat-based vision.

Hard Points Required: 1

Sacred Incense Burner: Filled with blessed herbs and oils, a sacred incense burner sends billowing clouds of strong-smelling smoke in all directions. Daemons find the holy odours repulsive, leaving them weakened and disoriented.

Use With: Any armour

Modifiers: Burner can be ignited with a maneuver. While alight, any creature with the Daemonic trait within engaged range adds ■ to melee checks and Warp Instability checks.

Hard Points Required: 1

Shock Field: Popular with Arbites riot squads in the hives of the Imperium, shock fields can be integrated into the hard plating of armour, delivering an unwelcome surprise to those that strike the wearer in close combat.

Use With: Any carapace, plate or power armour.

Modifiers: When the wearer of this armour is struck in melee, ♺♺ on the check can be spent to cause the attacker to suffer 2 strain. This effect is ignored if the attack was made with a non-conductive weapon (wood, glass, ceramite etc).

Hard Points Required: 1

Stealth Servos: The powerful servos of power armour are anathema to stealth missions, their noise giving away any would-be assassins. Through careful retooling and lubrication of the armour's servos, they can be made near-silent.

Use With: Power armour.

Modifiers: The wearer no longer adds ■■ to Stealth checks due to their armour.

Hard Points Required: 1

Superior Armour Customisation: Any piece of armor can benefit from retooling at the hands of a superior craftsman. A talented artificer can enhance armour plating, place sacred blessings on moving parts, and inscribe holy cants of protection into the armour's surface.

Use With: Any armour

Modifiers: Reduce the armour's encumbrance by 1, and increase its soak value by 1.

Hard Points Required: 1

Vacuum Sealed: Full body armor can be designed to be sealed against a vacuum, allowing the user to operate in the cold of the void. This provides air, insulation and enough protection from the adverse effects of exposure to open space.

Use With: Full body carapace or power armour

Modifiers: Allows the user to ignore the effects of vacuum or poisonous atmospheric environments for up to 10 minutes.

Hard Points Required: 1

Weapon Mount: Armour can be modified to accommodate a mounting point for a weapon, allowing the Acolyte to keep their hands free while still being well defended. These can be controlled a number of ways, including voice activation, pressure sensitive gloves, or a connection to a Mind Impulse Unit.

Use With: Any armour.

Modifiers: Mounts a single Ranged (Light) or Ranged (Heavy) weapon to the armour. Can be aimed and fired hands free.

Hard Points Required: 2

WARGEAR

While weapons and armour are of paramount importance in combat, other equipment is needed for investigating heresies, infiltrating cults, and interrogating the guilty. From mundane needs such as clothing to advanced medicae supplies, the items in this section can help ensure an Acolyte can be as effective as possible in his service to the Emperor.

Certain mundane items, such as parchment, wrist-chronos and other generic civilian items do not receive rules text in this chapter. Generally speaking, it's safe to assume characters have easy access to these insignificant items, to reduce the need for book-keeping.

Carrying and Storage

Inquisitorial work demands Acolytes make use of a wide array of equipment, and as such effective means of carrying (and concealing) this equipment are an absolute necessity.

Backpack: These personal carrying items can range from containers of heavy cloth to elaborate, body-conforming devices with internal bracing for comfort. A backpack increases the character's encumbrance threshold by 4.

Combat Vest: While this outerwear vest offers no additional protection, it does include numerous pouches and straps to keep extra weapon clips, sidearms, and grenades within easy reach. A combat vest can hold 2 encumbrance worth of equipment; this equipment can be retrieved as an incidental, rather than a maneuver.

Concealed Holster: These conformal pouches can hold a small pistol such as an autopistol or stub automatic, and are worn under obscuring clothing to disguise the weapon from observers. Attempts to detect such a weapon add ■■, but drawing a weapon from this holster requires two maneuvers.
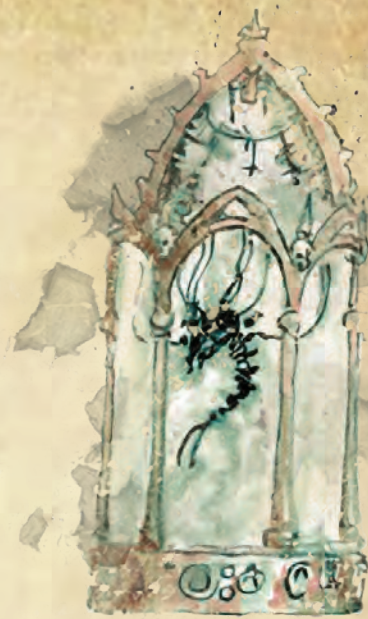
Stasis Cage: The Stasis Cage is a fast and portable method of holding xenos creatures for further study. Consecrated for use during one of the many Inquisitorial Purgation Wars against a now-forgotten alien race, many still exist for use by Inquisitors of the Ordo Xenos, elite bounty hunters, and Faceless Trade hunters.

A Stasis Cage generates a field large enough to hold anything with a Silhouette of 2 or lower that does not possess the Incorporeal trait for five hours (if using the battery pack), or indefinitely if connected to a power source. A creature inside cannot take any actions, and characters outside cannot attack or interact with anything inside. The cage itself is compact and unfurls into a flat circular plate three metres across. It activates via a small remote mechanism; once active, it can hover with its captive two metres above ground and can be pushed or towed as desired.

Traveler's Duffle: Roughly half the size of a grown man and featuring one large compartment, a sturdy zipper, and a single shoulder strap, these bags are commonly used by those who live transient lifestyles, wandering the galaxy and never knowing any home other than the berths of a void-

Table 5-11: Wargear

Item	Enc	Price	Rarity
Carrying and Storage			
Backpack	-	50	1
Combat Vest	-	100	5
Concealed Holster	0	80	4
Stasis Cage	30	12,000	9
Traveller's Duffle	-	75	1
Clandestine Gear			
Chameleoline Cloak	2	1,500	7
Disguise Kit	2	125	7
Excruciator Kit	2	375	7
Forgery Kit	2	250	4
Multikey	0	500	7
Night Cloak	2	1000	7
Photo Visors	0	100	5
Preysense Goggles	1	275	7
Privacy Field	3	1,250	6
Spider Pads	2	150	5
Stummer	2	150	6
Synskin	2	2,500	7
Tracking Device	1	200	5
Venom Ring	0	350	6
Comms			
Comm Leech	1	600	7
Laud Hailer	3	50	5
Micro-bead	0	20	4
Pict Caster	2	350	6
Pict Fly	0	1,000	7
Signal Jammer	2	400	6
Static Generator	2	600	8
Tracking Device	1	200	5
Vox Bug	0	500	6
Vox Caster	3	300	5
Vox Tracker	4	700	7
Drugs and Consumables			
Amasec (Bottle)	1	50	3
Anaesthetic	0	35	4
Attention Spanner	0	100	7
Deadlock	0	450	9
Delay Agent	0	125	7
De-Tox	0	65	6
Dreamjuice	0	100	8
Explication Serum	0	325	10
Genophage	0	2,500	11
Imperium's Fervour	0	175	9
Kick	0	65	4
Neurotoxin	0	50	6
Frenzon	0	95	7
Lho-Sticks (Pack)	0	10	2
Obscura	0	285	5
Ration Pack	1	10	2
Recaf	0	5	1
Sacred Unguents	0	100	7
Slam	0	300	8
Slaught	0	75	5
Stimm	0	20	4
Tranq (Bottle)	1	15	1

Item	Enc	Price	Rarity
Psychic Implements			
Devotional Icon	1	150	4
Force Rod	2	2,900	7
Kineblades	1	1,200	7
Psy-Focus	0	250	5
Psy-Foci Definitus	0	700	6
Runic Staff, Standard	3	3,200	8
Runic Staff, Force Weapon	4	4,500	11
Survival and Protective Gear			
Cartograph	1	750	7
Clip/Drop Harness	2	25	3
Deadspace Earpiece	0	45	7
Diagnostor	3	300	6
Filtration Plugs	0	15	3
Glow-globe/Stablight	1	15	1
Grapnel & Line	2	30	3
Grav Chute	5	500	6
Holo-Spectus	3	600	7
Magboots	2	200	6
Magnoculars	1	55	4
Medi-kit (Standard)	2	150	3
Medi-kit (Advanced)	3	400	6
Multicompass	3	1,200	9
Rebreather	1	50	5
Respirator	1	50	4
Salvation Auger	1	110	4
Screamer	2	140	5
Survival Suit	5	120	4
Voidsuit	5	100	5
Tools and General Gear			
Auspex	1	145	5
Auto Quill	0	55	5
Combi-tool	1	200	6
Consecrated Scrolls	1	125	5
Dataslate	0	25	3
Explosive Collar	1	55	5
Jump Pack	6	800	7
Lascutter	3	65	4
Magnacles	1	130	6
Manacles	1	35	2
Pict Recorder	1	100	4
Recoil Glove	2	85	7
Scatter Caster	4	450	7
Sentinel Array	6	3,000	10
Exotic Gear			
Adaptive Logis Engine	3	-	10
Banishing Rod	3	-	8
Eludicator	1	1,850	10
Empyrean Brain Mine	1	200	8
Gene Printer	5	1,500	7
Locus Seeker	1	3,500	10
Null Rod	1	9,000	10
Psy Damper	40	85,000	11
Psy Jammer	1	8,000	9
Psyocculum	2	4,000	7
Witch Cage	4	4,000	7

ship. These allow individuals to carry much more equipment, but are impractically large, making them a poor fit for physically demanding work. A traveler's duffle increases the character's encumbrance threshold by 4, but has the Cumbersome 3 quality.

CLANDESTINE GEAR

The nature of work undertaken by most Acolyte Cells demands a certain level of subtlety. From disguise kits to lockpicks, the equipment in this category is more common amongst criminals and heretics than agents of The Emperor, but Inquisitorial work demands conventions be broken.

Chameleoline Cloak: Chameleoline material is made up of mimic fibres that blend the coloration of the wearer into their surroundings, and is the garb of choice for snipers. The wearer adds □□ to Stealth checks. If the wearer remains stationary during their turn, they gain 1 ranged defense.

Disguise Kit: Acolytes often conceal their true identity as part of their investigation, either to create new personas or impersonate others. These kits contain basic makeup, prosthetic appliances, skin dyes, vocal augmenters and retina lenses. Use of the kit adds □□ to Deceive checks made to impersonate someone else.

Excruciator Kit: While all such kits are used in the gathering of information from the unwilling and unrepentant, each is as unique as its user. Most contain a wide range of blades, needles, chemicals, drugs, barbed hooks, neural probes, thermal prods, and other essential tools needed to extract the truth. An excruciator kit adds □□ to Coercion or Medicine checks made to interrogate a character.

Forgery Kit: This represents a catch-all category of tools and materials, from special parchment inks to task-dedicated codifiers intended to help the user forge or duplicate official documents, cognomen, passes and permits. A forgery kit adds □□ to Skulduggery checks made to forge or duplicate documents.

Multikey: In the right hands, a multikey can open most standard Imperial locks and is thus is highly suspect for honest citizens to possess. This also makes it very desirable for criminals or those operating outside normal channels. A character with a multikey adds □□ to any Skulduggery check made to open a mechanical lock.

Night Cloak: Normally fashioned into a large cloak, or more rarely a stormcoat complete with hood, a night cloak will absorb almost all ambient light and emit almost no heat. When the hood is completely furled the user can disappear into the dark, hidden even from infrared sensors. It gets very hot inside the cloak from the internalised heat, and a wearer suffers 2 strain for every hour of heavy exertion while wearing the cloak. The wearer adds □□ to Stealth checks made in the dark.

Photo Visors: These can be worn as corneal lenses or as outer eyewear, and amplify any low-level light to allow the wearer to see as if normal lighting was present. A character wearing photo visors can see in complete darkness with no issue, and suffers no penalty for performing actions in poor lighting conditions. More advanced versions (costing 200 extra thrones and increasing their rarity by 2) can filter out harsh light, making the wearer immune to photon flash grenades.

Preysense Goggles: This eyewear device reveals thermal images so that the wearer can detect things that would be otherwise hidden in obscuring mists and shadow. A character wearing these suffers no penalty for performing actions in poor lighting conditions or darkness, and receives □□ to Perception checks made in dark environments.

Privacy Field: In the worlds of shadow operations, commerce negotiations, and Inquisition business, it is often desirable to ensure that one's conversations cannot be overheard. Establishments that cater to an elite clientele who wish to remain anonymous will sometimes include a field generator of this type around select tables.

A privacy field is a briefcase-sized device that

projects a field up to 5 metres in radius. From the opposite side, the field has the same visual effect as looking through heavily frosted glass: shapes might be distinguishable, but very little else. The field is completely impervious to sound, vox, and pict-casting of any sort.

Spider Pads: These gloves, vambraces, and greaves strap securely over clothing or armour and supply an adhesive surface that greatly aids climbing in most circumstances. Pads at the knees, toes, forearms and hands secrete a tacky substance that sticks to many surfaces. They provide a ☐☐☐ bonus to Athletics checks made to climb on materials such as rockcrete, sheer marble or other fairly regular surfaces. The bonus is reduced to ☐ when climbing on uneven, rough surfaces.

Stummer: The reverse of a screamer, a stummer blankets sound within Short range through sonic detection and dampening projectors. A character carrying an active stummer adds ☐☐☐ to Stealth checks to move silently, but this bonus reduces to ☐ if there is a chance the character could be seen, as stummers provide no visual concealment bonuses. A stummer typically has enough power for 20 minutes of continuous use before needing to be recharged, a process that takes about one hour.

Synskin: Synskin is a bio-reactive body glove with an inert non-reflective surface that molds itself to the wearer's form. The wearer adds ☐ to all Stealth checks, and is rendered invisible to the users of preysense goggles and photo visors. When worn, synskin's encumbrance is 0.

Tracking Device: Consisting of both a marker (which is approximately the size of a throne coin) and a tracker (roughly the size of an auspex), the system indicates direction and distance to the marker so long as it remains within range. Within 1 kilometre, the signal will remain strong, and even out to 2 kilometres, the signal will read properly so long as there isn't a large amount of stone or metal between the marker and tracker (such as a hive or tunnel system). The tracker is backed with an adhesive that will bond with virtually any material, but can be removed with relative ease either before or after discovery. Detecting a hidden tracker is a Perception check opposed by the Skulduggery of the one who planted it.

Venom Ring: A tool of assassins and dangerous nobility, the ring contains a small reservoir compartment that discretely opens with the right muscle movements of the finger bearing it, able to hold a single dose of any poison. Any Skulduggery checks made by the wearer to introduce poison into food or drink have their difficulty reduced by ◆.

Comms

Keeping in contact is crucially important if an Acolyte Cell wants to operate efficiently, and communications equipment in the Imperium varies from compact earpieces to backpack sized vox units. This section also details devices which might be used to intercept or otherwise influence the communications of others.

Comm Leech: A somewhat heretical item in the eyes of the Mechanicum, these tap into vox signals or data transmissions. After making a successful Tech-Use check (with the GM setting the difficulty based on the situation and signal), the user can use it to receive a signal or transmission within 1km for a number of minutes equal to the number of generated ☼ by the check. If the character fails with 🐾🐾🐾 or ⊗, the sender and receiver of the signal become aware that someone is attempting to tap in.

Laud Hailer: Whether belting orders over the ferocious roar of combat or addressing a crowd of thousands of the faithful, Imperial officials often require great volume, and a laud hailer is the perfect tool. Each can amplify normal speech levels such that an entire crowd can hear the speaker's words clearly.

Micro-bead: Also known as a bead-comm, these small devices are worn in the ear and allow for short-range communications out to roughly 1 kilometre (depending on weather conditions and intervening terrain).

Pict Caster: These devices are small, portable pict-screens made to receive transmissions from remote pict-capture devices. Slightly larger and bulkier than a data-slate, they can be connected to a pict-recording device remotely from up to a kilometre away, although particularly dense obstructions between the device and the caster can shorten this range.

Pict Fly: Much like the Vox-bug, these insect-like constructs resemble large terrestrial dragonflies, using the brain and nervous system from a similar flying creature. They also have a very limited intelligence, allowing for uncomplicated instructions such as "follow the woman with the augmetic eye" or "hover above the cargo yards".

Pict flies transmit sound as well as visuals, although the quality of the sound is particularly bad, adding ■■ to any checks made to pick out auditory information. Pict-flies emit a low insectoid buzzing when flying, allowing for a **Hard (◆◆◆) Perception check** on the part of the observed to notice them. A stationary pict-fly makes no sound, and increases the difficulty to **Daunting (◆◆◆◆)**.

Signal Jammer: As the name suggests, this device acts to overpower local vox, data, or other transmissions within a range of roughly 1km. Basic models are overt and obvious, such that the transmitting agencies know they are being jammed. Sophisticated versions emit precisely-tuned frequencies that dampen out transmissions without anyone detecting the action.

Static Generator: Simple but obvious, this emits a powerful sphere of white noise across commonly used transmission frequencies within Long range. Comm devices do not function, but it is also clear to all users that they are being disrupted, and the device can be easily located. Still, when set on a timer and placed next to a transmission tower, they are effective for short-duration sabotage.

Vox Bug: Looking much like its moniker, Vox Bugs are self-motive devices, the size of a thumb, able to scuttle to their target and hide themselves amongst their clothing or possessions. The cortical material from the ubiquitous roach forms the basis for its rather limited awareness, allowing them to take one simple sentence of instruction, such as "hide in the gear of the man across the table" or "climb onto the corner of the next room." They can also be placed in "inert mode," where their tiny claws will simply affix themselves to an item or object.

They will faithfully transmit sounds from their location to any vox-caster or micro-bead tuned to

the appropriate frequency. Their range, however, is poor, only able to broadcast out to 1 kilometre. Detecting a vox bug typically requires a **Daunting (◆◆◆◆) Perception check**.

Vox Caster: A standard Imperial long-distance communications device, vox casters can transmit and receive to other units within 100km, and can reach most orbiting vessels overhead.

Vox Tracker: Roughly the size of a backpack, this device can give a direction and approximate distance for vox transmissions. The tracker is ineffective in locations where the volume of vox traffic will not allow parsing of one signal from the rest. The interceptor array requires a minute or so to assemble, and must be in a location where the signal's strength allows for reception.

The quality of the information obtained depends on the result of an **Average (◆◆) Tech-Use check**. Success determines the general direction of the transmission, while ΛΛ determines the distance of the transmission down to a few kilometres. ΛΛΛΛ or ✪ determines the distance down to a matter of metres.

DRUGS AND CONSUMABLES

Millennia of experimentation and degradation have led to thousands of drugs becoming commonly available to humanity, from simple stimulants to arcane potions that can imbue unholy effects. It's generally assumed that any narcotics come with an inhaler, injector or other means of consumption. Using a drug requires a maneuver.

Note that painkillers (**GENESYS** Core Rulebook, page 94) are explicitly not available in any form in Dark Heresy. This decision was made to increase the lethality of combat and make healing a more difficult prospect.

Amasec: This refreshment is made from distilled wine or other fermented beverages, and is popular across the Imperium. It is usually a fine-quality product, with some well-aged vintages renowned across the Imperium for bouquet and flavour.

DRUG ADDICTION

The following optional rule provides a mechanical framework for handling addiction to narcotics. Whenever a character uses an addictive drug regularly, you or your GM can decide that your character is at risk of becoming addicted (what constitutes "regular" use is also up to you and your GM). If your character is at risk of becoming addicted, they must make a **Hard (◆◆◆) Resilience or Discipline check**, depending on whether you and your GM feel the drug is more physiologically or psychologically addictive.

Once your character is addicted, they must use the drug they are addicted to once per day or decrease their strain threshold by half until they do so. To end their addiction, your character must go without using the drug they are addicted to for at least one week or more, and may also need to make another Resilience or Discipline check to overcome the addiction.

Anesthetic: A variety of anesthetic drugs exist across the Imperium, often used to subdue valuable prisoners.

Resisting a single dose requires an **Average (◆◆) Resilience check**, while two or more doses combined increase the difficulty to **Hard (◆◆◆)**. Failure inflicts 5 strain. ♢ can be spent to make the target give up their free maneuver for the next turn, while ♢♢♢ can be spent to stagger the target. ⊗ can be spent to force the target to make the Resilience check again in the following round, as the poison remains in their system.

Attention Spanner: This drug induces a state of near monomania, allowing the user to totally focus their concentration on a single subject. It is not to be used carelessly; if the mind wanders while the drug takes effect there is no telling what topic

may become the fixation. Still, when a deadly puzzle must be solved or an ancient scroll deciphered it can literally become a lifesaver.

Users taking the drug must first perform a **Hard (◆◆◆) Discipline check** to see if they successfully focus on the desired topic. If they succeed, then add ▢▢▢ to all Intellect based checks for the remainder of the encounter. If they fail however, they instead add ■■■ to all Intellect based checks for the remainder of the encounter, perhaps concentrating more on an attractive teammate or the pattern or the stars through the glassteel of a ship's void portals.

Deadlock (Toxin): This paralytic chemical causes the target's muscles to seize, immobilising him for easy elimination or capture without rendering him unconscious. This toxin is most commonly found crystallised in needler rounds.

A character dosed with deadlock must make a **Hard (◆◆◆) Resilience check**. If the victim fails, his Brawn is reduced by 1. ⟳⟳⟳⟳ or ⊗ on this Resilience check may be used to reduce the target's Brawn by a further 1 (this may be done multiple times). If this effect causes the target's Brawn to reduce to 0 or below, he is paralysed and unable to act. These effects wear off at the end of the encounter, or after approximately five minutes.

Delay Agent (Toxin): Not a toxin in and of itself, a delay agent encapsulates the molecules of drugs and poisons with a slowly decaying non-reactive microshell that allows the payload to take effect substantially after delivery. Any drug or toxin may be cut with a delay agent, causing it to take effect 5 hours after it is administered.

De-tox: De-tox can negate most of the dangerous effects of other drugs or toxins. A dose immediately ends the effects, both positive and negative, of any chemicals the subject has consumed, unless the item specifically states de-tox cannot work against it. Its use is extremely unpleasant however, with common side-effects so extreme (excessive vomiting and diarrhea being the mildest) that many would rather abide their current woes.

Taking a dose of De-tox immediately ends the effects of any drugs or poisons in the body. When the character takes a dose of De-tox, they must succeed on a **Hard (◆◆◆) Resilience check** or be Staggered for two rounds. Each ⟳ generated on this check inflicts 1 strain on the character.

Dreamjuice: Dreamjuice is a popular recreational drug upon Archaos in the Drusus Marches. Aspiring philosophers often make use of the drug for insight into the universe or to gain an edge in the debates that occur amongst differing schools of thought within the planet's hives.

A character who ingests or injects dreamjuice adds ▢ to all Intelligence based checks. However, all Willpower based checks add ■■. These effects last roughly half an hour per dose. After the effects wear off, the user's senses are hazy and distorted, adding ■ to all Perception, Vigilance and ranged attack checks for the rest of the day.

Explication Serum: Highly effective in interrogations, this drug puts the victim into a mental state that effectively prevents deception.

A character injected with explication serum must make a **Hard (◆◆◆) Resilience check**. If failed, they increase the difficulty of all Deception checks twice, and any Coercion checks made against them to extract information add ▢▢. These effects last for one hour.

Frenzon: Frenzon is a term for a number of combat drugs used in conscript and assault forces, especially in penal legions. A dose creates a fanatical and fearless state, leaving the user ready to fight any foe, no matter how suicidal it may seem. A character using frenzon immediately becomes Frenzied (page 57).

Genophage: Lethally effective, every dose of genophage is tailored to attack the weaknesses in the molecular structure of a particular individual. A secret known to few outside the Magos Biologis, this toxin is highly illegal and deadly effective. Victims of genophage stand little chance of resisting the quick-acting enzymes that immediately

shut down circulatory and respiratory functions.

Genophage is so deadly that it only needs to make contact with its intended target to be effective. If used in weapon form, this means the attack only needs to overcome the soak provided by armour; soak provided by the target's Brawn is ignored. If contact is made, the target must pass a **Daunting (◆◆◆◆) Resilience check**. If failed, the target suffers 6 wounds, plus one wound for each ✗. This is repeated on the character's next turn (or within a few seconds, outside of structured time), and continues until the character either passes the check or dies.

Manufacturing genophage requires a genetic sample from the intended target, and the skills of a highly talented chymist, such as the Techpriests of the Magos Biologis. As each dose is custom made, purchasing or acquiring Genophage usually requires roughly a week.

Imperium's Fervour: Commonly given to Brontian Longknives inducted into the service of the Scholariate at Arms, this drug is a long-term mind-altering substance which inures soldiers to some of the horrors they might encounter while acting for the Holy Ordos.

A character affected by Imperium's Fervour decreases the difficulty of all Fear checks by ◆, and adds ■ to all Perception and Vigilance checks. These effects last approximately 24 hours per dose. After the drug wears off, memories of any events that took place while drugged become hazy. Remembering specific details of anything which happened while under the effects of Imperium's Fervour requires an **Average (◆◆) Discipline check**.

Kick: A potent combination of neural accelerants and stimulants, Kick makes the user feel supercharged with energy. It is ideal for short-term assaults as the effects burn off rapidly inducing profound fatigue and listlessness for the next several hours.

The user of a dose of kick immediately heals all strain they are suffering. At the end of the encounter, instead of recovering from strain as described on page 117 of the **Genesys** Core Rulebook, the character suffers 10 strain. They may make an **Average (◆◆) Resilience check** to reduce the strain suffered by 1 per ☼ or ⋀⋀.

Lho-Sticks: A mild narcotic, each stick contains dried and cured plant leaves that release a scented, stimulating smoke when ignited and inhaled through a cheap paper tube. As the leaves vary with the planet, lho-sticks can make for useful trade items. Smoking a lho-stick causes the user to recover 1 strain, but this benefit can only be gained once per 24 hours.

Neurotoxin: The Imperium is host to a variety of foul, virulent toxins which wrack the body with pain and bring the afflicted creature to a quick end.

Resisting a single dose requires an **Average (◆◆) Resilience check**, while two or more doses combined increase the difficulty to **Hard (◆◆◆)**. Failure inflicts 5 wounds, and each ⟳ inflicts one point of strain. ⊗ can be spent to force the target to make the Resilience check again in the following round, as the poison remains in their system.

Obscura: Though often illegal, obscura is popular in many fighting units where combatants are eager for respite from constant battle, as well as among civilians seeking relief from the drudgeries of harsh life. Obscura-users enter a dreamlike state for several hours (if required to engage in combat, they add ■■■ to all checks due to their delirious state). For five hours after the effects wear off, they enter a deep depression, unless another dose of obscura is taken, and reduce their strain threshold by 3.

Ration Pack: These small pouches contain concentrated or dehydrated foodstuffs suitable for one complete meal, and also include vitamin supplements, water puri-tabs, a protein bar, and heating pellets.

Recaf: These common beverages offer a mild stimulant effect as well as pleasing taste. Hot recaf starts many days across the sector, from Imperial Guardsmen fighting on combat lines against the xenos threat to Acolytes striving to stay alert on an all-night vigil near a suspected cult hideout. Consuming recaf helps to hone senses dulled by exhaustion, and freshly brewed dose allows the Acolyte to recover two strain. The benefits of recaf can only be gained once per 24 hours.

Sacred Unguents: Holy lubricating oils that have received the blessings of the Omnissiah, these liquids are highly sought after for their calming effect on recalcitrant machine spirits. A dose of sacred unguents may be expended to add ▢▢ to a Tech-Use check to repair or modify an item, applied as an action.

Slam: Originating in the infamous Hive Volg on Fenksworld, slam is the worst kind of combat drug imaginable. Harvested from the chemical residue found in the intestinal tracts of the man-sized corpse roaches infesting the meat-sumps, it is first crystallised and then ground into a bile-yellow dust. Slam triggers a biological reaction, causing a massive boost in pain resistance and physical power. The user's muscles and veins visibly spasm and pulse under its influence. Though the effects are short-lived, it is highly sought after despite the long-term damage to the nervous system that even the smallest dose induces.

Taking a dose of slam increases the user's Brawn by 2 for the duration of the encounter, to a maximum of 5. It also increases their soak by 2 until the end of the encounter. Once the drug wears off, the user immediately suffers 5 strain and a critical injury.

Slaught: This combat drug (also known as onslaught) is frequently taken to heighten awareness and improve reaction time. It literally speeds up the user, but causes neural and physiological damage with prolonged application.

Taking a dose of slaught provides two upgrades to all Agility and Cunning based checks for the duration of the encounter. After the drug has run its course, the character suffers 4 strain and receives ■■ to all Agility and Cunning based checks for the rest of the day.

Stimm: A dose of stimm is enough to energise the weary and mask pain with short-term vitality, often enough to finally bring a protracted combat to a successful conclusion.

When a character takes a dose of stimm, he ignores all negative effects from critical injuries, and cannot be staggered until the end of the encounter. When stimm wears off, the character receives ■■ to all Strength and Agility based checks for the next hour, and suffers 4 strain.

Tranq: The drug tranq covers an array of artificial, alcoholic chem distillates brewed by underhive scum, criminals, and even Guardsmen desperate for respite from their wretched lots. It numbs the body and mind, which provides a very different feeling than being drunk on amasec, rotgut, or other spirits. Though similar in the end result, the effects of tranq are unpleasant, depressive, and require an acquired taste.

Psychic Implements

While psykers need little more than their mind to wreak havoc, some rely on psychically attuned items to enhance and focus their powers. These psychic foci come in a variety of forms, some of which are detailed below.

Each psychic implement grants a benefit to using psychic powers. A psyker must attune to a psychic implement before gaining its benefits, a process taking approximately one minute of focused meditation. A psyker may only be attuned to one psychic implement at a time.

Devotional Icon: Some particularly pious or fearful psykers keep holy icons or trinkets on them at all times, a constant reminder of which master they truly serve. By attuning their soul to devotional items, psykers can center themselves, staving off the foul influence of the Warp.

A psyker using a devotional icon as their psychic implement removes ♺♺ from psychic power checks. This is done after cancelling out advantages and threats.

Force Rod: Small black rods rumored to be of xenos origin, force rods act as a psychic battery, allowing a psyker to store up their psychic energies to greatly enhance their powers. A force rod also acts as a somewhat impractical Melee (Light) weapon, using the following statistics; Damage +1, Crit 3, Engaged, Inaccurate 1, Force.

The first time a psyker manifests a psychic power during an encounter while wielding a force rod, they do not have to suffer 2 strain. In addition, the psyker may concentrate on powers as an incidental, although they may only concentrate on one power at a time in this manner.

Kineblades: A true telekine prefers not to stoop to using the mundane weapons of non-psychic 'blunts.' Instead, they rely on a weapon that is infinitely more elegant, concealable, and—under the control of the right-mind—lethal. In appearance, the kineblade can be best compared to a two-edged knife that lacks a hilt. The thin, strong blades taper to a needle point on either end, making them impossible for a non-psyker to pick up and wield. Underneath the outer layers of razor-sharp alloy, kineblades are inlayed with psychoactive materials, granting their user much greater control and finesse. In the hands of a trained user, a cloud of kineblades can fly, swoop, and slash as if they had minds of their own.

When a psyker with kineblades manifests an attack power using the Telekinesis discipline, they increase the base damage by three, and add Pierce 2. In addition, the Rapid-Fire effect can be added without increasing the psychic power check difficulty.

Psy-Focus: The most rudimentary form of psychic focus, many psykers use these small, personalised items to steady themselves before accessing the terrible powers of the Warp. Each is different;

some might be no more than a carved finger bone or pressed flower, while others could be a softly glowing crystal or void-iron glyph.

When a psyker with a psy-focus makes a check to manifest a psychic power, they add ☐.

Psy-Foci Definitus: Various branches of the Scholastica Psykana and other occult-minded organisations possess items which focus a psyker's raw power into predefined functions. The disparate nature of these devices have forced the Adeptus Astra Telepathica to collectively classify them as 'Foci Definitus'. These tools are constructed to facilitate specific manifestations of the Warp, bolstering but constraining the psyker's abilities. Typically, such devices are fused in the psyker's body, however this is not a requirement.

Each foci definitus is uniquely attuned to a specific psychic discipline, chosen when the item is acquired. When the user manifests powers of that psychic discipline, they add ☐☐. When manifesting powers of any other psychic discipline, they add ■.

Runic Staff: Forged from psy-attuned metals and typically capped with a powerful psychic lodestone, runic staffs allow a psyker to channel his powers, greatly increasing their raw destructive power. In addition to its usual effects, a runic staff may be used as a regular staff in combat. Some particularly rare runic staffs are also capable of being wielded as force weapons.

When your character manifests a power while using a runic staff, the first Range effect added to the spell does not increase the spell's difficulty. In addition, attack powers cast by your character increase their base damage by four.

Survival and Protective Gear

The 41st Millennium is a hostile place, and protective equipment is an absolute necessity to survive the toxic environments that make up the galaxy.

Cartograph: This specialised data-slate accepts geographical and navigational information on a planet, either from existing data-banks or gathered by a ship's Augur Arrays in orbit. Its geo-locator tracks the user's planetary coordinates, enabling it to provide distance and bearing to any known location. Many cartographs are also equipped with a small holo-projector that displays three-dimensional maps of its contents.

This item adds ☐☐ to all Survival checks made to navigate a planet's surface, provided it is loaded with the appropriate data. It is also capable of storing detailed maps and schematics, which can be useful for planning out missions.

Clip/Drop harness: A simple (but robust) spooled safety line with a magnetic or hooked clasp at the end, these tools attach to the user's belt or shoulder straps. When deployed, they allow for relative safety in rappelling down vertical surfaces or preventing falls from unsteady rooftops. A character using a clip harness to descend gains ☐☐☐ to their Athletics checks made to climb, and will not suffer a fall if the check fails.

Deadspace Earpiece: Each of these tiny devices can limit high-volume sonic disturbances (such as explosions) by automatically detecting and dampening the excessive noise down to a tolerable level. Users wearing this earpiece gain ☐☐ to Resilience checks made to resist sonic effects, and suffer 2 less strain from sonic weaponry.

Diagnostor: The diagnostor is a sophisticated medical device used across the galaxy. It can detect and diagnose almost every ailment known to the Imperium, and can be incorporated into medical kits, servoskulls, and other dedicated servitors. Any individual trained in medical knowledge in the Imperial Guard understands its use. A diagnostor adds ☐☐ to Medicine checks to determine an ailment; success indicates the proper treatment to be used.

Filtration Plugs: Worn in each nostril, filtration plugs screen out most pollutants and hazardous gases. A character wearing filtration plugs adds ◻◻ to any Resilience check made to resist the effects of damaging gases.

Glow-globe/Stablight: Just as the Inquisition acts as a light against soul-devouring darkness, so these small portable lamps act against the physical darkness of night. Glow-globes are roughly the size of a clenched fist, and can illuminate an area a dozen or so metres in radius, while cylindrical stablights can project a narrower, conical beam but at twice that distance. Both last roughly five hours before their power packs need recharging or replacing.

Grapnel and Line: A combination of clip-harness and gas-powered pistol, this can fire a hook or magnetic clasp attached to a thin, strong wire at an overhead target up to Extreme range away. Once the grapnel attaches to the desired spot such as a rooftop, a user can manually climb the line with an **Average (◆◆) Athletics check** as an action to move up one range band, or activate a powered winch which takes twice as long but requires no action from the user, freeing them up to focus on other things.

Grav Chute: Used by the Imperial Guard to drop onto the battlefield from the air, grav chutes use anti-grav fields to slow a rapid fall into a controlled (and safe) descent, with small attitude jets allowing for extra braking and directional finesse. Unlike jump packs, grav chutes are only useful for safe landings and cannot be used for bounding or aerial leaps.

If the character passes an **Average (◆◆) Coordination check** or an **Easy (◆) Driving check**, the grav chute allows for a safe, guided fall from any height; otherwise the character counts as falling from Short range, or Medium if the check is failed with ☇☇☇ or ⊗.

Holo-Spectus: Consisting of a powerful launching tube, a long-range pict-recorder, and a holographic display, the holo-spectus allows its user to survey a large area to plan movements, seek out targets, or even find his bearings. Aimed skyward, the compact launcher blasts the fist-sized recorder several hundred metres vertically into the air, where it floats on tiny grav plating, feeding what it sees to a three-dimensional holographic display on the base-unit. As the user turns on the spot, so does the floating recorder, allowing the user to see kilometres in every direction. With a simple flick of a switch, the recorder zeroes in on the base unit and returns to the launcher in a matter of seconds.

Successfully firing a holo-spectus into the air requires an **Average (◆◆) Tech-Use check**, after which the user gains a visual representation of the area below the hovering pict-recorder out for several kilometres. The control interface allows the Acolyte to zoom and highlight parts of the holographic display, and turning on the spot causes the recorder above to turn, allowing the Acolyte to survey the area around him in great detail, adding ◻◻ to any Survival checks made to navigate or track targets. The recorder can stay airborne for 5 hours before its power cell is exhausted.

Magboots: Heavy and bulky, these oversized boots contain electromagnets. They allow the wearer to adhere to metallic surfaces such as exterior hull plating, and are often found in voidship emergency lockers. Magboots make all terrain count as difficult terrain for the purposes of movement, but allows the wearer to move normally when in low- or zero-gravity areas, provided there is a suitable metallic surface to walk upon.

Magnoculars: These powerful vision aids can magnify distant items into clear focus, helping ensure no heresy goes unspotted. More advanced, high-quality magnoculars can also do such things as give range read-outs, detect heat sources, calculate target location positioning, and take pict-captures of a view for later analysis.

Medi-kit (Standard): Medi-kits contain synth-skin patches, antiseptics, self-sealing bandages, pressure tourniquets, and other medical aids. A standard kit adds ☐ bonus to Medicae checks so long as the user possesses the Medicae skill.

Medi-kit (Advanced): Advanced medi-kits contain tox wands, synth-skin spray, diagnostic cogitators, and additional high-quality supplies on top of the usual stocks od a medi-kit. An advanced medi-kit adds ☐☐ to Medicae checks so long as the user possesses the Medicae skill.

Multicompass: When exploring new worlds, a device of this ancient tech pattern is indispensable— but few have the means or influence to acquire one. After a few seconds of analysing planetary data, a multicompass can display directions, show topographical maps, point out compass bearings, indicate altitude, and much more. Possessing a multicompass adds ☐☐☐ to all Survival checks made to navigate a planet's surface.

Rebreather: These devices store and recycle breathable air via a mask and external supply tank, making the user to immune to toxic atmospheres, even allowing them to survive underwater. The air canister lasts only for about one hour and then must be replaced, which takes an action.

New tanks cost half as much as a new rebreather.

Respirator: A simple breathing mask that covers the nose and mouth or entire face, these offer much better protection than filtration plugs. A character wearing a respirator decreases the difficulty or any Resilience check made to resist the effects of damaging gases by ◆◆.

Salvation Auger: About the size of a pocket chrono, the salvation auger is designed to detect the presence of harmful radiation, airborne toxins and pollutants. These devices are common on most hive worlds, particularly for up-hivers venturing into the depths. Augers alert the wearer when danger is encountered, coming in a variety of patterns and makes, varying from ornate hololithic dials to utilitarian lapel-boxes that shriek alarms when triggered. No skill check is required to understand that a hazard has been detected, but success on an **Easy (◆) Tech-Use check** will alert the user to the specific variety of hazard detected.

Screamer: These proximity alarms set off a piercing wail when they detect intruders. Screamers can detect sound, movement, and even odours. Once set, a screamer has a Cunning of 6 for the purposes of detecting sounds or motions. If it detects an intruder, it sounds its alarm, which can be heard anywhere out to one kilometre. Doors, walls, and other barriers reduce the alarm's range.

Survival Suit: When working in harsh and extreme conditions (especially when it is not known in advance what they will be), survival suits are a must. No matter if it is too hot or too cold, the suit can maintain proper body temperature and hydration via excellent insulation capabilities. Using the differential between body temperature and outside temperature to drive thermoelectric power cells, it also has reclamation systems for turning sweat into drinking water. Most suits come complete with a hood, as well as goggles to protect the head and face. While it does not protect forever, for medium duration emergencies it can help sustain life until a rescue. The suit grants a ☐☐ to any checks made to withstand the effects

of extreme environments. When worn, a survival suit's encumbrance is 2.

Void Suit: These fully-sealed suits are essential for operating in the vacuum of space, but can also be useful in toxic or hostile environments. Void suits have 12 hours of air, but add ■ to all Agility based checks. When worn, a void suit's encumbrance is 2.

TOOLS AND GENERAL GEAR

While most Acolytes refrain from becoming overly dependent on devices or other contrivances to prosecute their sacred duties, there is no denying that having the right tool at the right time can be vital to success. The following is but a fraction of the accessories, aids, and other implements that can aid in combating heresies or worse across the galaxy.

Auspex: These standard Imperial detection devices are used to reveal energy emissions, motion, life-signs, and other information. A character using an auspex adds □□ to their Perception checks. Once per round, as an maneuver, a character with an auspex may make an **Average (◆◆) Tech-Use check** to spot things not normally visible to human senses, such as invisible gases, nearby signs of life, non-visible radiation, or other things as appropriate. The standard range is Long, though walls more than 50cm thick and certain shielding materials can block a scanner.

Auto-Quill: Often elaborate devices of ink-stained brass and vat-grown or artificial quills, these devices allow a user to copy text or transcribe speech with impressive speed and accuracy. Many scribes carry portable units, suitable for recording interrogation sessions or xenos translations.

Combi-tool: Most combi-tools are small, compact devices filled with foldout and extending probes, blades, hooks, and socket-plugs. They are ideal for coaxing operation from recalcitrant machinery, repairing damaged devices, and in general bending errant machine spirits to the will of the user. A combi-tool adds □ to Tech-Use checks.

Consecrated Scrolls: Soaked in sacred oils and covered in illuminated texts of devotion, consecrated scrolls offer a small measure of protection against the machinations of the Warp.

Before making a psychic power check, a character possessing one of these scrolls may choose to burn a single one as an incidental; this destroys that scroll. If the psychic power check generates Perils of the Warp, the character may choose to reroll their Perils result.

Dataslate: These devices are common across the Imperium, and are the primary means of storing and reading printed text and other forms of data such as pict or audio recordings. Well crafted dataslates can also re-record new information, or transmit and receive data from other devices.

Explosive Collar: These give penal legionnaires extra incentive to fight and expunge their sins to the Emperor, as well as to keep captured prisoners in line. Each of these heavy collars comes with a remote, usually with a range of 1 km. The remote can either release or explode the collar, which automatically explodes if out of range of the remote for longer than 5 minutes.

When triggered, the explosive on the collar detonates. The resulting decapitation instantly kills the wearer, and all characters within engaged range take 6 damage. Removing an explosive collar without the remote requires a **Hard (◆◆◆) Tech-Use check**. If the character trying to remove the collar fails with at least ⟳⟳, the collar explodes immediately.

Lascutter: Ideal for slicing open doors and bulkheads, lascutters were originally designed for mining, where their short-range, intense cutting beam

could chop apart even the toughest rock. Most can cut or weld around 10cm of metal depending on the thickness involved.

Lascutters are large and cumbersome, but can be used as a weapon in a pinch. A lascutter is a Melee (Heavy) weapon which otherwise has the same profile as a Meltagun, but with the Dangerous quality and a range of engaged. When attacking with a lascutter, the difficulty of the attack check is upgraded twice.

Jump Pack: Jump packs are large backpacks containing powerful turbofans or rocket engines. A user triggers a jump pack to lift high into the air and then swoop down as part of their assault. Jump packs are also useful in leaping over high obstacles and reaching rooftops in a single bound, but without training most users will seriously injure themselves in crashes.

A jump pack grants all the benefits of a gravchute. In addition, the user can make an **Average (♦♦) Driving check** as a maneuver to jump to anywhere within Medium range. Failure indicates the character misses their mark, and suffers a fall from Short range. Alternatively, the pack can give the wearer the Flyer and Swift traits for up to four rounds at a time, activated as an incidental. After roughly an hour of active use, the jump pack's energy cells need to be recharged at a power source.

Magnacles: These are magnetised hand clamps-a snap-open hoop constructed of hardened and tempered steel that seals around a suspect's wrist and locks together using powerful magnets. These same magnets (controlled by a simple set of buttons operated by the keyholder) allow suspects to be rapidly clamped to lampposts, Rhino APCs, or other metallic objects.

Magnacles are about as advanced and well constructed as wrist restraints can get. Any skill checks made to escape them have their difficulty increased by ♦♦.

Manacles: No bounty hunter or Enforcer would be without several sets of these solid restraints, though they are often used to ensure sacrificial offerings do not stray from a cult's altar or for other, darker purposes.

Pict Recorder: A relatively simple recording device, pict recorders—or picters— can capture audiovisual media. Most models can also display recorded data on integrated screens, with advanced models using holographic imagery. Specialised pict-servitors are essentially ambulatory recorders, brought on hazardous events or missions to autonomously capture occurrences for later codifying.

Recoil Gloves: This heavy gauntlet uses interlocking plates laced with memory wire to stiffen in a protective grip, absorbing the shock from powerful hand weapons. A character wearing recoil gloves can fire a Ranged (Heavy) weapon with one hand. When doing this, increase the difficulty of the ranged attack check by ♦.

Scatter-Caster: The scatter-caster is an exceptionally heretical device, that the Tech-Priests of the Adeptus Mechanicus despise for the way it disrupts their control over servitors and servo-skulls. Also known as binary bombs or cant grenades throughout the low echelons of Enginseers,

these heavy generators pump out discordant frequencies, lingua technis gibberish, and invalid scrapcode, blanketing a wide area in disruptive white noise that sounds like static to most people, but is unbearable to those of the Mechanicum.

While a scatter-caster is enabled, all individuals with Mechanicus Implants within Medium range add ■ to all skill checks. Giving orders to servitors and other cyber-constructs becomes next to impossible within this range, increasing the difficulty of any checks made to order or control a servitor by ♦♦♦. Multiple scatter-casters can be placed strategically to blanket a larger area in their effects.

Sentinel Array: The Sentinel Array is a highly advanced sensor pack, combining motion trackers, heat sensors, and target acquisition systems.

Through the miracles of ancient technologies, the device is only the size of a standard backpack, although it has several antennae and lens-viewers that extend above the bearer's shoulders.

The wealth of information provided by this incredible device cannot be displayed on a simple screen. Instead, it must be uploaded directly into the user's brain via a cerebral plug. This has a very real danger of overloading the user's mind with data. However, those who can master the Sentinel Array obtain a heightened awareness of their surroundings impossible to duplicate with mundane auspex devices, and are even able to track targets even through solid objects.

The Sentinel Array must be worn on the back, and may only be used by individuals with an interface port, MIU, or similar augmentation that allows the array to connect directly with the brain. When activated, the user must immediately make a **Hard (◆◆◆) Cool check**. Whether or not he succeeds, he may still use the array, but failure means he suffers 5 strain as well.

While activated, the character gains the Unnatural Senses 3 trait, can 'see' in all directions, and adds ▢▢▢ to Perception checks. The array allows the wearer to perceive targets through walls, undergrowth and other obstructions, although solid walls at least 1 metre thick block the array. ⚇ on vision based tests can cause the wearer to suffer 1 strain.

Exotic Gear

The Inquisition has access to a great many bizarre devices, ranging from the holy to the damnably heretical. Some might be archaeotech relics from the Dark Age of Technology, while some might be holy relics of the Ministorum produced using ancient knowledge long since lost. Some foul relics might even bear the taint of the xenos, adapted from technology of alien species man little understands.

Adaptive Logis Engine: Many heretically advanced alien species use arcane encryptions and mechanical systems far beyond the understanding of the Adeptus Mechanicus. Nevertheless, dedicated Explorator Tech-Priests of the Adeptus Mechanicus have recovered archaeotech devices from The Imperium's past that can defeat the alien and show the superiority of the Omnissiah. The Adaptive Logis-Engine uses intrusion machine spirits, chem dispensers, electromagnetic pulses, and other forceful means to break into alien networks and make them accessible to the agents of the Imperium.

To operate an Adaptive Logis-Engine, an Acolyte must place it onto the alien computer, lock, or other interface device that he wishes to crack, and make a **Hard (◆◆◆) Tech-Use check**. If successful, the engine accesses the alien device, and the character treats it like any other cogitator or electronic lock for the purposes of additional tests. This process usually takes several minutes.

Banishing Rod: Made of darkened iron slabs enscrolled with hallowed parchment and curled purity seals, banishing rods do not subdue the Warp so much as calm it. When held aloft or even jammed into the ground, they create an area where psychic energy flows sluggishly. In groups, such devices can ward large areas, aiding in exorcisms and impeding the advance of malefic entities

Psykers within Short range of a banishing rod cannot push their psychic powers, and reduce their Perils of the Warp rolls by 5, to a minimum of 1. Creatures with the Daemonic trait treat this area as difficult terrain.

Eludicator: The galaxy is rife with planets out of contact with the Imperium for thousands of years, pockets of humanity lost during the Age of Shadow or even before. During that time, their language may have diverged radically from Low Gothic. An elucidator is a hand-held device that can analyse speech or text, and translate it into a standard language and dialect (and vice versa). An elucidator's output can display on its screen, project from its vox, or transmit through a vox channel.

An eludicator is most useful in dealing with cul-

tures whose languages have a basis in Low Gothic, requiring no skill check to perform its translation functions. However, a character may make a **Hard (◆◆◆) Forbidden Lore check** to use an elucidator to decipher basic meanings from truly alien languages. The GM may reduce this check to **Average (◆◆)** if the character is already familiar with similar languages.

Empyrean Brain Mine: Thought to be created using forbidden technologies found on a ghost world, these objects latch onto a victim's body and send disruptive energies directly into the brain, rendering the target temporarily catatonic.

A brain mine must be attached to a target with a **Hard (◆◆◆) Melee (Light) check**. At the start of their turn for the following 3 rounds, the target must make a **Hard (◆◆◆) Resilience check**. If successful, they are Staggered for the entire round; if failed they are Staggered and Immobilised. The mine deals 8 damage that is not reduced by soak if forcibly removed, but after 3 rounds, it burns out and dislodges from the target. If this damage causes the target to suffer a critical wound, +30 is added to the roll.

Gene Printer: This compact piece of apparatus can be worn as a backpack, and will provide (with reasonable accuracy) confirmation as to whether two pieces of biological residue come from the same person. They are used by the Arbites Verispex teams to prove guilt based upon gene-spoor (hair follicles, skin, etc) left at crime scenes. Gene printers are relatively simple devices, and lack the nuanced power of the larger, holy Omnissian constructs stored within the great altar-templums of the Mechanicus. These legendary devices are said to be able to unspool a supplicant's genome all the way back to ancient Terra, providing a wealth of genetic information about their entire line.

Using a gene printer requires an **Easy (◆) Tech-Use check**. A success will confirm whether or not two gene-spoor samples placed within the device come from the same person. The machine-spirits of gene-printers are relatively simple, however,

and at the GM's discretion, complex genetic factors (genetic manipulation, twins, xenos tampering, etc) may interfere with the result.

Locus Seeker: A locus seeker is actually a pair of devices. The smaller component, the locus caller, is a dull metal sphere only millimetres in diameter. The larger component is a small, translucent globe with a needle of identical metal suspended mysteriously inside. The needle, called the locus seeker, is usually carved in the shape of a grasping talon and reaches unerringly towards the caller, with no observed limits on its distance. Occasionally these globes have been unearthed with missing callers, and unlucky men have been sent to search for decades or even lifetimes to locate the other piece, so valuable is a completed locus seeker.

Although difficult to come by, these devices can be invaluable for tracking suspicious ships, cargo, or individuals over not just planets, but sectors. Plotting a course towards the caller requires a Survival check if it is located on the same planet as the character, with a difficulty set by the GM based on the distance. A journey across space would require the assistance of a Navigator. Hiding a locus caller on a person or object requires an **opposed Skulduggery vs Vigilance check**. With the appropriate tools and some time, a locus caller can be concealed within another object with relative ease.

Null Rod: Few things invoke terror as much as a psyker calling on the unholy powers of the Warp to twist reality and rend souls. While faith in the Emperor is always essential, a null rod can also be effective in negating such threats. Most null rods appear as short obsidian cylinders, often crawling with arcane icons and glyphs. Each can dampen the powers of any psykers within Short range, causing them to increase the difficulty of psychic power checks by ◆.

They also offer an Acolyte personal protection from psychic attacks by adding ■■■ to any psychic power that directly targets them. A null rod acts as a truncheon with Breach and Sunder when used as a close combat weapon.

Psy Damper: Most citizens of the Imperium have an ingrained fear of psykers, not only for the threat they represent, but also for their ability to inspect or alter the minds of others. These phobias are not restricted to the common man, and even members of the Holy Ordos have grave concerns about the threat to privacy that psykers represent. Psy Dampers are not portable devices; their arcane workings can take up a space larger than some vehicles and require large amounts of power. These devices surround their area of effect with a multilayered lattice of psycho-absorbent alloys and psycho-reactive crystalline fibres.

Checks made to manifest psychic powers within Extreme range of a psy damper increase their difficulty once, and cost 1 additional strain. Psy dampers usually take approximately a minute to start up, and the same amount of time to shut down. Psykers (or anyone with the capacity for Psyniscience) can notice the field powering up with a **Hard (◆◆◆) Perception check**. Multiple psy dampers in the same area do not stack, but can be spread out to blanket a larger area with their effects.

Psy Jammer: Somewhat esoteric examples of techno-arcana, these devices can at least partially disrupt psychic energy and offer some degree of protection against the dark arts of the psyker and the witch. Expensive and rare, their use is largely restricted to the agents of the Holy Ordos, the Mechanicus itself and those among the Imperium's elites whose paranoia often matches their vast wealth. Much more powerful examples of anti-psy technology do exist but they have a tendency to be exceeding rare and often unique..

A psy-jammer adds ■■ to psychic power checks targeting the wearer. Any checks made to deal direct physical damage to the wearer (hurling bolts of fire, for example) are unaffected. In addition, the wielder adds □□ to checks made to resist mind altering warp effects and possession. Psykers cannot use psy-jammers; they overload their protective capabilities immediately.

Psyocculum: An arcane assemblage of strange lenses and scarcely-understood ætheric scryers, a psyocculum tracks the Warp signatures of psykers and Daemons alike. Although cumbersome to wear and draining to use, the device leaves those infused with Warp power no place to hide as they become highlighted in a corona of white light.

As a maneuver, the wearer may make a **Hard (◆◆◆) Perception check** to detect psykers and characters with the Daemonic trait without the need for normal lighting until the end of the encounter. While these targets are illuminated in this way, the wearer adds □ to all ranged attack checks targeting them. The psyocculum distorts standard vision, however, adding ■■ to all other sight-based tests made while it is used. It also cannot be used at the same time as another piece of headgear, such as photo-visors, and requires a maneuver to put on or take off. Using a psyocculum causes the wearer to suffer 1 strain per turn.

Witch Cage: The witch cage is an ancient device created to control psykers who would otherwise be killed but who need to be kept alive due to extreme circumstances. This simple iron box is placed over the head of the psyker and restricts both their vision and hearing. Runes inscribed within stop the psyker from effectively using their unholy gifts. In addition the Witch Cage has dozens of rings and spikes so that the psyker is easy to control by slapping the cage or pulling on ropes looped through rings.

A psyker wearing a witch cage increases the difficulty of checks made to manifest psychic powers by ◆◆◆, and is considered blind and deaf.

Servitors and Cyber-Constructs

Beyond simple servo-skulls, a variety of strange cybernetic creatures exist in the Imperium, some vat grown and some created from real, natural-born creatures. Inquisitors have great use for this menagerie of augmetic monstrosities in their duties. Profiles for these creatures are listed on the coming pages.

Profiles for these curious cybernetic creatures are provided in **Chapter X - Allies and Adversaries**, starting on page 251. This chapter also provides details on how to command and control these creatures.

Arco-Flagellant: Woe unto the poor unfortunate sentenced to arco-flagellation, one of the more gruesome of the many punishments the Ecclesiarchy inflicts on those deemed heretical or merely intrusive. His body is subjected to excruciating surgeries and augmentations, while his mind is broken and reconstructed into a more pliable state. Vicious whips or other deadly weapons are permanently melded with his arms, and chem-injectors now line his grotesquely muscled shape. Only the pacifier helm welded into his skull keeps him—just barely—under control and able to follow simple commands, through a combination of hymns and harmonies laced with hypno-coded tranquillisms.

Each arco-flagellant has two unique trigger words. The first deactivates his pacifier helm and causes his injectors to unleash massive doses of stimm, painblockers, muscle enhancers, and other combat drugs, transforming him into a lethal blur of lashing metal and brutal ferocity. While active, few can withstand his fearsome rage and utter disregard for his own survival. The second trigger re-activates his helm, overpowering his mind with soothing sonics as his injectors flood his body with neutralising chems. Docile once more, he can only mindlessly await his next opportunity to

Item	Price	Rarity
Servitors		
Arco-Flagellant	25,000	9
Cherubim	1,800	6
Cyber-Mastiff	5,000	7
Grapple-Hawk	5,000	6
Gun Servitor	4,500	6
Industrial Servitor	3,500	5
Menial Servitor	2.000	5
Penitent Engine	-	12
Psyber-Eagle	12,000	10
Servo-Skulls		
Augur Servo-Skull	1,500	7
Illumination Servo-Skull	950	6
Laud Hailer Servo Skull	1,000	6
Medicae Servo Skull	2,500	7
Utility Servo Skull	1,500	6

Table 5-12: Servitors and Cyber-Constructs

repent and kill. This trigger word can be delivered by speech, electronic vox signal, or psychic message, spoken as an incidental.

Cherubim: The bio-constructs known as Cherubim are of uncertain origin, but they are one of the few permitted examples of such bio-sculpted homunculi allowed within the Imperium. Cherubim are not truly alive at all; their synthesised, bloodless and waxen flesh needs neither to eat nor sleep and is fed from their internal power-cell. They are controlled by an augmented cortex and nervous system usually harvested from some lesser creature such as a simian, bird, swine or felid, and implanted with a set of programmed commands that allows them to perform some simple task such as copying text, fetching and carrying small items or tirelessly singing the Emperor's praises with augmetic vocal cords.

Cyber-Mastiff: Cyber-mastiffs are usually deployed under the control of Adeptus Arbites or enforcer units to bring down recidivists and heretics. Shaped in the form of a hound made of metal and guided by the brain and nervous system of a hunting creature, they are a fearsome extension of the Emperor's law, and a truly terrible sight to see unleashed.

Grapplehawk: Rarely used outside the Arbites, these exotic cyber-familiars take the form of elegant shining steel hawks. Their glittering crania contain the transplanted instincts of avians trained to seize moving targets without damaging them. These instincts, transferred to mechanical constructs fitted with powerful suspensors and talons capable of tearing through cast-iron, enable Arbites handlers to arrest suspects quickly (if brutally).

Gun Servitor: Combat servitors are armed with highly effective combat weaponry and programmed with basic weapon routines to use them. Many agencies of the Imperium make use of combat servitors as cheap, easy to control security forces.

Gun servitors do not come equipped with weapons, but any weapon can be installed on their frame by a competent technician with an hour of work (no skill check is required for this).

Industrial Servitor: Servitors are a crucial part of industrial operations across the Imperium. This class of servitor are typically outfitted with powerful servo-claws and other powered tools to assist in the operation of manufactorums, the construction of buildings, and other such tasks.

Menial Servitor: Menial servitors are servitors not made for any specific task, implanted with adaptable skill engrams to allow them to perform a variety of tasks where needed. Typically more human in form than other more heavily modified servitors, menial servitors often see use as butlers, housekeepers and basic maintenance workers, or all of the above in some instances.

Menial servitors are generally useless in combat, but if combat statistics are required, use the profile of an Industrial Servitor with a Brawn of 3, and their weapon and armour removed.

Penitent Engine: To be forever bonded into the massive framework of a Penitent Engine is both a horrid curse and blessed opportunity. Only the most egregious of wretches would be given such a sentence when mere exile, imprisonment, arco-flagellation, or death would not suffice. The condemned is often a priest who failed his congregation, a missionary who abandoned his converts, or another who committed heinous acts against the Adeptus Ministorum. It might even be a Sister of the Adepta Sororitas who disgraced her Order or seeks out penance for her own internal failings. Once implanted into the torturous machinery and linked with spinal clamps, chem injectors, and neural lashes, the properly grateful sinner can begin atonement and retribution for his crimes.

Psyber-Eagle: Interfacing with their Psyker owners through little understood arcane-technology, psyber-eagles can be controlled directly by their handlers' minds, making them powerful allies.

A psyber-eagle acts as a psy-focus, granting ☐ to any checks made to manifest psychic powers, and can be controlled by their master through mental impulses from as many kilometres away as the master's ranks in Discipline. While taking direct control of their psy-bonded familiar as per the rules on page 251, the psyker may see through the creature's eyes and experience its other sensory input. When manifesting the Augury power, psykers can add the Farsight upgrade for free so long as they use it to see through the eyes of their psyber-eagle. As with other psychic implements, the user may only be attuned to one at a time.

MONOTASK SERVO-SKULLS

Servo-skulls represent the honoured remains of valued Imperial servants and Tech-Priests who continue their service even after death. The skull is carefully cleansed and engraved, then fitted with a machine spirit to guide its actions, and tiny grav platings to sustain it in flight. Monotask models are dedicated to a single, basic function and are a common sight on many worlds. Each responds to basic verbal commands, and unless otherwise commanded, always hovers near its master. The types below represent only a fraction of the countless patterns found across the galaxy.

Augur: The skull carries a scanner and vox-data systems to relay its findings. A character gains the benefits of an auspex as long as an augur servo-skull is within engaged range and active, and the servo-skull has two ranks in Perception.

Combat: While generally understood to make poor combatants, servo-skulls can still be implanted with rudimentary targeting cants and equipped with basic firearms. These skulls often act as bodyguards for spire nobles. This servo-skull can be equipped with a Ranged (Light) weapon (purchased separately). The servo-skull will only fire its weapon under orders, and generally lacks the sophisticated intelligence needed for complex combat tactics. If the equipped weapon runs out of ammo, the skull's handler must reload the weapon manually; the skull itself cannot reload its own weapon.

Illumination: The skull is fitted with a glow-globe or burning brazier to light out to Medium range. It serves no specific purpose other than to illuminate the path ahead, but acts as an inspiring sight, adding ☐ to Charm and Leadership checks made by its owner while illuminated.

Laud Hailer: The servo-skull incorporates a laud-hailer, which can play recorded speech or amplify its master's speech as directed. The skull's mechanisms incorporate a basic vox receiver, allowing it to receive and play back messages remotely.

Medicae: The skull is fitted with a medicae scanner and tools. The owner gains the benefits of a standard medi-kit as long as the servo-skull is within engaged range and active. The skull also has an injector appendage which can hold one dose of any drug or medicine, which it can be commanded to inject into a willing (or incapacitated) target as a maneuver.

Utility: The skull is equipped with probes, plugs, and tools to aid in technical tasks. The character gains the benefits of a combi-tool as long as the servo-skull is within engaged range and active.
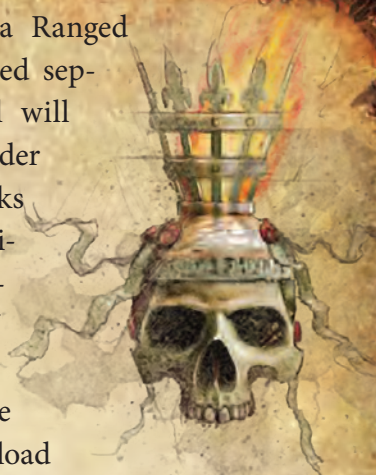
Cybernetics

Cybernetics are a highly visible part of the Imperium. It is rare for the powerful to not have at least one mechanical implant, given the dangerous nature of life in the 41st Millennium. Age and wear also contribute to the substitution of organs or other body parts. The Adeptus Mechanicus holds that the replacement of flesh with blessed technology acts to move one closer to the purity of the Omnissiah. Many bionics are indeed superior to the organics they replace, though some would argue that with each alteration of flesh to metal there is a price to be paid in humanity, and perhaps also sanity.

Merely purchasing a cybernetic is not enough to make use of it; it must be surgically installed. Cybernetics can be installed or removed with an **Average (◆◆) Medicae check**, requiring two hours of surgery. If the check is failed with a ⊗ the cybernetic is permanently destroyed. On a successful check with ⊗ the cybernetic is installed, but may malfunction at some crucial moment in the future, as determined by the GM. Each ♺ on the check inflicts one wound. Acolytes who attempt to install cybernetics on themselves upgrade the difficulty of the check three times.

As often preached by the Cult of the Machine God, the flesh is weak. Installing cybernetics places strain on the body, and can eventually cause permanent damage. Acolytes can install a number of cybernetics equal to their Brawn rating and receive no ill-effects. For every cybernetic installed beyond this limit, the Acolyte decreases their strain threshold by 1, until the cybernetic is removed.

Each statistic, characteristic and skill can only be increased once with the aid of cybernetics, no matter how many different cybernetics an Acolyte has that would increase that number. Cybernetics can never raise a characteristic above 5, and may never raise a character's skill ranks beyond 5.

Table 5-13: Bionic Augmentations

Cybernetic	Price	Rarity
Bionic Replacements		
Bionic Limb (Basic)	800	5
Bionic Limb (Enhanced)	3,000	6
Bionic Organ	1,350	8
Bionic Respiration	1,300	7
Bionic Senses	1,600	7
Bionic Augmentations		
Augur Array	1,500	7
Autosanguine	2,700	8
Baleful Eye	8,000	10
Blackbone Bracing	2,000	9
Calculus Logi Upgrade	1,800	8
Cerebral Implants	4,500	8
Chem Gland	5,000	10
Ferric Lure Implants	1,800	7
Hermetic Infusion	5,000	9
Implant Tool	500	5
Implant Weapon	800	6
Implant Weapon (Concealed)	1,200	7
Injector Rig	750	6
Interface Port	1,600	6
Locator Matrix	1,400	6
Luminen Capacitor	2,900	8
Maglev Coils	3,000	8
Memorance Implant	2,400	7
Mind Impulse Unit	2,800	7
Pain Ward	1,000	7
Respiratory Filter Implant	1,600	6
Scribe-Tines	1,400	6
Subskin Armour	1,600	8
Synthmuscle	4,000	7
Vocal Implant	1,000	6
Volitor Implant	1,600	7
Mechadendrites		
Ballistic Mechadendrite	1,500	7
Manipulator Mechadendrite	1,800	7
Medicae Mechadendrite	2,600	7
Optical Mechadendrite	2,100	7
Servo Arm	6,500	9
Utility Mechadendrite	2,500	7

Bionic Replacements

Bionic replacements are cybernetics which replace some existing party of the body. A common example is bionic limbs, which are often used to replace limbs lost in the line of duty.

Bionic Limbs: Bionic limbs come in two variants. Simple, cheaper models simply replace the function of a regular limb, providing no mechanical benefit. More expensive models provide characters with a boost to their characteristics: either +1 Brawn or +1 Agility.

Bionic Organ: Bionic organs can take many forms, improving the body's ability to function, and providing an extra safety net against disease and injury. A bionic organ provides either +2 wound threshold (this is an exception to the +1 increase limit, but cannot be increased past +2), +1 Resilience, or +1 Athletics (you choose which when you purchase the organ). Multiple bionic organs can be taken, allowing Acolytes to access the full range of potential bonuses.

Bionic Respiration: Bionic respiration systems replace the lungs, enhancing the body's ability to cope with toxins in the air, and provide a limited supply of backup oxygen. Acolytes with a bionic respiration system reduce the difficulty of any Resilience checks to resist airborne toxins once, and can survive without air for three times as long.

Bionic Senses: Bionic senses can take the form of replacement ears or cybernetic eyes. Bionic Senses provide +1 rank to your character's Perception and Vigilance, and remove ■ added to their checks due to environmental factors such as darkness or ambient noise.

Bionic Augmentations

Not all cybernetics are designed to replace human limbs or organs; others are integrated into the holy form of man purely to add functionality, or create entirely new abilities. Most are highly visible and act as clear indications of the Ominissiah's blessing.

Augur Array: These implanted devices duplicate the effects of sensor systems that go beyond normal human senses. An augur array acts as an implanted auspex (see page 144). A character with an Augur Array can reroll a Perception check once per session.

Autosanguine: This ancient and blessed microscopic technology flows as a metallic liquid within the character's bloodstream, repairing minor injuries and accelerating healing. Medicae checks to provide medical aid to an Acolyte with this cybernetic decrease their difficulty by ◆, as do Resilience rolls to recover from critical wounds. When recovering wounds due to natural rest, the character recovers twice as many wounds.

Baleful Eye: A legendary archeotech bionic eye pattern that incorporates a tiny las weapon, sacrificing some of the normal abilities of a cybernetic vision implant in order to include this device. Each baleful eye has been passed from recipient to recipient across centuries or millennia, reclaimed by the Machine Cult whenever its present owner dies.

A character with this implant has a weapon equivalent to a hellpistol integrated into their eye. The baleful eye can be fired even if the character's hands are full. This weapon can never run out of ammunition and cannot be disarmed (unless the character loses an eye!).

Blackbone Bracing: Some or all of the user's bones are wrapped with a lattice of plasteel to strengthen them and prevent damage. This implant is commonly provided for fingers, forearms, shins, and ribs both to offer a stronger punch as well as grant more protection in combat.

A character with this implant increases the base damage of their unarmed attacks by 2, reduces the Cumbersome rating of wielded weapons by 1, and increases their soak by 1.

Calculus Logi Upgrade: These bionics are internal cogitator implants which aid in data retention and processing. The user can rapidly sift through stacked dataslates and parchments, applying intuition to vast reams of data far beyond the capabilities of a normal man. An Acolyte with this cybernetic adds ☐ to any Scholastic Lore checks they make.

Cerebral Implants: Commonly used to repair a severely damaged brain or (hopefully) augment its abilities, these often-risky implant systems represent a major step from simply replacing a limb to altering a character from human to mechanism. Cerebral Implants grant a character +1 Intellect.

Chem Gland: These rare and expensive implants are wonders of the biosculptor's craft. Invisibly concealed within the body are miniaturised chemical factories that consume the user's own natural resources to synthesise powerful chemical agents.

Pick up to three substances when the implant is installed. The character can produce and inject any of these as a maneuver, by succeeding on an **Average (◆◆) Resilience check**. Each ⟳ on the check inflicts 1 strain on the user.

Ferric Lure Implants: Powerful electromagnets are implanted in the Acolyte, allowing him to cast forth a net of invisible energy and manipulate magnetic fields. As an action, he may summon an unsecured metal Sil 0 object within short range to his hand.

Hermetic Infusion: Another departure from the frailties of the flesh, the infuser system replaces human blood and blood processing organs with a far more efficient biomechanical serum, the most advanced forms of which contain legions of microscopic homunculitic machines that can search out and repair damage on a cellular level with frightening speed. This augmentation causes a greying of the flesh and visible withering of tissues over time, further distancing the user from their flesh-bound companions.

A character with the hermetic infusion augmentation adds ☐☐ to checks made to resist toxins, diseases and radioactive contamination. When making a Discipline or Cool check at the end of an encounter to recover strain, each ⋀ causes the character to recover one wound.

As the user's biology drifts further away from baseline humanity, medical treatment becomes much more esoteric, with human blood transfusions and medical procedures becoming unsuitable. Any Medicae checks made to treat this character increase their difficulty by ◆.

Implant Tool: Common across a variety of working-class applications, an implant tool is a catch-all term for any tool installed within the body. Typical applications include replacing limbs with power tools for labour use, or integrating the sacred tools of a Tech-Priest directly into the flesh.

Any tool or piece of equipment (not including weaponry) with an encumbrance value of 4 or below may be installed as an implant tool, with the GM's approval. The wielder cannot lose or drop the implanted tool. The cost of this augmentation does not cover the cost of the tool to be implanted; that must be acquired separately.

Implant Weapon: Favoured by Adeptus Mechanicus Secutors, weapons can be physically integrated into the user's body. From combat blades sprouting from the elbow to hip-mounted cannons, implant weapons come in a huge variety of forms.

The cost of this attachment merely covers the hardware needed to mount a weapon; as an additional cost the user must purchase their weapon of choice, which can be any non-Gunnery weapon with an encumbrance of 5 or less. The weapon's available hard points are reduced by 1.

An implant weapon is always considered equipped, and cannot be disarmed or removed in any way, unless the limb it is mounted to is removed by a critical injury or similar effect.

Implant Weapon (Concealed): Some implant weapons are designed to be concealed within a cybernetic limb, able to be deployed with a flick of the wrist or a simple thought.

Only weapons with an encumbrance value of 3 or less can be used as concealed implant weapons. A concealed implant weapon functions identically to a normal implant weapon, but may be deployed or concealed as a maneuver. Recognising a concealed implant weapon requires a **Daunting (◆◆◆◆) Perception check**, although scanning equipment will detect an implant weapon just as easily as any typical handheld armament.

Injector Rig: These relatively crude cybernetic systems typically include arrays of intramuscular hypodermics or flesh-wielded drug tubes linked to bulky chem-canisters sutured to the user's back.

An injector rig can be loaded with up to 10 doses of 4 separate substances. One of these substances can be injected per turn as an incidental. Most rigs are controlled by the user, but some are designed to be controlled by remote.

Interface Port: An interface port is a mechanical port implanted in the body, commonly in the rear of the neck, which can be connected to machines via a data cable. An Acolyte with this cybernetic adds □ to any Tech-Use checks they make to interact with a connected device, and can control connected devices without use of their hands.

Locator Matrix: Micro-cogitators implanted at the base of the skull allow the user to be aware of the direction of the planetary poles, the Acolyte's present location to within a few metres, relative velocity, altitude, time of day, and other valuable information. A locator matrix decreases the difficulty of Survival checks to navigate on a planet's surface by ◆.

Luminen Capacitor: This implanted energy source charges internal capacitors, allowing the character to recharge devices or even unleash powerful energy blasts. With a successful Resilience check, the character recharges or powers machinery. This requires one minute of mental focus and meditation. The difficulty of the Resilience check varies depending on the nature of the powered system.

- **Easy (◆)** - Simple power cell, glow-globe
- **Average (◆◆)** - Lasgun charge pack, dataslate
- **Hard (◆◆◆)** - Shuttle launch systems, servo-skull
- **Daunting (◆◆◆◆)** - Lascannon charge pack, servitor
- **Formidable (◆◆◆◆◆)** - Cogitator core, xenos technology

This exertion of energy can be physically stressful. Each uncanclled ۞ generated by the check inflicts one strain.

Maglev Coils: Archaeotech systems of powerful gravimetric coils are implanted in the body, allowing the user to become unshackled from gravity's grasp for short periods.

Activated with a maneuver, maglev coils allow a character to hover 30 centimetres above the ground for a number of minutes equal to their Brawn. For each round the character wishes to remain hovering, they must maintain the effect with a maneuver. This means that to move while levitating, a character must expend strain to gain an extra maneuver, or downgrade their action to a maneuver.

Maglev coils may be activated to break a fall, making the fall count as one from short range, regardless of the actual distance. Each time the character activates the coils, it drains the stored power and cannot be used again until recharged (which takes 24 hours).

Memorance Implant: This implant is a neurally-linked datavault and pict-capture array, often incorporating augmetic replacement of one or both eyes, that records information on people or scenes viewed. It can then later replay that information, or overlay the present view with additional data on people and objects viewed. It is a tool of chroniclers, loremancers, and masters of ceremonies, as well as factors or nobles who like to see the secrets of their rivals overlaid upon their view of the negotiating table.

Mind Impulse Unit (MIU): These devices, also known as sense-links, allow the owner to interface directly with a machine or technological device. MIUs see widespread use among the Adeptus Mechanicus, who regard them as objects of divine communion. An Acolyte with this cybernetic adds □ to any Tech-Use checks they make to interact with a connected device, and □ to any Driving checks they make to interact with a connected vehicle.

Pain Ward: The pain ward implant redirects incapacitating levels of pain to other regions of the brain, causing the sufferer to experience that pain as colours, hallucinations, or tastes.

If your character has a pain ward, once per encounter when your character suffers a Critical Injury, they may activate the pain ward as an out-of-turn incidental. Until the end of the encounter, they ignore any penalties that Critical Inju-

ry would otherwise impose on skill checks they make. (At your GM's discretion, this may not apply to penalties inflicted by certain Critical Injuries, such as blindness or loss of a limb.) At the end of the encounter, your character no longer ignores those penalties and suffers the effects of the Critical Injuries.

Respiratory Filter Implant: These involve masses of tubes, wires, vox-grills, or other augmentic parts replacing the neck and upper chest. The implant sifts out most toxic gases; inhaled particulate matter is also filtered, making breathing easier in heavily polluted atmospheres. This user of this implant adds ⬜⬜ to Resilience checks made to resist inhaled poisons, gas weapons, or atmospheric toxins.

Scribe Tines: The hand and lower forearm are replaced with specialised and sensitive tools ideal for manipulating parchment, autoscribing, dataslate tuning, and other efforts to record and preserve information. While somewhat disquieting in appearance, they are viewed with favour by hive-world scholars and lexmechanics. An Acolyte with this cybernetic adds ⬜ to any Scholastic Lore checks they make.

Subskin Armour: Thin carapace plating is inserted under the skin in various locations, giving the user added protection against damage. While not as impressive as most augmentations and sometimes uncomfortable, subskin armour is very reliable. Subskin armour increases an Acolyte's soak by 1. This stacks with worn armour.

Synthmuscle: Ropey strands of vat-grown muscle tissue, thick with slurried nutrients and laced with flakweave, are woven into existing muscle groups, granting increased strength. Synthmuscle grants a character +1 Brawn.

Vocal Implant: This implant is usually found with those who use their voice to project commands or proclamations, such as Ecclesiarchy Preachers or Adeptus Arbites Crowd Dispersal Officers. This implant works to amplify the vocal cords to an inhuman range in order to shout commands over the noise of a raging battle. A vocal implant acts as an implanted laud hailer.

Volitor Implant: The subject has cranial surgery to implant neural receptors and artificial nerve routing, and can be compelled not to reveal a certain item of information, remain within a set area, or perform a specific task. If the subject attempts—or is forced—to counter this compulsion, his brain shuts down into unconsciousness, or even death for some severe volitor patterns. A character with a volitor implant who defies the directives set out by the implant immediately suffers 10 strain.

MECHADENDRITES

Mechadendrites are mechanical attachments of brass and steel that act as additional arms. They are normally mounted on the shoulders or back, though some within the Mechanicum also project these cybernetics from their waists or chests. Each is usually 2 metres in length when fully extended, and has a specialised function based around the mechanisms affixed at their end. The number of mechadendrites coiled or folded around a Tech-Priest's crimson robed figure is often an excellent indicator of his rank within the Priesthood of Mars.
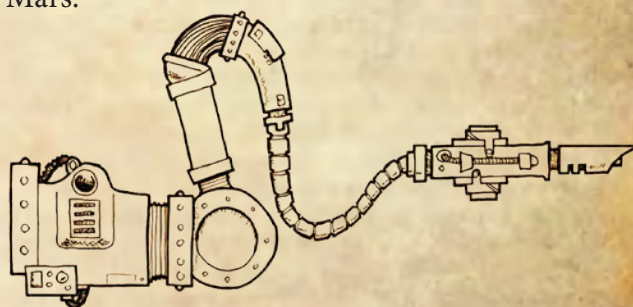
Ballistic Mechadendrite: Designed for ranged combat, this mechadendrite is fitted with a weapon that functions as a laspistol that does not require recharging. This laspistol can be fired while the user's hands are otherwise occupied, using their Ranged (Light) skill as normal. Once per session, the ballistic mechadendrite can be fired as a maneuver.
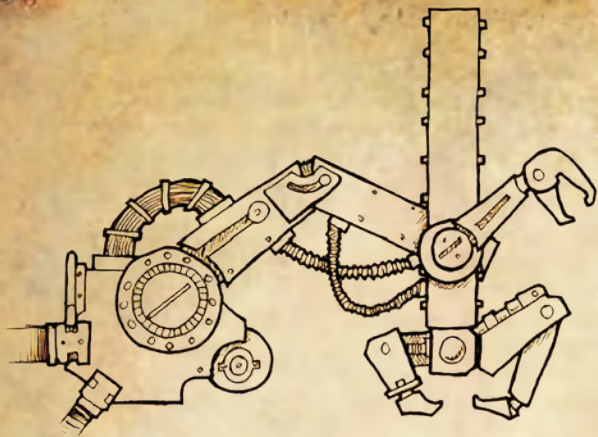
Manipulator Mechadendrite: A heavy and powerful attachment, this mechadendrite is designed for heavy lifting and handling of industrial gear. When using the manipulator, a character reduces the difficulty of any Athletics checks to move heavy objects by ◆.

As an incidental, the manipulator mechadendrite can tether the user to a suitable support in the environment, removing ■■ imposed by environmental conditions such as buffeting winds or low gravity.

The manipulator mechadendrite can be utilised as a weapon in a pinch, counting as a Melee (Heavy) weapon dealing 5 damage, with a crit rating of 4. While powerful, the manipulator is not subtle, and attempts to use it for such tasks as dataslate typing, inscribing sacrificial etchings, handling delicate objects or the like only ends with equipment being dropped, smashed, or otherwise ruined.

Medicae Mechadendrite: This attachment hosts a variety of medical and surgical tools ideal for combat first aid. A character with a medicae mechadendrite always counts as having the tools needed for most medical procedure, and adds ▢▢ to Medicae checks. The mechadendrite houses six injector pistons, each of which may be filled with one dose of a drug and injected on a willing target within engaged range as a maneuver. Unwilling targets can be injected with an opposed **Medicine vs Vigilance check**, adding ■■.

The medicae mechadendrite can be utilised as a weapon in a pinch, counting as a Melee (Light) weapon dealing 3 damage, with a crit rating of 2 and Vicious 2.
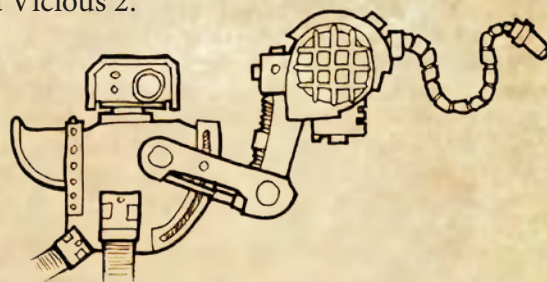
Optical Mechadendrite: Often consisting of highly flexible, snake-like tubing, this contains pict-capture and other sensory devices for inspection and detection. The mounted pict devices allow it to examine surfaces at a microscopic level or to be used as telescopic sight. An optical mechadendrite grants ▢▢ to any vision based Perception checks. It contains an infrared torch and sensors extending out to medium range, and so within this area the user ignores ■ imposed by darkness, smoke or similar effects.

Servo Arm: Servo-arms are vastly stronger versions of manipulator mechadendrites, and although they are both shoulder mounted, a properly constructed servo-arm also has stabilisation and support systems running throughout a Tech-Priest's body. Though they serve roughly the same function, a Tech-Priest with a servo-arm (and the proper bracing and stabilisation systems) can lift one side of a Rhino APC to repair a broken tread link. When using the servo arm, a character reduces the difficulty of any Athletics checks to lift or move heavy objects by ◆◆◆.

As an incidental, the servo arm can tether the user to a suitable support in the environment, removing ■■■ imposed by environmental conditions such as buffeting winds or low gravity.

The servo-arm can be utilised as a weapon in a pinch, counting as a Melee (Heavy) weapon dealing 10 damage, with a crit rating of 3, and the Inaccurate 1 quality. A servo-arm is even less delicate than the already clumsy manipulator mechadendrite, and any attempt to use it for fine manipulation will likely end in disaster.

Utility Mechadendrite: The most common type of mechadendrite, these are tipped with a variety of mechanisms for the repair and succor of blessed technologies. A character with a utility mechadendrite always counts as having the tools needed to repair, modify or otherwise manipulate machinery, and adds ☐☐ to these Tech-Use checks.

The limb also houses six injector pistons, each of which may be filled with one dose of sacred unguents, administered to an engaged weapon or machine with a maneuver.

In addition to this, the limb contains an electrically-powered censer, which can gust incense fumes over troublesome faults. Unless it is deactivated (which would surely count as a minor tech-heresy at best), all Perception checks made to detect the Tech-Priest based on sense of smell gain ☐☐.

As a maneuver, the censer can create a "blast" of incense smoke once per encounter, which imposes a ■ on all checks made within engaged range.

The utility mechadendrite can be utilised as a weapon in a pinch, counting as a Melee (Light) weapon dealing 3 damage, with a crit rating of 3 and Pierce 2.

Services

Services represent the many mundane requirements that Acolytes need to not only exist from day to day, but also to travel across the sector to prosecute their holy charge. Necessities such as a base of operations, food and provisions, and modes of transportation: all these and more are perhaps less thrilling than combat, but just as essential to a successful investigation.

Basic Services

Basic services represent the fundamental necessities Acolytes require to conduct their work; food, lodgings and transportation.

It's important to note that while costs and rarities are provided for these services, in some campaigns it might not be necessary (or beneficial) to track services in such detail. It's left up to the GM's discretion how much (if at all) these rules are used; it might be best for your campaign to handwave these matters entirely.

Basic services are available at a variety of quality levels, reflecting the standard of service. Examples of these and their costs are detailed in **Table 5-22: Basic Services**. These costs are a guideline, and GMs are encouraged to tweak these based on campaign specifics.

Table 5-14: Journey Durations

Travel Duration	Example Voyage
1 day	Short passage between two close systems by a well-travelled stable warp route.
5-10 days	A journey between systems in the same sub-sector using accurate navigational information.
30-60 days	A journey across the body of a full Imperial sector using accurate information and known warp routes.
100+ days	A perilous journey across a Segmentum at best speed avoiding only the worst known hazards.
Several years	An odyssey across the galaxy.

Accommodation: This covers all manner of rented lodgings for a single night's stay, from crude tavern dosses to the glittering suites of a high spire. The cost of accommodation typically also provides access to basic necessities such as food, water, and power, depending on the quality and location. Accommodation is priced per 24 hour stay, although some service providers might demand Acolytes pay for multiple nights at once.

Provisions: The foodstuffs and beverages needed for a single meal, ranging from stale slurry-cake to ambrosial rox eggs. Typically in games of Dark Heresy, the cost of food can be handwaved; it's not particularly crucial to a good narrative. However, the GM might demand that players account for

Table 5-22: Basic Services

Type	Examples	Price	Rarity
Accomodations			
Low Grade Accomodation	Hab capsule, grox barn, taproom hammock	5	3
Mid Grade Accomodation	Basic hab room, main cabin quarters, mid-hive hostelry	15	5
High Grade Accomodation	Grand hall lodgings, high berth billet, spire suite	75	7
Provisions			
Low Grade Provisions	Stickrats, fungus loaf, void sweat ale	1	3
Mid Grade Provisions	Vatmeal cakes, grox stew, bowl of recaf	10	5
High Grade Provisions	Jellied heffen tongue, vintage amasec, roast starfin cheek	30	7
Transportation			
Low Grade Transportation	Rickshaw, dust sailer, hab conveyer	1	3
Mid Grade Transportation	Basic autocarriage, short-range cutter, intra-hive tramway	10	5
High Grade Transportation	Orbital shuttle, dedicated autocarriage with driver, furnished palanquin	25	7
Void Travel			
Low Grade Void Travel	Bulk transports not designed to take passengers	75	4
Mid Grade Transportation	Merchant frigates, passenger ships	150	6
High Grade Transportation	A Rogue Trader's personal cruiser	500	8

the costs and availability of their food in certain circumstances.

Transportation: This includes travel across a world or to points in orbit, but not including interplanetary or interstellar journeys (see below for extended void travel). The cost covers one trip, although the GM might rule that the price increases for particularly long travels.

Void Travel: Unless the Acolytes or their Inquisitor have access to a dedicated vessel (perhaps under arrangement with a captain, or even their own ship), they need to manage space travel just as they must manage travel across a world. Much of the time this is relatively straightforward as most ships, even those not dedicated to passenger travel, can take on travelers in spare berths. The cost of void travel provides passage and basic lodgings on a trip between two planets within a sector. Travel between two sectors costs twice as much, and travel to an entirely different Segmentum of space costs thrice as much.

Travel to dangerous destinations, forbidden worlds, and other unwelcome locations are another matter, and the GM should increase the price and availability of the travel appropriately to reflect the increased risk; most captains are reluctant to deviate from normal flight paths unless there's considerable compensation involved.

Medical Care

Service to the Emperor is never easy, especially for Acolytes who must singularly enforce His will. The aftermath of many a battle can leave them near-death, and only with proper medicae attention can they live to serve another day. Medical care is available at a variety of qualities; each type determines the Intelligence characteristic and Medicine skill of the medic in question, as well as the tools they have access to.

The price of medical care covers one Medicae skill check worth of medical care; typically either a first aid roll or a roll to recover from a critical injury. See page 116 of the **Genesys Core Rulebook** for details on these skill rolls. Medical care can also be utilised to install cybernetics, as detailed on page 152.

Specialist Services

With limitless access to the resources of the Imperium, Inquisitors and their servants can access a wide variety of unique, powerful services.

Astropathic Communiqué: Astropaths are the primary method of interplanetary communication in the Imperium. This service allows an Acolyte to send a written or spoken message to anywhere in the galaxy where an Astropathic Choir is present.

The cost of this service covers communication within a sector. Communication between two

Table 5-23: Medical Care

Type	Examples	Skill Check	Price	Rarity
Low Grade	Underhive bonecutter in a poorly sanitised surgery	Intelligence 2, Medicine 1 (⬡◆)	20	5
Mid Grade	Factory medic in a standard med-bay	Intelligence 3, Medicine 1, Basic medical tools (⬡◆◆▢)	50	6
High Grade	Trained medicae or med-servitor in a medical facility	Intelligence 3, Medicine 2, Advanced medical tools (⬡⬡◆▢▢)	100	7
Excellent	Spire chirugeon in a highly advanced hospital	Intelligence 4, Medicine 3, Advanced medical tools (⬡⬡⬡◆▢▢)	250	8

different sectors costs twice as much, while communicating to another Segmentum costs thrice as much.

Baptism: The character is bathed in sacred waters and anointed with holy incense and oils. This symbolic purification of the body and spirit allows the character to reduce his next gain of Corruption Points by 1.

Cosmetic Reconstruction: Skilled chirugeons in well-equipped clinics can totally reconstruct an individual, modifying their physical characteristics and facial features until they bear no resemblance to the person they once were. This is particularly appealing to Acolytes, who might need to adopt a new identity for a particularly crucial mission. This process takes a full day, and Acolytes add ■■ to all skill checks for the week following the surgery as their body slowly recovers.

Purified Construction: Purified Construction is similar to Sanctification, but instead of a mere blessing, the craftsman completely takes apart the weapon and rebuilds it piece by piece, with complex cleansing rituals along each step of the process. This service takes several days or even weeks

Table 5-24: Specialist Services		
Item	**Price**	**Rarity**
Astropathic Communiqué	150	7
Baptism	250	6
Cosmetic Reconstruction	700	10
Purified Construction	-	12
Repairs	*	4
Resusatrix Chamber	100	8
Sanctification	3,000	9

to complete, and grants the weapon the Daemonbane quality. This service cannot be performed on a weapon with the Tainted quality.

Repairs: Much to the chagrin of the Cult Mechanicus, damage to weapons and equipment is a constant reality of work in the Inquisition. The cost of this service covers repairing any piece of personal equipment by one level, and takes at least an hour, and sometimes more if the equipment is particularly large or complex. The Thrones cost of this service is 20 multiplied by the rarity of the item in question. Repairs may need to be purchased multiple times for heavily damaged objects.

Resusatrix Chamber: A medicae device intended to speed and aid the healing process, the resusatrix takes the shape of an upright tube-chamber in which the subject is placed and hooked up to sedation, drug-regulation and life-support systems, suspended in a thick curative solution of fluids, antinecrotics and proteins. The cost of this service covers 24 hours of time spend in the resusatrix. While inside a resusatrix, an Acolyte recovers wounds thrice as fast (three per day), and rolls to recover from critical injuries can be made twice per week.

Sanctification: Sanctification of a weapon involves elaborate liturgies performed along with the anointing of blessed oils. This service takes at least a day for completion, and grants the weapon the Sanctified quality or removes the Tainted quality from the weapon. A weapon that was once Tainted can never be Sanctified, even with repeated applications of a sanctification ritual.

Chapter VI: Narrative Tools

"Just big talk, ignore it. There is no way any Inquisition lackeys could have gotten here without us knowing about it."

– "Rotten" Crokken, aka Kalepha Ummentine, Inquisitorial Acolyte

---

Though an Inquisitor may be a fearsome psyker, a shrewd manipulator, and a deadly warrior, the most important tool at their disposal is not their weapon or their mind, but the influence they hold over the people of the Imperium. Each Inquisitor is vested with the ultimate authority in order to accomplish their mission to safeguard Mankind, but how they use the resources available and the image they present to the wider Imperium greatly impact the success of their actions. This is at least as true for the Acolytes serving an Inquisitor, who cannot always rely on the name of the Inquisition to ensure cooperation.

In Dark Heresy, these are more than just narrative concerns; they have a direct impact on the way missions play out. These considerations are represented in Dark Heresy by Influence and Subtlety, which track how much sway the Acolytes have with the citizens and institutions of the Imperium, and how well-known their activities are to both their allies and enemies. Both of these values apply to the Acolyte Cell as a whole; they are not individual characteristics.

It is worth noting that these rules are entirely optional, and the GM should carefully consider whether or not they are appropriate for the cam-

paign at hand. The Influence rules are a poor fit for a campaign set in a sector where there is extremely limited Inquisitorial involvement, or a campaign where the party have little to no contact with the Inquisition itself.

This chapter also presents some additional narrative tools to represent the anatomy of a campaign, such as rules for how to handle downtime between missions.

INFLUENCE

The rules for Influence are based heavily on the Duty system from Fantasy Flight Games' **AGE OF REBELLION** system, so anyone familiar with that game line may notice some similarity. Still, some substantial modifications have been made to the system, so read on.

The Acolyte Cell has an **Influence** score, rated on a scale of 0-100. This Influence score represents the group's contribution to the Inquisition and the Imperium at large. As the Acolytes successfully complete their missions and thwart heresy throughout the galaxy, they are awarded Influence, representing the recognition they are receiving from their Inquisitor and his peers.

GAINING INFLUENCE

Influence can only be increased though an Acolyte Cell's actions. A group's Influence increases as the characters succeeds at their duty, or as a result of specific actions they undertake to increase their reputation and resources. The following are some of the most common reasons for a group's Influence to increase-

Connections: Knowing the right people can be instrumental in getting things done, enabling administrative strings to be pulled and connections to be made in the complex webs of Imperial politics. Acolytes might win the favour of anyone from a local trader to an influential planetary governor. Note that simply knowing an individual is not enough; some lasting bond of trust, fealty or respect must

be formed, where the Acolytes can expect to draw on their mutual connection for years to come.

Debts and Favours: Perhaps the most effective way to gain assistance from an individual is by calling in a favour or settling an old debt. Acolytes who go out of their way to assist organisations and individuals throughout the Imperium build up an extensive log of obligations and debts to call upon in a time of need.

Deeds: Acolytes often achieve their wishes by relying on their reputation. By accomplishing their duties and performing impressive feats, an Acolyte Cell can increase their Influence as their name becomes known to the great and powerful, as well as the toiling masses of Imperial governance. Uncovering and foiling a plot by Chaos cultists, destroying a Xeno-tech smuggling ring, or even sentencing a world to Exterminatus are all actions that can raise an Acolyte Cell's Influence.

Table 6-1: Influence Increases describes some specific examples of the above scenarios which might result in gaining Influence. This is of course only a guideline, and the GM is the final arbiter of any Influence gains and their amounts.

Table 6-1: Influence Increases

Influence Gain	Connections	Debts & Favours	Deeds
5	The head confessor of a township's Ministorum chapel	Rescuing a Munitorium Inditor from a mugging by local street thugs	Clearing out the headquarters of a small-time hive gang
10	A well-connected trader on an Imperial planet	Hunting down a troublesome bounty for local law enforcement	Breaking up a minor Cold Trade smuggling ring
15	A prominent Judge in an Adeptus Arbites precinct	Assisting a Planetary Defence Force to train a batch of fresh recruits in the art of warfare	Capturing a rogue unsanctioned psyker and surrendering them to the Black Ships
25	A subsector auditor for the Adeptus Administratum	Rescuing an Adeptus Mechanicus Explorator team from a collapsed xenos ruin	Rooting out a growing movement of Chaos cultists in an Imperial hive city
50	A powerful and influential Rogue Trader	Discovering a long-lost Reliquary and delivering it to the Adeptus Ministorum	Uncovering an as-of-yet unknown Xenos threat and alerting the Ordo Xenos
75	The Planetary Governor of an important Imperial planet	Aiding the successful offensive of an Imperial Guard regiment	Rooting out a Genestealer Cult infestation before it can spread
100	A Chapter Master of the Adeptus Astartes	Recovering an intact STC fragment and returning it to the Adeptus Mechanicus	Banishing a Greater Daemon to the depths of the Warp

It's worth bearing in mind that the lines between these scenarios can be blurred; rescuing the nephew of a Planetary Governor from a kidnapping might result in a strong bond of trust being formed with her. Generally, Acolytes shouldn't "double dip" their rewards; simply choose the higher appropriate reward - in this case, forming a lasting bond of trust with a Planetary Governor is probably worth much more than rescuing a noble brat, significant as he may be.

Renown

Every time a group's Influence meets or exceeds 100, they increase their Renown by 1, and reduce their Influence back to 0. Renown is a measure of the party's clout within the Inquisition, representing a sort of informal "rank". Each time the party increase their renown, the Inquisition awards them with equipment or other blessings in recognition of their service, detailed across the following pages.

Table 6-2: Renown Guidelines provides some examples of what different Renown ratings might represent. As Renown increases, Acolytes gain access to more powerful equipment, allies and resources with which to conduct their holy work.

Renown only ever increases; there is no way the Renown score can be permanently reduced, even if the group's Influence drops below zero.

Inquisitorial Rewards

As agents of the Golden Throne prove themselves trustworthy and capable through their actions, the Inquisition makes every effort to supply them with better resources with which they can continue to thwart Heresy and protect the Imperium. Each time the group's Renown score increases, one of the following rewards may be selected by each character.

Equipment: An Acolyte may choose to receive a single piece of personal equipment. This item cannot have a rarity greater than 4 plus the party's current Renown score.

Leave: A character may request time away from their services to the Inquisition, to rest and recuperate or tend to other obligations. This time could be spent taking a well deserved rest on a Garden World, seeking treatment in an advanced

medicae facility, or plying one's trade as a bounty hunter. This reward adds ▢▢ to any skill checks made during the character's next Interlude (see page 173).

Strategic Asset: This option must be selected by all characters in order to be awarded, as it benefits the entire group. A strategic asset might be a safe house, a guncutter, temporary use of a powerful Imperial Navy ship, the services of a skilled individual such as an Astropath, or anything else the party can imagine. The players should work with the GM to come up with a narrative reward that is something appropriate for the party's current Renown Score, but **Table 6-3: Strategic Asssets** provides some examples.

Some strategic assets are permanent, while some may be one-time boons to be used at a critical moment. Strategic assets represent boons directed by the party; while they may have access to similar assets when their mission demands, the Strategic Asset boon allows a party to acquire or access an asset beyond those granted temporarily to them in the course of their duties.

Thrones: The most simple of rewards, an Acolyte can request monetary compensation for their ser-vices, and with near-limitless access to the Imperial tithes, the Holy Ordos are easily able to provide. An Acolyte who requests Thrones as his reward receives 1,000 Thrones per point of Renown.

REQUISITIONING SUPPORT

While Renown provides a steady supply of rewards and recognition to Acolytes, sometimes it becomes necessary to demand support, exploiting Inquisitorial authority and reputation to secure goods and services needed to thwart heresy or pursue their personal agenda.

Influence can be used as a currency, "spending" it to access equipment, services and support above and beyond that granted to them by their Inquisitor. This represents Acolytes accessing Inquisitorial coffers, pulling political strings and cashing in favours and debts.

Acolytes do not need to spend Influence to requisition support when they are given resources by the Inquisition, but they do need to requisition support when they want more resources than they have been assigned. For example, if their Inquisitor assigns the Acolytes to accompany a squad of

TABLE 6-2: RENOWN GUIDELINES

RENOWN SCORE	REPUTATION AMONGST INQUISITION
0-1	The Acolytes are new to service, and virtually unknown to anyone but the Inquisitor and his personal associates. The group are essentially treated as disposable assets, yet to prove themselves as worthy of proper attention. It's likely they haven't even met their Inquisitor yet.
2-4	The cell have proven themselves as useful contributors to the Inquisition, and are entrusted with more important missions and knowledge. The group may have had some personal interactions with their Inquisitor by this point, and are on their way to becoming a valued member of his network. Other Inquisitors are beginning to hear rumours of the group's trials and triumphs.
5-8	Now considered veteran acolytes, the group have seen some truly horrifying things and survived to see the dawn. Other Inquisitors are starting to take serious notice of the party's capabilities, and it's likely they may be roped into the complex politics of the Inquisition. The group are one of the most trusted cells of operators at the Inquisitor's command.
9-13	At this point, it's likely that the Inquisitor has elevated a member of the party members for the rank of Interrogator, preparing them for a promising future in the Holy Ordos. In some circumstances a party member may even be a fledgling Inquisitor themselves. The group command some serious authority within the Imperium, and most Inquisitors in the sector know their names and deeds.
14+	One of the party members has likely been elevated to the rank of Inquisitor themselves by this point, and if not, the group are still a vital part of Inquisitorial operations, widely respected and in some cases feared. They can secure favours from the most influential members of society, from Planetary Governors to powerful Magi of the Adeptus Mechanicus.

CHAPTER VI - NARRATIVE TOOLS

Table 6-3: Strategic Assets

Renown Score	Strategic Asset
1	An autocarriage, truck, skiff or other inconspicuous civillian transport.
2	A well-hidden safehouse within the bowels of an Imperial city.
3	Limited access to the armoury of an Imperial Organisation such as the PDF, or local Enforcers
4	The services of a bulk trader, who can provide free transport across a local sub-sector.
5	An Astropath to accompany the group, facilitating communication across the stars.
6	An audience with a prominent political or economic figure in the sector.
7	Well secured private apartments within the upper spire of a capital Hive city.
8	Unfettered access to an Inqusitorial library of ancient and proscribed tomes.
9	A squad of five Stormtroopers kept on retainer for deployment during dangerous missions.
10	A guncutter or other small-scale void-capable shuttle for the Acolyte Cell to travel in.
11	Temporary quarantine of a specific segment of a Hive City with the support of the Adeptus Arbites.
12	The deployment of a Deathwatch or Grey Knights kill-team.
13	The mobilisation of a regiment of Imperial Guardsmen on a chosen crusade or mission.
14	An Inquisitorial Cruiser, with the necessary personnel to operate it at full efficiency.

Arbitrators into the Underhive, the Acolytes do not need to requisition the Arbitrators' support. If, however, the Acolytes decide they would also like an Inquisitorial Stormtrooper kill team for backup, Influence needs to be spent.

Of course, before any support can be requested, Acolytes need access to the appropriate agencies. Much like how an Acolyte can't purchase a lasgun with thrones in the depths of a Death World jungle, requesting the assistance of an Adeptus Mechanicus Enginseer is pointless on a planet with no Mechanicus presence. No skill checks should be required to requisition support in most circumstances.

While the Influence loss is significant, requisitioning support can also have narrative impacts on the group. An Inquisitor is likely to frown upon his servants making reckless use of their authority to acquire new equipment, and the agencies they requisition equipment and assistance from are likely to grow increasingly embittered by repeated demands; something which can come back to bite the Acolytes later on.

Each time support is requisitioned, the group's Subtlety decreases by one. See **Exercising Authority** on page 171 for further details.

Equipment and Services

Gear and services can be acquired by sacrificing a number of Influence equal to three times the rarity of the item in question. Acolytes can only requisition items with a rarity equal to or below their Renown plus four. For example, a group with Renown 4 could acquire any item with a rarity up to 8. At the GM's discretion, some particularly rare or unsual items could take time to become avaliable; it's hard to produce sanctified relics on demand.

Reinforcements

Acolytes can spend Influence to gain the services of various agents of the Imperium, from Tech-Adepts to Deathwatch Marines. See **Table 6-4: Reinforcements** for guidance on the cost of these reinforcements, but these are only examples; the GM should determine an appropriate cost if none is provided. The Acolyte Cell's current Renown ranking determines the sorts of reinforcements they can access.

When reinforcements are requisitioned, the appropriate character(s) join the Acolyte Cell for a set duration; this should typically be roughly the length of a session, although the specific timeframe should be set out at the time of the requisition. For example, the group may request the support of a squad of Enforcers for the duration of a raid on a cultist compound, or the assistance of a Lexmechanic for the duration of an expedition into a Xenos tomb. If further support is needed, the Influence cost may be doubled to keep the reinforcements on retainer for the duration of a mission, which could be several sessions.

Reinforcement characters could be controlled directly by the GM, or the players may be granted control; this should be negotiated between GM and players, as each group will have different preferences.

Table 6-4: Reinforcements

Influence Cost	Renown Minimum	Reinforcement Character
5	1	Administratum scribe
7	2	Ministorum preacher
8	2	Mechanicus Enginseer
10	3	A licensed bounty hunter
15	4	Patrol team of five Enforcers
20	6	Squad of 10 Imperial Guard
30	7	Killteam of 5 Storm Troopers
35	9	Adepta Sororitas Battle Sister
40	11	Deathwatch Space Marine
50	13	Eversor Assassin

Negative Influence

Sometimes an Acolyte Cell is so desperate for resources or assistance that they'll burn any bridges necessary to achieve their goals. Sacrificing one's reputation to ensure the safety of the Imperium is a small price to pay.

A group may spend so much Influence that they're pushed into the negatives. Influence can be reduced as low as -50 in extreme circumstances. While a group's Influence score is in the negatives, the difficulty of all social interaction checks targeting Imperial officials are upgraded twice, unless the Acolytes take great pains to disguise their identities. In addition, while Influence is in the negatives, the cost of requisitioning further support is doubled.

Subtlety

While many Inquisitors prefer to move unseen throughout the Imperium, the better to take their enemies by surprise, some operate openly, trusting in the populace's fear of the Inquisition to smoke out the heretics amongst them.

The level of subtlety with which an Acolyte Cell is operating measured on a scale of 0-10. The group's Subtlety score has massive effects on the narrative, but also provides mechanical effects, detailed in **Table 6-5: Subtlety Guidelines**. The following pages provide further details on how this score can be influenced.

Influencing the Subtlety Score

An Acolyte Cell's Subtlety score typically begins at 5, although the GM may decide to change this starting value depending on the circumstances at the beginning of the campaign. Increasing and decreasing this value is dependent on the Acolytes' actions, as detailed later in this section.

Typically, Subtlety is gained and lost in increments of 1 or 2, although particularly dramatic actions may decrease or increase it by larger values at the GM's discretion.

Increasing Subtlety

Any time an Acolyte acts to conceal their presence or to provide misinformation about the group and its plans, the GM can choose to increase the Acolyte Cell's Subtlety. While Acolytes sometimes act with the specific intent of increasing their Subtlety, it can also occur as a side effect of their actions.

When deciding how to go about a task, the Acolytes must consider the potential ramifications for future encounters; concealing their presence and identities could prevent the local authorities from interfering with an investigation, but those same authorities might not believe the Acolytes'

story if they catch them breaking into a corrupt noble's manse. There are many ways that a group's Subtlety might increase, and the following options are simply examples-

Deception: Lies, disguises, and false identities can help to conceal the Acolytes' presence and mislead their enemies. All too often, the Acolytes have little or no knowledge of their true opponents when beginning an investigation and can gain an advantage by ensuring their enemies are no better off. As all Inquisitors know, information is power.

When an Acolyte successfully accomplishes an act of deception with the intent of increasing Subtlety, or generates a ⚙ on a skill check made for similar but unrelated purposes, the GM may increase the group's Subtlety Score by 1, or 2 for a particularly well realised act of deception.

Stealth and Subterfuge: Perhaps the best way to keep a low profile is to simply never be seen. When an Acolyte completes a relevant task while avoiding notice, the group's Subtlety could increase,

Table 6-5: Subtlety Guidelines

Subtlety Score	Effects
0	Virtually everyone in the area is well aware of Inquisitorial involvement, and the Acolytes are easily recognisable unless they go to great pains to disguise themselves. The more cowardly heretics in the region are quickly working on covering their tracks and hiding away until the threat of the Inquisition has passed, while bolder groups are arming for war. • Any Leadership or Coercion checks made towards loyal subjects of the Emperor reduce their difficulty twice, to a minimum of Easy. • Weak-willed criminals and heretics must make an **Easy (◆) fear check** if they cross paths with the group. • Deceive and Stealth checks made to blend in or conceal identities have their difficulty increased twice. • All Streetwise checks have their difficulty increased twice, with heretics and criminals vanishing from the streets at the faintest whisper of the party's passing. The Acolytes cannot acquire equipment or services on the black market at all, although legitimate channels remain open.
1-2	Citizens in the area are beginning to realise something big is happening, and rumours of the Inquisition's involvement are swirling. The Acolytes attract strange looks, drawing increasing levels of suspicion. Criminal elements are taking the appropriate precautionary measures; either keeping their heads down, or arming themselves for a fight. • All Streetwise checks have their difficulty increased once, as heretics begin to bury their tracks. Black market goods have their rarity increased by 2. • Charm and Negotiation tests when interacting with Imperial citizenry gain ☐ as the citizens put on their best behaviour in response to the rumours. • Deceive and Stealth checks made to blend in or conceal identities have their difficulty increased once.
3-4	Rumors are beginning to spread of strangers operating in the area, and strange events are attracting public attention. Heretical cells are beginning to suspect Adeptus Terra involvement, and taking the appropriate precautionary measures. • Streetwise checks receive ■ as criminal elements grow more suspicious, and all black market goods increase their rarity by 1.
5	The group arrive with little fanfare, and register as nothing more than strange off-worlders to anyone paying attention. This has no mechanical effects.
6-7	The Acolytes blend in as strangers, and aren't deemed to be any serious threat. Maintaining an effective cover identity becomes much easier, and heretics in the area don't suspect Inquisition involvement. • Acolytes receive ☐ to any Deceive or Stealth checks used to blend in or conceal their identities.
8-9	The party are doing an excellent job of avoiding attention, forgotten by most who see them. Any strange events which occur are not pinned on the Acolytes unless a direct connection can be drawn. • All Deceive, Stealth and Streetwise tests have their difficulty reduced once (to a minimum of Easy) unless the NPCs involved have reason to suspect the Acolytes.
10	The Acolytes blend in perfectly, quickly forgotten by most people. Those that know them completely trust in their cover identities, not suspecting Inquisitorial involvement for a second. Criminals in the area have no suspicion of Inquisitorial attention. • All Deceive, Stealth and Streetwise tests have their difficulty reduced twice (to a minimum of Easy) unless the NPCs involved have reason to suspect the Acolytes. • Items and services on the black market have their costs reduced by 25 percent as the criminal element starts to operate more freely. • Coercion and Leadership rolls have their difficulty increased once; the Acolytes are seen as nobodies, and their word carries little weight.

especially if any ✪ are generated by the relevant skill checks. Similarly, an action taken with the express purpose of concealing their presence also might increase Subtlety.

As the Acolytes cover their tracks and generally act in such a way as to hide their activities, they can avoid tipping off their enemies. Setting up a base of operations in a forlorn and abandoned hab instead of a well-known inn, going about their business while wearing disguises, and even using psychic powers to conceal their presence from the minds of others are all possible ways Acolytes could increase their Subtlety.

New Locales: Whenever Acolytes move to a new planet or system, they can attempt to increase their Subtlety, making use of the travel time to bury their trail. A successful Deception or Stealth check with a difficulty determined by the GM (based upon the nature of the journey and the ease of blending in at the destination) allows the Acolytes to reduce their subtlety by one step, plus one additional step for each ✿✿✿. Failure on this test with a high amount of ✹ or a ✖ can indicate that the characters botch their attempt at blending in, decreasing their Subtlety instead.

DECREASING SUBTLETY

Just as the Acolytes' actions can increase Subtlety, so too can they reduce it. When the Acolytes act in a way that reveals their presence or intentions, the GM can reduce Subtlety in much the same way that he raises it for their covert actions. It is difficult to maintain high Subtlety if the Acolytes conduct their investigation using direct confrontation, excessive requisitions, brandishing grandiose weaponry and armour, relying on their reputations and authority, and generally broadcasting their presence. The following examples illustrate some of the common actions that decrease Subtlety-

Exercising Authority: From the most primitive feral world to the most populous hive city, word of an Inquisitorial presence spreads swiftly. If the Acolytes use their connections to the Inquisition to open doors, loosen tongues, or detain suspects, it can quickly reveal their presence to the populace and their enemies, even if such uses of power were made in private.

Any time an Acolyte invokes their Inquisitorial authority without effectively stopping the rumour from spreading, they lose 1 point of Subtlety, or 2 for particularly noteworthy exercises of authority. This includes spending Influence to requisition items and services.

Intimidation: Whether threatening the wrath of the Emperor or just a bloody lip, intimidation tends to get an Acolyte noticed, whether or not the target knows who the Acolyte really is. ✖ on a Coercion roll could cause the group to lose Subtlety, as could the simple act of using Coercion at all if it's done in a particularly noteworthy or suspicious way.

Suspicious Conduct: While deception and subterfuge are excellent ways to maintain cover, failing in these endeavours can draw a lot of attention. Being caught trying to sneak into a private property, or tripping over your own words when trying to spin a lie are both excellent ways to make people realise you're up to something suspicious. ⊗ on such tests might be spent to decrease the group's Subtlety, at the GM's discretion.

Combat: Any time the characters engage in conflict, their Subtlety may be reduced. Even if the Acolytes leave no direct witnesses and cannot be tied to the fight, dead bodies and collateral damage lead to people talking, which makes it more difficult to lay low. Again, this holds true whether the locals view the Acolytes as representatives of the Inquisition or merely as no-good outsiders.

The amount by which the Acolytes' Subtlety is reduced depends on the scale of the conflict, as well as how likely any witnesses are to talk. The types of weapons the Acolytes use and their appropriateness to the environment might also contribute. A shoot-out with laspistols and stubbers in the underhive is unremarkable, but one with graviton guns and force swords is likely to raise eyebrows.

Heavy Armament: While carrying weapons is commonplace on most worlds of the Imperium, an Acolyte Cell who make a habit of stomping around in suits of power armour and brandishing heavy bolters are sure to garner attention.

Being sighted in public with such heavy equipment could cause the group to lose 1 or more Subtlety, especially if the circumstances are unusual. As a rule of thumb, sticking out like a sore thumb (especially a very well armed one) will probably cause a loss of Subtlety. On some planets with tight weapon restrictions, being armed at all could be a reason to lose Subtlety.

Interludes

Acolytes lead dangerous, exciting lives full of intrigue and action, but between harrowing combats, dramatic arguments, and intrepid exploration, there are often lulls in the action. Frequently, Acolytes must travel aboard a vehicle or voidship from one location to another in order for the next important encounter to occur. The story may also require the Acolytes to wait for a period of time, perhaps having arranged a clandestine meeting with an informant, or prepared an ambush for their enemies.

Interludes occur whenever the GM decides to provide one; typically this should represent at least one week during which the Acolytes are not actively pursuing Inquisitorial work. During an Interlude, each character may choose one of the following actions to dedicate their time and efforts towards, and gain the resulting benefits. Many of these options may seem quite powerful, but remember that whenever you choose to earn money, or hone your skills, you're passing up an opportunity to stave off the inevitable encroachment of corruption and insanity.

Earning Money

An Acolyte can spend their time plying their trade of choice, taking home some extra Thrones. Make a **Trivial (-) skill check**, using any skill of your choice, so long as a narrative justification can be provided for how it's used to make money; Tech-Use could be used to work as a technician for hire, while Deceive could be used to earn a living in gambling rings.

For each ☼, the character earns 200 Thrones. A and ⊕ may be spent to gain useful information or make valuable contacts in the course of your work, which could assist in future investigations.

Trauma Recovery

By dedicating their time to rest and rehabilitation, Acolytes can work to recover from the devastating mental trauma visited upon them by their inves-

Table 6-6: Recovery Modifiers

Example circumstance	Modifier
Acolyte has access to counsel from a Ministorum priest or similar support	🟦
Downtime is spent on a garden world, pleasure world or other calming surrounds	🟦
Acolyte has access to professional medical care	🟦🟦
Downtime is spent aboard a voidship	⬛⬛
Acolyte is exposed to the source of their trauma or similar stimuli during downtime	⬛⬛
Downtime is spent in a warzone, lawless frontier world or other high stress environment	Automatic failure

tigations. Make a **Discipline skill check**, with a difficulty equal to the severity of your character's current mental trauma. See **Table 6-6: Recovery Modifiers** for potential modifiers to this roll.

On a success, reduce the severity of the character's mental trauma by one level. ♺ can be spent to inflict 1 point of strain on the character at the start of the next session, while ⊗ can be spent to reduce their strain threshold by 3 for the duration of the next session. For each AA, add 🟦 to the character's next fear check. ⊕ may be spent to reduce the difficulty of the character's next fear check by ◆.

Corruption Recovery

Giving themselves over to prayer, cleansing rituals and self-mortification, Acolytes can work to stave off the corrupting taint of Chaos. Make a **Discipline skill check**, with one ◆ added for every two malignancies the Acolyte has suffered.

Each uncancelled ☼ and A on this roll reduce the Acolyte's current corruption by 1. ♺ can be spent to inflict 1 wound or 1 strain on the character at the start of the next session, while ⊗ can be spent to inflict a Critical Injury on the character (no modifiers are added to this Critical Injury roll, regardless of any current unhealed injuries), or reduce his strain threshold by 3 for the duration of the next session.

Gaining Influence

Enterprising Acolytes might choose to dedicate their time to forming new connections and strengthening bonds with Imperial agencies. Make a **Trivial (-) skill check**, using any social skill of your choice.

For each ☼, the Acolyte Cell gains 1 Influence. ⋀⋀ can be spent to add ☐ to the next social interaction check made targeting an Imperial official. ❂ may be spent to gain a useful piece of equipment or act of service from an Imperial official; select an item or service with a rarity equal to your Renown plus 3.

Research

In Inquisitorial work, knowledge is everything. Acolytes can choose to dedicate their time to researching a particular topic. Select a specific topic for your research, such as imperial theology, or Tzeentchian cults, and perform an **Easy (◆) knowledge skill check**, using a knowledge skill appropriate to the topic at hand. The GM may elect to increase the difficulty of this skill check to **Average (◆◆)** for particularly obscure topics.

If successful, the character counts as having the Specialist Knowledge (see page 54) talent for the selected topic of research until the next Interlude. ⋀ and ❂ results may be spent to gain specific knowledge relating to the topic at hand, while ⋃ and ✸ results can be spent to provide misleading facts, or omit crucial information. ✸ on a Forbidden Lore check can be spent to cause the character to gain 1 point of Corruption.

Rest and Recovery

Loss of life and limb are common in the Inquisition, and often time needs to be dedicated to recovery.

If your character chooses this option, you may make two Resilience rolls to recover from Critical Injuries per week, rather than the usual one. These rolls add ☐☐.

Extended Downtime

When the Acolytes will be idle for a month or more, the GM can decide an Extended Interlude has occurred. Treat Extended Interludes like regular Interludes, except that an Acolyte can attempt two different actions during the encounter.

For every month of downtime the Acolytes have, they upgrade any check made as part of their Interlude once. For example, a character dedicating two months of time to Rites of Maintenance would upgrade their Tech-Use check twice.

Extended downtime should be rare—the enemies of the Emperor aren't likely to wait for the Acolytes to get their affairs in order, and spending too long away from their duties will likely invoke the wrath of the Inquisition.

If an appropriately trained medic is available, be they a PC or an NPC, these may be made as Medicae rolls instead, still adding ☐☐.

Rites of Maintenance

Technically minded Acolytes - particularly disciples of the Adeptus Mechanicus - may dedicate their time to the blessed task of maintaining and upgrading their armoury. Select a piece of equipment and make a **Tech-Use check** to repair the item, as per page 89 of the **Genesys Core Rulebook**. If the item of choice is undamaged, the difficulty is **Trivial (-)**. The Thrones cost of this check is waived, due to the excessive time and care allowing components to be refurbished and reused.

Success means the item is repaired by one step, with each ☼☼ beyond the first repairing the item by an additional step. Each ⋀⋀ may be spent to add ☐ to the next check made using the item. ❂ may be spent to upgrade the item in some substan-

tial manner; this could be represented by the construction and installation of an attachment with a rarity equal to or below your ranks in Tech-Use plus three. In the case of items which can't benefit from attachments, some useful functional improvement could be added; a void-suit's tanks could be upgraded to hold twice as much air, or an auspex's signal could be boosted to penetrate thick walls.

TRAINING

Dedicated servants of The Emperor will spend much of their time in training, honing their skills to better carry out their noble mission. When choosing to train, you may select any skill; you could spend time on a shooting range and select Ranged (Light), or spend time on physical conditioning, selecting Athletics.

Perform a **Trivial (-) skill check** using the chosen skill. Record the number of ✦ generated on this check. Your character may add a single automatic ✦ to that many skill checks using the chosen skill during the following sessions, until the next Interlude. Note that the choice to include the automatic ✦ must be made before any dice are rolled.

⋀ on this skill check works in the same manner; record the number of ⋀ generated, and your character may add a single automatic ⋀ to that many skill checks using the relevant skill.

If this skill check generates a ⊛, you may count your ranks in the relevant skill as 1 higher until the end of the next session. Multiple ⊛ may be spent to extend this effect for multiple sessions, although it always expires when the next Interlude occurs.

Influence and Subtlety Talents

As Influence and Subtlety are optional systems, talents which tie directly into their use are listed separately in this section, rather than being detailed in **Chapter 3: Talents**.

The following talents are available to all Acolytes in campaigns where the Subtlety and Influence rules are used.

Tier 2 Talents

Delicate Interrogation
Tier: 2
Activation: Active (Incidental)
Ranked: No
When the party would lose Subtlety due to the results of your Coercion check, you may spend a Story Point to negate the Subtlety loss. This does not work if the nature of your Coercion was highly conspicuous, such as an interrogation conducted in a public space.

Tier 3 Talents

Cover Up
Tier: 3
Activation: Active (Usually several hours)
Ranked: No
Once per session, and with the GM's approval, you can voluntarily sacrifice 10 Influence to increase the party's Subtlety score by 1. This represents the Acolyte calling in favours, pulling strings and making dire threats to prevent the spread of information about their activities.

Firebrand
Tier: 3
Activation: Passive
Ranked: Yes
When your Subtlety score is at 0, you increase the difficulty of Fear checks made by weak-willed heretics (such as rank-and-file cultists, and gangers) by 1 for each rank in Firebrand. If this would increase the difficulty beyond Formidable (◆◆◆◆◆), each further rank upgrades the difficulty instead.

Tier 4 Talents

Unremarkable (Improved)
Tier: 4
Activation: Active (Action)
Ranked: No
Your character must have purchased the Unremarkable talent to benefit from this talent. Once per session, you may make a Hard (◆◆◆) Stealth check. If successful, you treat your Subtlety as 5, or 1 higher than the current Subtlety score (whichever is higher) for the duration of the encounter.

CHAPTER VII: PSYCHIC POWERS

"I have no need for toys, Inquisitor. Even the greatest of your devices cannot compare to the power of the Warp."

– Jonah Maerre, *Savant Militant, 49th Spectoris Infantry (MIA)*

Certain humans are born with the innate ability to access the chaotic energies of the Warp, drawing on them to achieve an array of impossible feats. These individuals, gifted or cursed, might be called witches, shamans, necromancers, wyrds, or any number of terms according to local custom, but are most commonly known as psykers.

Psykers evince a bewildering array of abilities, for the source of their power is bound to no law or rule. Indeed, the Warp-spawned powers of psykers can break the very laws of physics: defying gravity, creating flame from nothing, and halting bolt-er rounds in mid-air. This power does not come without a price, however. The Warp is unpredictable, and home to malign intelligences and beings drawn to the soul-light of a psyker, like ravenous moths to a luminous morsel.

The rules for psykers and psychic powers in Dark Heresy are based upon the magic rules detailed on pages 210-219 of the Genesys Core Rulebook, with some modifications made to the system to better represent the unique nature of psychic powers. The rules for psychic powers are detailed in full in this chapter, with any necessary changes applied.

Psykers and Psychic Disciplines

Psykers have access to five additional skills beyond those available in **Chapter II - Skills.** These skills are the five sanctioned disciplines which psychic abilities fall within; Biomancy, Divination, Pyromancy, Telekinesis and Telepathy.

A psyker is any character with at least one rank in any of these skills. Outside of character creation, purchasing ranks in psychic disciplines should only be done with GM approval; nascent psykers do exist, but their emergence should be a matter of narrative significance, not simply spending a few XP.

The Discipline skill is also relevant to many psychic powers, and is the skill psykers will use to resist the lure of Chaos. To that end, most psykers should seriously consider investing into a couple ranks of Discipline.

The five psychic disciplines are detailed below.

Biomancy (Brawn)

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 stop a foe's heart with but a thought.

Divination (Cunning)

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.

Pyromancy (Agility)

The most destructive discipline, pyromancy allows a psyker to control and create flame using his mind. These powers typically 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.

Telekinesis (Intellect)

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.

Telepathy (Presence)

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.
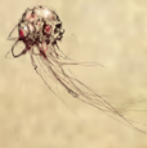
Using Psychic Powers

Psychic power checks are fundamentally handled like any other skill check, and called for in the same circumstances. Unlike the magic rules in **Genesys**, psychic power checks should always be called for when manifesting psychic powers, even if the use of powers is trivial at best. Disciplined psykers are unlikely to use their powers for trivial reasons; each time a psyker draws upon their well of eldritch power, they threaten to tear a bleeding hole in reality; something represented by the **Perils of the Warp** mechanics detailed on page 180.

With psychic discipline being so open ended, judging and resolving psychic power skill checks may seem challenging, but it really doesn't need to present much more complication than using any other skill. Instead of looking at the "how" of the power, focus on the end result to decide on a difficulty for the check. If the power is basically replicating the effects of a mundane skill, assign the difficulty correspondingly. While **Genesys** recommends increasing the difficulty once in such circumstances, this is less necessary in Dark Heresy; the perilous risks of manifesting psychic powers act as an effective enough deterrent to abusing one's powers, along with the strain cost.

Resolving a psychic discipline skill check is really no different from resolving any other check. If the check succeeds, the character achieves what they set out to. How exactly that happens is shown by the positive and negative symbols left in the pool, as interpreted by you and your players.

When your character manifests a psychic power that requires a check (whether or not the check succeeds), they suffer 2 strain after resolving the check. In addition, **a psychic power check's difficulty is always upgraded once**, turning the first ◆ into a ⬡. This represents the inherently risky

Table 7-1: Spending ⨂ and ⨂ on Psychic Power Checks

Cost	Result Options
⨁ or ⨂	The empyrean energies exhaust the character, and they suffer 2 strain or 1 wound (controlling player's choice).
	This character and all allied psykers in the encounter add ■ to any attempts to manifest psychic powers until the end of the controlling player's next turn.
	If **Perils of the Warp** was triggered by this check, add +5 to the result.
⨁⨁ or ⨂	The power doesn't take effect until the start of the next round, or after a minute in narrative gameplay.
	If the character is using a psychic implement, it becomes damaged one step (see **Table I.5–4: Repairing Gear**, on page 89 of the **Genesys Core Rulebook**).
	Until the end of the encounter, enemy psykers and warp entities add ▢ when casting a spell or making an attack that targets this character.
	The barrier between realspace and the empyrean frays; trigger **Perils of the Warp** (see page 180).
⨁⨁⨁ or ⨂	The power is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the power as well.
	All other psykers and warp entities within roughly 100 kilometers become aware of the character (and depending on their disposition, may be very interested in finding them and doing them harm).
	If **Perils of the Warp** was triggered by this check, add +10 to the result.
⨂	The character overexerts themself or loses their psychic connection and is unable to manifest powers for the rest of the encounter or scene.
	The GM picks the target of the character's power. If the psyker is an NPC, the controlling player picks the target of the power instead.
	The character suffers 1 point of Corruption.
⨂⨂	If the character is using a psychic implement, it is completely destroyed.

nature of trying to control the Warp, and means there is a risk of a ⊗ result on every single psychic power check.

Psychic powers can be exceedingly risky—every time a psyker taps into the energies of the Warp, reality itself threatens to utterly unravel. **Table 7-1: Spending ⟁ and ⊗ on Psychic Power Checks** lays out some potential consequences and the ⟁ and ⊗ needed to trigger them. Some of these consequences are much more dire than typical ⟁ or ⊗ results; this is intentional, representing the potentially horrific effects of abusing psychic powers. Some of the most horrifying effects are referred to as **Perils of the Warp**; read on for details of this gameplay mechanic, if you dare.

The effects of psychic power checks may be instantaneous or, rarely, permanent. Generally, powers used in structured gameplay either have an immediate effect or a persistent effect for as long as the character uses maneuvers to concentrate on the spell. At the GM's discretion, outside of structured gameplay, some effects may last for the duration of an encounter or scene.

PERILS OF THE WARP

Whenever a roll to manifest a psychic power generates ⟁⟁⟁ or ⊗, Perils of the Warp may be triggered. If so, roll 1d10 against the appropriate Perils of the Warp table; there is one table for each Psychic Discipline, found on pages 198-202.

⟁⟁ can be spent to add 5 to the d10 result, and ⊗ can be spent to add 10 to the d10 result; this can be done multiple times. Environmental factors (such as areas where the veil between the Immaterium and realspace is thin) may cause additional modifiers to be added, at the GM's discretion.

The effects of a Perils of the Warp roll take place as soon as the psychic power check has been resolved. These effects can be devastating—it's entirely possible for a psyker to die as the result of a Perils of the Warp result.

PUSHING

Psykers can push themselves, drawing deeper from the depths of the Warp to boost their powers beyond their normal capabilities. This is risky, though, as the psyker strains their ability to control the roiling energies of the Warp. When choosing to push, a Psyker may upgrade the difficulty dice of their roll up to three times. For each time they do this, they add either ✹ or ⋀⋀ to the final result of the roll (chosen before rolling any dice).

PSYNISCIENCE

Psyniscience is a psyker's ability to perceive the currents and eddies of the Warp. Psykers can use it to detect the presence or absence of Daemons and the use of psychic powers. Psyniscience also allows detection of Warp disturbances, voids, or other areas where the flow of the Immaterium has been unsettled or disrupted. Mechanically, Psyniscience allows Psykers to use their Perception skill to perceive warp phenomena which would be invisible to non-Psykers. Rarely, non-psykers can gain access to this ability through specialised talents or equipment.

Types of Psychic Powers

Psychic disiciplines have their use narrowed down into broad categories of action, known as **psychic powers**. These serve the same role as spells in the Genesys magic system. For structured encounters, psychic powers are divided up fairly rigorously. For narrative encounters, things are kept more flexible but still follow similar guidelines.

Each discipline only has access to a limited number of powers, depending on the nature of the discipline itself. This is detailed in **Table 7-2: Psychic Powers by Discipline**. In addition, the effects of a power may change significantly when manifested by different disciplines. **A psyker may only manifest powers from a discipline they have at least one rank in.**

Each psychic power entry talks about the things a character can do with that power—such as make themselves invisible, hex a target, or heal an ally. Detailed mechanics are given for using these powers in structured encounters, but their use is slightly more open ended in narrative encounters, and some suggestions are provided for this as well.

These are only examples of what characters might do with psychic powers—common uses that particularly benefit from some detail and guidance. Adjudicating activities other than those described here is up to the GM and the players.

Psychic Actions

As with anything else characters might attempt in structured encounters, psychic powers are categorized as either actions or maneuvers. Most of the psychic powers detailed across the following pages, such as Attack and Manipulate require an action to perform. These actions are presented in the same format as those in **Part I–Chapter 6: Combat Encounters** in the **Genesys Core Rulebook**, and they can be used alongside other combat ac-

Resisting Powers

High-level adversaries such as nemeses usually have a rank or three in the Adversary talent, which makes them more of a challenge in a fight. The Adversary talent upgrades the difficulty of combat checks targeting the NPC, and this obviously applies to Attack powers. However, other powers may seem like a way to get around the Adversary talent. Therefore, we recommend that you upgrade the difficulty of any powers targeting an NPC a number of times equal to that NPC's ranks in Adversary. This should be enough to make nemeses feel dangerous.

Table 7-2: Psychic Powers by Discipline

Psychic Discipline	Characteristic	Powers
Biomancy	Brawn	Attack, Augment, Heal
Divination	Cunning	Barrier, Curse, Augury
Pyromancy	Agility	Attack, Barrier, Curse
Telekinesis	Intellect	Attack, Barrier, Manipulate
Telepathy	Presence	Augment, Compel, Curse
All Disciplines	-	Dispel, Utility

tions. Like standard actions and maneuvers, many of these can also be used outside of combat.

Psychic Maneuvers

These maneuvers are specific to characters who use psychic powers. Like most maneuvers, these don't actually require checks, but affect the character's skill checks.

Of course, you and your players might also describe common maneuvers in terms of psychic

powers when it seems appropriate. For instance, a player might describe guarded stance (**Genesys Core Rulebook** page 99) as their character focusing their attention on erecting a minor psychic barrier, or they might narrate assist (**Genesys Core Rulebook** page 98) as a subtle push of magical energy to immobilise an enemy standing in the way of an ally's chainsword. These narrative uses of psychic powers should be kept fairly limited in effect, as they do not involve any risk of Perils of the Warp, which is an important mechanic to maintain the narrative tension of using psychic powers.

Deny the Witch

Most skilled psykers can attempt to counter an opponent's psychic powers as they are being cast. If the character performs the deny the witch maneuver, all opponents within medium range upgrade the difficulty of checks to manifest psychic powers once, until the end of the character's next turn.

Concentrate

Some psychic effects might require concentration to sustain. If a psychic power can benefit from concentration, the action description notes this.

Spells that can be sustained through concentration last until the end of the character's next turn (as noted in their description). However, if the character performs the concentrate maneuver during that next turn, the power's effects last until the end of the character's following turn, instead. This can be sustained indefinitely by performing the concentrate maneuver each turn.

ATTACK

Concentration: No

Disciplines: Biomancy, Pyromancy, Telekinesis

Attack powers include any combat check or other action that directly or indirectly deals damage or strain to an enemy.

- **Biomancy** attacks typically take the form of crackling arcs of bio-lightning, channeled through the meridians of the psyker's body.

- **Pyromancy** attacks involve psykers bringing scorching heat to bear against their target, lashing out with plumes of flame, or causing the air itself to ignite around the target. **Pyromancy attacks automatically gain the Burn quality with a rating equal to the psyker's ranks in Discipline.**

- **Telekinesis** attacks can take the form of bolts of sheer force or molecular width blades slicing through an opponent's flesh.

ATTACK IN STRUCTURED ENCOUNTERS

Psychic attacks are combat checks, and they follow the normal rules for performing a combat check, using the character's psychic discipline instead of a combat skill. There are some exceptions, however, which are detailed here.

When making a psychic attack, the character must select one target at short range (but not engaged). The default difficulty of the check is **Easy** (⬡). The attack deals damage equal to the charac-

TABLE 7-3: ATTACK ADDITIONAL EFFECTS

ADDITIONAL EFFECTS	DIFFICULTY
Blast: The attack gains the Blast quality with a rating equal to your character's ranks in Discipline.	+◆
Close Combat: May select a target engaged with your character.	+◆
Deadly: The attack gains a Critical Rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in Discipline.	+◆
Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to your character's ranks in Discipline.	+◆
Manipulative (Telekinesis only): If the attack hits, you may spend ⋀ to move the target up to one range band in any direction.	+◆
Non-Lethal (Biomancy and Telekinesis only): The attack gains the Stun Damage quality.	+◆
Range: Increase the range of this power by one range band. This may be added multiple times, increasing the range band each time.	+◆
Rapid-Fire: The attack gains the Auto-Fire quality. (You must increase the difficulty by one to use the Auto-Fire quality as normal.)	+◆
Shock (Biomancy only): The attack gains the Burn quality with a rating equal to your character's ranks in Discipline.	+◆
Snare: The attack gains the Ensnare quality with a rating equal to your character's ranks in Discipline.	+◆
Withering: The attack gains the Stun quality with a rating equal to your character's ranks in Discipline.	+◆
Life-Leech (Biomancy only): For each 3 damage inflicted by this attack, your character regains 1 wound.	+◆◆
Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to your character's ranks in Discipline.	+◆◆
Empowered: The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it effects all characters within short range, rather than engaged.	+◆◆
Inferno (Pyromancer only): The attack gains the Pierce 2 quality (this also applies to Burn damage). When a target attempts a skill check to negate the Burn quality that was inflicted by this attack, increase the difficulty of that check by 2.	+◆◆

teristic linked to the skill used to make the attack (so if the character uses Telekinesis, they would deal damage equal to their Intellect), plus 1 damage per uncanceled ✸. The attack has no set Critical rating, so you may only inflict a Critical Injury with a ✪.

Before making a psychic attack check, choose any number of additional effects listed on **Table 7-3: Attack Additional Effects**. These effects are added to the attack.

Psychic attacks are considered to be combat checks. As such, any talents, abilities or other rules which provide benefits or disadvantages to combat checks benefit psychic attacks as per usual, unless explicitly stated otherwise.

ATTACK IN NARRATIVE ENCOUNTERS

Attacks can have a variety of useful non-combat effects. A bolt of flame might be flung towards an exposed promethium tank to trigger a destructive explosion, or a blast of force might be used to trigger a landslide.

While these uses exist outside of combat, and often outside of structured encounters entirely, the mechanics are much the same. If you need to make an attack outside of combat, you can still follow the rules for psychic attacks in structured encounters, with the GM deciding on the minimum damage or other results needed to trigger the desired result.

Augment

Concentration: Yes
Disciplines: Biomancy, Telepathy

Augment powers involve psychically enhancing characters, pushing the limits of their abilities.

- **Biomancy** augmentations are some of the most unsettling; allies' bodies shift and change as the biomancer sculpts their flesh, manipulating their very cells to boost their capabilities. Mercifully, these changes are not typically permanent.

- **Telepathy** augmentations take the form of manipulating thoughts; telepaths might cast inspirational images into the mind of an ally, or send mental messages to better coordinate attacks. Telepathy augmentations can only affect others, not the psyker themselves.

Augment in Structured Encounters

When using Augment, a character selects one target they are engaged with (which can be themself), then makes a skill check using the appropriate psychic discipline. The default difficulty of the check is **Average** (⬡◆). If the check is successful, until the end of your character's next turn, the target increases the ability of any skill checks they make by one (in effect, this means they add ◆ to their checks). A character may not be affected by more than one Augment power at the same time (so no stacking effects).

Before making an augment check, choose any number of additional effects listed on **Table 7-4: Augment Additional Effects**. These effects are added to the check.

Augment in Narrative Encounters

When using Augment in narrative encounters, you may want to try something not covered by the previously detailed rules. A biomancer might wish to bless their allies with powerful flesh-metal talons to scale the side of a hive spire, for example.

In such cases, the GM may set an appropriate difficulty for achieving the desired deffect, using the augment action's effects as an example of suitable difficulty levels.

Table 7-4: Augment Additional Effects

Additional Effects	Difficulty
Cellular Control (Biomancy only): Targets affected by the power are immune to the effects of poisons, and can survive without oxygen with no ill-effects.	+◆
Haste: Targets affected by the power can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers per turn).	+◆
Inhuman Fortitude (Biomancy only): The target increases their wound threshold by a value equal to the character's ranks in Discipline for the duration of the power.	+◆
Know No Fear (Telepathy only): Targets affected by the power ignore the negative effects of fear.	+◆
Mind Over Matter (Telepathy Only): Targets affected by the power ignore up to ■■ on tests imposed by environmental effects. They still suffer any physical effects, such as wounds or strain.	+◆
Range: Increase the range of this power by one range band. This may be added multiple times, increasing the range band each time.	+◆
Seething Rage (Telepathy only): The target adds damage equal to the character's ranks in Discipline to unarmed combat checks, and their Critical Rating for unarmed combat becomes 3.	+◆
Swift: Targets affected by the power ignore the effects of difficult terrain and cannot be immobilised.	+◆
Additional Target: The power affects two additional targets within range. In addition, after manifesting the power, you may spend 𐤠 to affect one additional target within range of the power (and may trigger this multiple times, spending 𐤠 each time).	+◆◆

AUGURY

Concentration: Yes (Only for farsight effects)
Disciplines: Divination

Diviners are gifted with blessed sight, able to delve into the past, present and future to unlock hidden truths. While their methods may vary greatly, ranging from reading the Emperor's Tarot to taking esoteric measurements of an individual's body to determine their true faith, the results of these elaborate rituals are undeniable; they offer real, tangible insights into the future.

AUGURY IN STRUCTURED ENCOUNTERS

Unlike most psychic powers, augury can't typically be used during structured encounters; it takes at least several minutes of focus, if not hours. Completing a successful augury in the middle of a live combat would be utterly impossible.

AUGURY IN NARRATIVE ENCOUNTERS

To use Augury, the psyker selects one target they are engaged with (which can be themselves) and makes an **Average (🔴🔷) Divination check** to be granted a beneficial vision, adding 🟦🟦 to the target's next skill check. A character may not be affected by more than one Augury power at the same time.

Before making an augury check, choose any number of additional effects listed on **Table 7-5: Augury Additional Effects**. These effects are added to the check.

When resolving Augury checks, ⋀ and ⊛ results may be spent to gain beneficial glimpses or insights into the future. This provides no additional mechanical benefit, it is just a narrative boon.

TABLE 7-5: AUGURY ADDITIONAL EFFECTS

ADDITIONAL EFFECTS	DIFFICULTY
Precognition: Instead of adding 🟦🟦 to their next skill check, the character instead adds ✸✸ to the results of any checks they make to determine Initiative during the next structured encounter they participate in.	-
Clairvoyance: The target gains 🟦🟦 that can be used on any single skill check they make within the next day. In addition, you may spend ⋀⋀ to add 🟦🟦 to one additional skill check the target makes (and may trigger this multiple times, spending ⋀⋀ each time).	+🔷
Dowsing: The psyker senses the direction of a creature or object within one kilometre. If the object is in motion, the target senses the direction it is moving. The power can locate a specific object or person if the target has seen it within short range once. In addition, after manifesting the power, you may spend ⋀⋀ to extend the range at which the target can sense a creature or object to three kilometres.	+🔷
Farsight: The power creates a hazy image in the mind of the psyker and their target showing a specific location or individual within one kilometre. Any creatures viewed in this way are filled with an overbearing sense of being watched, although they are unsure how, or by who. You may spend ⋀⋀ to mitigate this effect.	+🔷
Additional Target: The power affects two additional targets within range. In addition, after manifesting the power, you may spend ⋀ to affect one additional target within range of the power (and may trigger this multiple times, spending ⋀ each time).	+🔷🔷
Extended Farsight: The power creates a hazy image in the mind of the psyker showing a specific location or individual within ten kilometres. Any creatures viewed in this way are filled with an overbearing sense of being watched, although they are unsure how, or by who. You may spend ⋀⋀ to mitigate this effect.	+🔷🔷
Cheat Death: In addition to the power's usual effects, the character forsees a possible doom for themselves in the next 24 hours. Once before the end of the current session, when the character would otherwise be incapacitated or killed, you may spend a Story Point to have them suffer wounds and strain until they reach (but do not exceed) their wound and strain thresholds instead. Their survival should be described narratively, taking into account that they "saw" their potential death coming.	+🔷🔷

Barrier

Concentration: Yes
Disciplines: Divination, Pyromancy, Telekinesis

Barrier powers typically focus on shielding allies or objects from attack. However, they can have more narrative uses, protecting the user and their allies from hazards like falling debris and toxic gases

- **Divination** barriers are not true barriers at all; they are instead the result of the psyker sifting through the threads of fate and predicting where attacks will land before they're even made, manipulating destiny to protect himself and his allies from harm.

- **Pyromancy** barriers involve erecting roaring walls of flame, burning away projectiles and forcing opponents to leap back in fear of being immolated.

- **Telekinesis** barriers can be quite literal; domes of pure force for enemy blades to crash against. Sometimes however, a telekine's barrier can involve them catching projectiles in mid air and redirecting them back whence they came.

Barrier in Structured Encounters

The character selects one target they are engaged with (which can be themselves), then makes a psy-chic discipline skill check. The default difficulty of the check is **Easy (⬡)**. If the check is successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ✹✹ beyond the first.

Before making a barrier check, choose any number of additional effects listed on **Table 7-6: Barrier Additional Effects**. These effects are added to the check.

Barrier in Narrative Encounters

Barrier powers let the psyker protect themself from adverse conditions of all types. Your character may create a telekinetic bubble under the ocean so they can travel underwater, a cone of force preventing the ingress of toxic gasses, or divine the pattern of falling debris and carefully stride through a crumbling building. When using a Barrier power in narrative situations like these, first define what you want the barrier to do (protect a character from heat or cold, create a bubble of air, deflect snow in an avalanche). Then, use the base difficulty for the check as defined in the structured encounter rules, and follow the additional effects rules if the character wants to affect other targets.

Table 7-6: Barrier Additional Effects

Additional Effects	Difficulty
Additional Target: The power affects one additional targets within range. In addition, after manifesting the power, you may spend ⅄ to affect one additional target within range of the power (and may trigger this multiple times, spending ⅄ each time).	+◆
Range: Increase the range of this power by one range band. This may be added multiple times, increasing the range band each time.	+◆
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in Discipline.	+◆◆
Empowered: The barrier reduces damage equal to the number of uncancelled ✹ instead of the normal effect.	+◆◆
Flame Wall (Pyromancy only): If an opponent makes a melee attack against an affected target, they suffer a hit dealing damage equal to the psyker's Discipline times two.	+◆◆
Redirection (Telekinesis only): If an opponent makes a ranged attack against an affected target and generates ⚅⚅⚅ or ⊗ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+◆◆

COMPEL

Concentration: Yes
Disciplines: Telepathy

One of the most common uses of telepathy, the Compel power allows telepaths to manipulate the thoughts of their targets, implanting emotions and forcing actions.

COMPEL IN STRUCTURED ENCOUNTERS

When using Compel, the character selects one target within short range, then makes a Telepathy check. The default difficulty of the check is **Easy** (⬢). If the check is successful, the target is filled with a moderate emotion of the caster's choice for one round, and suffers 1 strain.

Before making a compel check, choose any number of additional effects listed on **Table 7-7:**

Compel Additional Effects. These effects are added to the check.

COMPEL IN NARRATIVE ENCOUNTERS

The structured encounter uses for compel are often very applicable in narrative encounters; many of the effects in **Table 7-6** can be useful in narrative situations. Effects which last for "one round" in structured encounters typically last for five minutes in narrative encounters.

A telepath may use a Telepathy skill check in place of a Charm, Coercion, Deception or Negotiation skill check, but the difficulty of the check is always increased by ◆ compared to the equivalent social check. This is treated as any other psychic power check, posing the risk of Perils of the Warp and upgrading the difficulty once.

TABLE 7-7: COMPEL ADDITIONAL EFFECTS	
ADDITIONAL EFFECTS	**DIFFICULTY**
Additional Target: The power affects two additional targets within range. In addition, after manifesting the power, you may spend ⋏ to affect one additional target within range of the power (and may trigger this multiple times, spending ⋏ each time).	+◆
Intense Emotions: The target is filled with an overwhelming emotion of the caster's choice, such as anger, calm, disgust, fear, friendliness, or peace. In addition, after casting the power, you may spend ⋏ to increase the intensity of the emotion (and may trigger this multiple times, spending ⋏ each time).	+◆
Mind Scan: The psyker can retrieve a specific fact or piece of information from the target's mind. The GM may increase the number of ◆ for a particularly complex or well buried piece of information. After learning this information, you may spend ⋏⋏ to make the target forget the information completely.	+◆
Range: Increase the range of this power by one range band. This may be added multiple times, increasing the range band each time.	+◆
Compulsion: The power targets any one target and if successful, the target is forced to believe something untrue or assist the psyker and their allies on a task for one turn or five minutes. The target is aware of all its actions and will not perform any action that might harm it or its direct allies. In addition, after casting the power, you may spend ⋏⋏ to increase the length of the effect by one additional turn or five more minutes.	+◆◆
Distort Perceptions: The target perceives an object that isn't there, or loses all awareness of an object that is there. This affects all of the target's senses. This illusory effect can create or hide objects up to silhouette 2. You may spend ⋏⋏ spent to increase the silhouette by one.	+◆◆
Modify Memory: The target completely forgets the last five minutes of its conscious existence. In addition, after manifesting the power, you may spend ⋏ to increase the length of time forgotten by an additional five minutes, (and may trigger this multiple times, spending ⋏ each time).	+◆◆
Strength: Increase the amount of strain inflicted on the target by two. You may spend ⋏⋏ to increase the strain inflicted by one, (and may trigger this multiple times, spending ⋏⋏ each time).	+◆◆
Dominate: The target obeys all commands given to it by the psyker for one round, or one minute in narrative time. In addition, after casting the power, you may spend ⋏⋏⋏ to increase the length of the effect by one additional round or one more minute.	+◆◆◆

CURSE

Concentration: Yes
Disciplines: Divination, Pyromancy, Telepathy

A curse is any sort of psychic power which applies a negative effect to a character other than raw damage. This could be a penalty to combat checks, an inescapable feeling of terror, or an inability to speak a certain name. The most extreme afflictions might render a target practically catatonic. The distinction between affliction and attack might not always be clear. As a general principle, if a psychic action inflicts damage or strain, it's an attack. If it simply makes a target more susceptible to damage or strain, it's a curse.

- **Divination** curses involve the diviner peering into the future, using their otherworldly perceptions to effortlessly thwart their enemy's actions. Particularly talented diviners might even manipulate the future, bringing severe misfortune to their foes.

- **Pyromancy** curses represent some of the more controlled examples of pyromancy; using blinding flashes of flame and sweltering heat to debilitate enemies.

- **Telepathy** curses do not inflict any real physical harm upon their targets. Instead, telepaths delve into the minds of their targets, conjuring distorted thoughts and perceptions which impede their enemy's ability to act. Sometimes, telepaths might even wrestle for direct control of the target's mind.

CURSE IN STRUCTURED ENCOUNTERS

When using curse, the character selects one target within short range, then makes a psychic discipline skill check. The default difficulty of the check is **Average (⬡◆)**. If it is successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one ◆ from their checks).

Before making a curse check, choose any number of additional effects listed on **Table 7-8: Curse Additional Effects**. These effects are added to the check.

Curse in Narrative Encounters

Outside of structured encounters, curses could take any number of forms. Some could be annoying, such as someone experiencing persistent minor misfortunes or feeling inexplicably lethargic. The effects could be represented mechanically by adding a ■ or two to the target's checks. The check to inflict such a minor curse should either be opposed, or **Easy (⬡)** if the target is a minor character. Other curses could be more dangerous, such as manipulating fate so that dangerous things happen to the target for no reason (ladders breaking, tree branches falling on them, and the like). Not only should the difficulty of the check be higher—if it's not an opposed check, it should be at least **Average (⬡◆)** and possibly **Hard (⬡◆◆)**—but the effects can be represented narratively. If a character falls from a broken ladder, for example, use the falling rules.

Of course, there are some truly terrible curses: blindness, madness, or being assailed with horrifying visions. These checks should almost always be opposed (either by the target's Discipline or Resilience, depending on whether the curse affects the mind or the body). You can pull effects from the **Table I.6–10: Critical Injury Result** on page 115 of the **Genesys Core Rulebook**, the fear and sanity rules in **Chapter 9 - Fear and Trauma**, or use similar inspiration when figuring out what the curse does.

It's important to remember that the compel power exists, and may sometimes be a much better fit for mind-altering psychic powers. Generally speaking, if you're attempting to directly control a target's actions or thoughts, compel is the more appropriate power to use.

TABLE 7-8: CURSE ADDITIONAL EFFECTS	
ADDITIONAL EFFECTS	**DIFFICULTY**
Enervate: If the target suffers strain for any reason, they suffer 1 additional strain.	+◆
Misfortune (Divination only): After the target makes a check, you may change one ■ to a face displaying a ✕.	+◆
Range: Increase the range of this power by one range band. This may be added multiple times, increasing the range band each time.	+◆
Additional Target: The power affects one additional targets within range. In addition, after manifesting the power, you may spend ⋀ to affect one additional target within range of the power (and may trigger this multiple times, spending ⋀ each time).	+◆◆
Blinded (Pyromancy and Telepathy only): The target is blinded for the duration of the power, upgrading the difficulty of sight-based checks three times.	+◆◆
Sweltering Heat (Pyromancy only): The target's strain and wound thresholds are reduced by an amount equal to the psyker's ranks in Discipline. This effect may not be combined with the additional target effect.	+◆◆
Doom (Divination only): After the target makes a check, you may change one die in any pool not displaying a ⊗ or ⊗ to a different face.	+◆◆
Terrify (Telepathy only): Whenever the target becomes engaged with a hostile character, they must make a **Hard (◆◆◆)** fear check.	+◆◆
Paralyzed (Pyromancy and Telepathy only): The target is staggered for the duration of the power. This effect may not be combined with the additional target effect.	+◆◆◆

Dispel

Concentration: No
Disciplines: All

Dispel allows psykers to negate the effects of psychic powers manifested by others. Pyromantic flame can be quashed with mental effort, and complex mental trickery unraveled.

All disciplines have access to Dispel, however there is one limitation; each discipline can only negate psychic effects created by the same discipline. Pyromancers douse the flames of another pyromancer, telepaths undo the harmful manipulations of another telepath, etc. This limitation can be removed at the cost of increased difficulty; see **Table 7-8: Dispel Additional Effects**.

Dispel in Structured Encounters

The character selects one target within short range that is under the effects of a psychic power, then makes a skill check using the appropriate psychic discipline. The default difficulty for the check is **Hard (⬡◆◆)**. If the check is successful, the effects the target is under immediately end (if the spell affected multiple targets, the other targets remain affected).

Before making a dispel check, choose any number of additional effects listed on **Table 7-9: Dispel Additional Effects**. These effects are added to the check.

At the GM's discretion, dispelling certain more potent psychic effects may require an even more difficult check.

Dispel in Narrative Encounters

Dispelling should work the same in structured encounters and in narrative encounters, so just use the same rules if a character wants to dispel something during a narrative encounter.

Table 7-9: Dispel Additional Effects

Additional Effects	Difficulty
Range: Increase the range of this power by one range band. This may be added multiple times, increasing the range band each time.	+◆
Deny the Witch: You may use this power to negate psychic powers from other psychic disciplines. For example, you may use Pyromancy to negate the effects of a Divination power.	+◆
Additional Target: The power affects one additional targets within range. In addition, after manifesting the power, you may spend ⋀ to affect one additional target within range of the power (and may trigger this multiple times, spending ⋀ each time).	+◆◆

HEAL

Concentration: No
Disciplines: Biomancy

Heal is the exclusive purview of Biomancers, manipulating the natural processes of the body to knit flesh and expel toxins. At its most basic, heal can remove damage or strain from a character. More powerful applications of a biomancer's will might cure deadly diseases or bring someone back from the brink of death.

In game terms, healing with psychic power is more difficult than an equivalent Medicae check. However, in exchange for this increased difficulty, healing powers can do things that a skilled chirugeon cannot. These include healing targets from afar, healing multiple targets at once, and on rare occasions, bringing the near-deceased back from the brink of death. Healing powers can also affect targets multiple times per encounter.

HEAL IN STRUCTURED ENCOUNTERS

The character can use the Biomancy psychic discipline in place of a Medicae check in order to remove damage or heal Critical Injuries. When making the check, the character selects one target they are engaged with who is not incapacitated. The default difficulty of the check is **Easy (⬡)** Upon success, the character heals 1 wound per uncanceled ✷, and 1 strain per uncanceled ⋀.

Before making a heal check, choose any number of additional effects listed on **Table 7-10: Heal Additional Effects**. These effects are added to the check.

At the GM's discretion, dispelling certain more potent psychic effects may require an even more difficult check.

HEAL IN NARRATIVE ENCOUNTERS

When using healing powers, the additional affects listed in **Table 7-10** should cover most of what you want to do in narrative time as well as structured time. For other effects—such doubling the rate of natural healing for a target, the GM can set the difficulty. If it's unclear what difficulty to assign, **Average (⬡◆)** works for any acceleration of natural healing, while anything similar in scope and impact to bringing the dead back to life should be **Daunting (⬡◆◆◆)** or even **Formidable (⬡◆◆◆◆)**.

Generally, true resurrection is outside of the scope of a biomancer's powers - they might be able to reverse the biological processes of death shortly after someone suffers a killing blow, but bringing back the long deceased is in the realm of Chaos' gifts, or the divine intervention of The Emperor's might.

TABLE 7-10: HEAL ADDITIONAL EFFECTS

Additional Effects	Difficulty
Range: Increase the range of this power by one range band. This may be added multiple times, increasing the range band each time.	+◆
Additional Target: The power affects one additional targets within range. In addition, after manifesting the power, you may spend ⋀ to affect one additional target within range of the power (and may trigger this multiple times, spending ⋀ each time).	+◆
Restoration: Select one ongoing status effect the target is suffering. This status effect immediately ends.	+◆
Heal Critical: Select one Critical Injury the target is suffering. If the psychic power is successful, the Critical Injury is also healed.	+◆◆
Revive Incapacitated: The character may select targets who are incapacitated.	+◆◆
Back From The Brink: The character may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again.	+◆◆◆

Manipulate

Concentration: No
Disciplines: Telekinesis

Manipulate is a power exclusively available to psykers with the Telekinesis discipline. The telekine can call on his powers to reach out farther than his flesh can extend, distorting reality to grasp objects with eldritch hands. This can be used for a variety of more narrative applications, but also has potent uses in combat, shackling enemies in place and yanking weapons from their grasp.

While manipulate is typically the power used to move objects in a physical space, if a telekine wishes to throw objects at a foe with the intent of causing physical harm, this should be represented using the attack power instead. Narratively, the use of the attack power can still represent flinging loose items towards an enemy with deadly force.

Manipulate in Structured Encounters

The character selects one Silhouette 1 or smaller target within short range, and makes an **Easy (⬡) Telekinesis check**. If the check is successful, the psyker may move the target anywhere within short range.

Before making a manipulate check, choose any number of additional effects listed on **Table 7-11: Manipulate Additional Effects**. These effects are added to the check.

Manipulate in Narrative Encounters

The structured encounter uses for manipulate cover most applications of the power in narrative encounters as well; most of the effects in **Table 7-11** can be useful in narrative situations.

When using Stasis and Enhanced Stasis in narrative encounters, a single round is equivalent to one minute.

Table 7-11: Manipulate Additional Effects	
Additional Effects	**Difficulty**
Additional Target: The power affects one additional targets within range. In addition, after manifesting the power, you may spend A to affect one additional target within range of the power (and may trigger this multiple times, spending A each time).	+◆
Control: The psyker can use this power to affect objects which are secured in place or held in a character's grasp.	+◆
Precision Telekinesis: The psyker can perform fine manipulation with this power, allowing him to do whatever he could with his hands to a held item.	+◆
Range: Increase the range of this power by one range band. This may be added multiple times, increasing the range band each time.	+◆
Strength: Increase the Silhouette the power can target once. This may be added multiple times, increasing the Silhouette each time.	+◆
Stasis: The target is held in place until the beginning of the psyker's next turn, possibly in mid-air. If the target is a character, they are Immobilized and receive ■ on all checks. You may spend AA to increase the duration of this effect by one round.	+◆◆
Enhanced Stasis: The target is frozen in place, utterly unable to move. If the target is a character, they are unable to act until the beginning of the psyker's next turn. You may spend AAA to increase the duration of this effect by one round.	+◆◆

Utility

Concentration: Yes
Disciplines: All

Utility covers all the more minor things that we expect psykers to be capable of, but that don't fit into the more structured powers. These powers are quite limited in effect, used more as impressive tricks rather than devastating shows of psychic might. That doesn't mean a player can't figure out how their character can use a utility power to their best advantage, though.

A check to manifest a utility power should always be **Easy (🟥)**. If that check seems too easy for what you want to accomplish, then what you want to do is probably beyond the scope of a utility power.

Sometimes utility powers might be used to provide a benefit to an ally, such as momentarily distracting a guard with a trick of the mind so a fellow acolyte can steal their keys. In these situations, a successful utility check could provide 🟦 to the ally's skill check, and add an ⋏ to their results for each ⋏⋏ generated on the psychic power check.

Below are some typical examples of what a psyker might be able to achieve using the utility power, but bear in mind that this is not an exhaustive list, and thinking of new and innovative ideas for the utility power is encouraged.

- **Biomancy** could be used to sculpt the flesh of someone's face, subtly changing their features to assist in assembling an effective disguise.

- **Divination** could be used to perform an Imperial Tarot reading for a target and reveal a grim, but vague omen about their future.

- **Pyromancy** could be used to manifest a mote of warp-flame to light your way, or to light a campfire.

- **Telekinesis** could be used to to cause a gust of wind to blow through an area and clear it of light debris.

- **Telepathy** could be used to gain a general reading of a target's current emotional state, or distract them briefly with an implanted thought.

Utility in Structured Encounters

Utility doesn't have an equivalent action for structured encounters, since the effects are almost entirely narrative in nature. Simply use the same rules as you would for a narrative encounter.

There are no specific range band limitations on the utility power, but the GM may rule that manifesting an effect at great range is beyond the scope of utility. As a general rule, anything further than long range is likely beyond the scope of the utility power, unless the effect is very minor.

Minor Powers

Some psykers exhibit powers outside of the sanctioned disciplines, often without consciously intending to. Such powers are most often the purview of the witch and wyrd, those who have not received the training of the Scholastica Psykana. These rogue psykers often exhibit such powers early in life, and many are not even aware of doing so. Some sanctioned psykers learn to forget such abilities during their training, or have the capability forcefully burned from their minds. However, even some sanctioned psykers begin to display such abilities after a time, perhaps as a response to the unexpected and versatile needs of service to an Inquisitor.

The following Talents represent these unsanctioned manifestations of psychic force. They behave as regular talents, but bear in mind that any skill check called for as part of a minor power talent is considered a check to manifest a psychic power, and follows the rules detailed on page 179, including upgrading the difficulty once, and bearing the potential for Perils of the Warp. Note that while these talents call for specific Psychic Discipline skill rolls, you do not require any ranks in the relevant discipline to purchase or manifest these minor powers.

Your character must be a psyker to purchase and benefit from any of the talents in this section.

Tier 2 Talents

Call Item

Tier: 2
Activation: Active (Maneuver)
Ranked: No
When you use this talent, make an **Easy (⬡) Telekinesis check**. If successful you summon a pre-prepared item to your hand, from anywhere within the same solar system. The item may be summoned from anywhere within the same sector with an **Average (⬡◆) Telekinesis check**.

To prepare the object, you must spend one hour in deep meditation, infusing the object with your psychic imprint, and marking it with glyphs and runes. You may only have one prepared item at a time, and this item must have an Encumbrance rating of 3 or less.

Cauterise

Tier: 2
Activation: Active (Action)
Ranked: No
Suffer 2 strain and make an **Easy (⬡) Pyromancy check**, targeting anyone within medium range. For each uncancelled ☼ on this check, you may choose to heal 1 wound in the target, however for each wound healed in this way, the target suffers 1 strain.

Chameleon

Tier: 2
Activation: Passive
Ranked: No
You cause reality to blur around you, distorting your image and allowing you to blend in with your surroundings. You may use the Telepathy or Biomancy skill in place of the Stealth skill when attempting to conceal yourself.

Flash Bang

Tier: 2
Activation: Active (Maneuver)
Ranked: No
You create a bright flash of light and a deafening bang. Suffer 2 strain and make an **Average (⬡◆) Pyromancy check**. If successful, every creature within Short range (not including you) is disoriented for one round. ✪ may be spent to extend this range to Medium, and each ⋀ may be spent to spare a single ally from the effects of the power.

Float

Tier: 2

Activation: Active (Maneuver)

Ranked: No

 You focus your concentration and slowly begin to lift off the ground. Make an **Easy (🔴) Telekinesis check.** If successful, you may float to anywhere within short range, hovering up to 5 meters above the ground. You may maintain this effect using concentration.

In addition, you may use the Telekinesis skill instead of Coordination or Athletics to mitigate damage from falling, as described in the Genesys Core Rulebook, page 112.

Summon Vermin

Tier: 2

Activation: Active (Action)

Ranked: No

Make an **Average (🔴🔵) Telepathy check.** If successful, a number of simple-minded creatures equal to two times your ranks in Discipline within a 1 kilometre radius to travel to your location.

Creatures called depend on the nature of the environment, though the sorts of creatures called may include rats, ash slugs and other kinds of vermin. If no such creatures are likely to be in the area, the power has no effect. Depending on their proximity, the creatures will likely take several minutes (or several rounds in structured time) to arrive, as determined by the GM. The creatures are not compelled to serve the Psyker; they simply appear and behave as normal for their species.

Unnatural Aim

Tier: 2

Activation: Active (Action)

Ranked: No

Suffer 2 strain to make an attack with one of your ranged weapons, substituting the usual attack skill for Divination. Regardless of your actual distance from the target, the attack is considered to be made from Short range, making the base difficulty **Easy (🔴)**.

Tier 3 Talents

Hallucination

Tier: 3

Activation: Active (Action)

Ranked: No

Suffer 2 strain and make an **opposed Biomancy or Telepathy vs Discipline check**, targeting a sentient creature within medium range. If you succeed, the target rolls on **Table 5-2 Hallucinogenic Effects (page 89),** suffering the results. ✴ generated on this check may be spent to choose the result from the table, rather than rolling.

Wall Walk

Tier: 3

Activation: Active (Action)

Ranked: No

Suffer 2 strain and make an **Average (🔴🔵) Telekinesis check**. If successful, you gain the ability to walk on walls and ceilings until the beginning of the next round. While this effect is active, you also ignore any ⬛ imposed by low or high gravity. You may maintain this effect using concentration.

Weaken Veil

Tier: 3

Activation: Active (Action)

Ranked: No

If you suffer 2 strain and succeed on an **Average (🔴🔵) skill check** using any Psychic Discipline, you weaken the fabric of space, drawing the immaterium closer.

All rolls to manifest psychic powers within medium range add 🟦🟦, but Perils of the Warp rolls add +5 to their results. These effects last for one round per ☀. ⋀⋀ may be spent to increase the range to long, and ⋀⋀⋀ to increase the range to extreme.
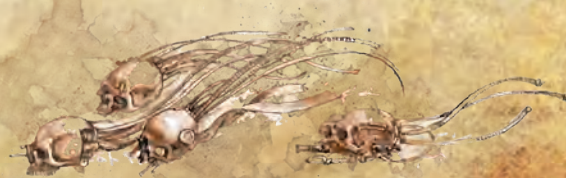
Weapon Jinx

Tier: 3

Activation: Active (Action)

Ranked: No

Suffer 2 strain and target a single ranged weapon or powered melee weapon (such as a chain or power weapon) within medium range.

If you succeed on an **Average (⬡◆) Telekinesis or Divination check**, the weapon is jammed, or in the case of a melee weapon, malfunctions and shuts down. The wielder must spend an action clearing the jam or fixing the malfunction before the weapon can be used again. ✪ on this check may be spent to damage the weapon by one step.

Word of Beasts

Tier: 3

Activation: Active (Action)

Ranked: No

Suffer 2 strain and make an **opposed Biomancy or Telepathy vs Discipline check**, targeting an animal within short range. If successful, you form a bond with the animal that persists as long as you maintain concentration on this power and stay within extreme range of the animal.

The animal follows you around while bonded, and responds to basic mental commands, delivered as an incidental.

Tier 4 Talents

Deja Vu

Tier: 4

Activation: Active (Action)

Ranked: No

You create a brief memory loop in the mind of the target, causing their thoughts to slip back several seconds in time. Your character may suffer 2 strain to make an **opposed Telepathy or Divination vs Discipline check**, targeting anyone within medium range.

If successful, on the target's next turn they must repeat the exact same actions they took on their last turn, be it firing a gun at a target that is no longer there, continuing to run from slain enemy, or diving for cover from a grenade that has already gone off. Any action that would obviously be harmful to the target, such as running off a cliff, adds ■■ to the opposed check.

Gate of Infinity

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, suffer 4 strain and make a **Hard (⬡◆◆) Telekinesis check**, choosing a target location within as many kilometres as two times your ranks in Discipline. You must be aware of the location chosen, either having visited it before, seen it from afar, or simply studied it on a map.

If successful, a hole in space is torn open within short range. This hole is a gate, linking directly to the target location. Any persons or objects of Silhouette 1 or lower may move through it freely. Each ⋀⋀ may increase the possible Silhouette by 1, to a maximum of 4. The gate remains open for one round per ✪.

Any individual who passes through the gate must make a **Hard (◆◆◆) corruption check** at the end of the encounter.

Table 7-12: Biomancy Perils of the Warp

| D10	Effects
1	**Warp Twitch:** The psyker's muscles spasm for a moment, rippling to unnatural extremes before settling back to normal.
2-3	**Stolen Breath:** A hot, choking breeze billows forth as the air rips its way out of the psyker's lungs. The psyker must make an **Average (◆◆) Resilience** check; if he fails, he suffers 1 strain, plus an additional 1 strain for every ✕.
4-5	**Ceaseless Rhythm:** The psyker's heartbeat is magnified a thousandfold in his mind, thrumming tirelessly and drowning out all other thought. The psyker cannot use psychic powers for 1 round, and he suffers 3 strain.
6-7	**Ethereal Stench:** The air around the psyker fills with a distracting aroma, which might be pleasant or noxious, but is always overwhelming. Each character within short range (including the psyker) is disoriented for 1 round.
8	**Trail of Blight:** Plants around the psyker wither and die, writhing as if in agony for a moment before collapsing into rotting piles. All plant life within medium range immediately perishes. The psyker must pass an **Average (◆◆) Discipline check** or suffer 2 Corruption.
9	**Spectral Rot:** Food and drink within the nearby area spoils, and everyone's stomach sours at the ensuing smell. Each character within medium range (including the psyker) must pass an **Average (◆◆) Resilience** check or suffer 3 strain.
10-11	**Ragged Spurs:** The psyker's bones rattle and shake as calcified spurs erupt from them, tearing painfully into his flesh. The psyker adds ■■ to all Willpower checks for the rest of the day, and suffers 5 strain. His unarmed attacks inflict an additional 3 damage for the duration of the encounter.
12	**Sanguine Corruption:** The psyker disgorges gouts of crimson blood discoloured with metallic streaks. The blood covers everything within the engaged range band. The psyker must make a **Hard (◆◆◆) Resilience** test or suffer 3 Corruption as his flesh warps and twitches. Any other character who touches the blood must make a **Hard (◆◆◆) Resilience** test or suffer 3 Corruption.
13	**Localised Ageing:** As his power runs out of control, one of the psyker's limbs becomes wizened and bent, as though aged decades in a moment. One of the psyker's limbs suffers the maimed critical injury for the duration of the encounter.
14	**All is Rust:** Vital energy rushes forth from the psyker in great gouts, spilling invisibly around him and accelerating catalytic processes. This decay is impossibly voracious, corroding inorganic objects nearby. All items within short range suffer one level of damage.
15	**Infectious Strength:** For the next 3 rounds, characters in medium range of the psyker (including the psyker) deal an additional 3 damage with melee attacks. When a character inflicts damage with a melee attack in this area, he suffers 1 Corruption.
16	**Vile Phlegm:** The psyker's pores begin to exude a viscous mucus that bubbles and twists with tiny, mocking faces even as it sears his flesh. The psyker reduces his Brawn by 1 for the rest of the day and must make a **Hard (◆◆◆) Resilience** test or suffer 3 Corruption.
17	**Vital Drain:** As the Warp lashes back upon him, the psyker instinctively siphons the vitality of the nearest living thing. The psyker makes an **Opposed Discipline vs Resilience check** against the nearest character within medium range. If the psyker succeeds, the character suffers 10 wounds and the psyker recovers 10 wounds, and suffers 3 Corruption. If there are no characters within range, the psyker suffers one critical injury, adding 20 to the result.
18	**Choleric Outburst:** The psyker enters a sightless rage, coppery sweat pouring from his body and a howl of fury upon his lips. His muscles swell and bulge, and he instantly lashes out with all his unnatural might at those unfortunate enough to be within the range of his distended limbs. The psyker reduces his Brawn by 1 for the rest of the day and gains 3 Corruption. Each other character within engaged range must pass an **Average (◆◆) Coordination** check or suffer 10 damage.
19-20	**The Flesh Rebels:** The psyker gains the Horrific Injury critical injury and suffers 8 wounds, bypassing Soak.
21	**Shaper's Melancholy:** Black slime pours from the psyker's eyes and mouth as the twisted desire to work dark deeds upon his body overcomes him, distorting and shifting his flesh. He is Staggered and Immobilised for 3 rounds, reduces his Willpower by one for the rest of the day, and suffers 5 Corruption. Any malignancies generated by this Corruption gain add +10. If questioned, he has no memory of why he performed this act.
22-23	**Warp Spasm:** The psyker's flesh torques painfully, his countenance and his musculature wracked by unbridled fury. The psyker gains the Frenzied condition until the end of the encounter. When it ends, he suffers 5 strain and must pass an **Average (◆◆) Discipline** check or develop a mental trauma.
24	**Warp Regression:** The psyker's form is invigorated, and his appearance shifts like wax, as years fall from his face in a matter of moments. However, with this outward boon comes internal rot. The psyker gains a ▢▢ bonus to Charm, Deception and Negotiate tests for the remainder of the session. The next day, the psyker reduces his Wits by 1 for the next entire day and gains 5 Corruption.
25	**Unspeakable Hunger:** The psyker is overcome with an unnatural hunger, craving flesh. If he goes for a week or more without consuming raw, fresh flesh, he adds ■■ to all skill checks until the craving is satisfied. If this effect is triggered a second time, the nearest living creature is struck with the affliction instead.
26	**Lifedrinker Curse:** The psyker makes an opposed Resilience test against the three nearest characters within long range. Each affected character who loses the opposed test suffers one critical injury with 20 added to the roll. The psyker heals that many critical injuries that he is currently suffering, but suffers 3 Corruption for each one he heals this way. If there are no characters within range, the psyker suffers a critical injury himself, adding 40 to the result.
27	**Permanent Mutation:** The psyker's flesh begins to shape itself, recoiling against his will and settling into a new and terrible form. The psyker rolls on the malignancy table, and gains a mental trauma. The psyker's Presence characteristic is permanently reduced by 1.
28	**Cursed Appendage:** The psyker shrieks in horror as one of his limbs explodes in a splatter of gore. He suffers the Maimed critical injury for a randomly chosen limb and suffers 8 wounds. His Agility characteristic is permanently reduced by 1.
29	**Biological Collapse:** The psyker suffers five critical injuries in a row, applying the cumulative critical injury penalties to the rolls as usual, and adds an additional +20 modifier. If the same critical injury is rolled twice, re-roll it. Should he survive this gruesome mishap, the psyker's Brawn characteristic is permanently reduced by 1.
30+	**Chaos Spawn:** The psyker's body explodes in a mass of writhing tentacles and dripping ichor. He is instantly lost to the Warp, replaced with a Chaos Spawn that promptly tries to devour his erstwhile comrades

## Table 7-13: Divination Perils of the Warp

D10	Effects
1	**Dark Foreboding:** A faint, chilling breeze whispers past the psyker and those near him, and everyone shudders as they know somewhere else in the galaxy, something too terrible to fully contemplate has just occurred.
2-3	**Spinechill:** Animals within short range of the psyker become spooked for 3 rounds. If a character uses a psychic power in the affected area during that time, they trigger a Perils of the Warp result regardless of the check's result.
4-5	**Inscrutable Omen:** The psyker notices a pattern of shadow, a drifting smog cloud, or some other mundane effect in the exact shape of a sign of inevitable doom. If they attempt to point this sign out to anyone else, it vanishes. The psyker is Staggered for 1 round and must make an **Easy (◆) fear check**.
6-7	**Nightmare Sign:** The psyker is wracked by a dread vision. The psyker must immediately make a **Hard (◆◆◆) Perception check**; if successful, the psyker receives foreknowledge of an event to come and adds □ to his next check this encounter. If he fails, he is overwhelmed by the horrible vision, and must make an **Average (◆◆) fear check**.
8	**Swallowed by Darkness:** Shadows surge forth and devour the psyker's vision temporarily, leaving them sightless for a moment. The psyker is blinded for 3 rounds and must make an **Easy (◆) fear check**.
9-10	**Bloody Tears:** For 5 rounds, trails of dripping crimson weep from statues, stones, and trees within medium range of where the psyker received this result. If a character uses a psychic power within the affected area during that time, they trigger a Perils of the Warp result regardless of the test's result, adding 2 to the result.
11	**Distorted Reflection:** All mirrors and reflective surfaces within short range of the psyker display him as an eldritch terror whenever he peers into them. The psyker must make an **Easy (◆) fear check** every time he sees his twisted reflection until the end of the session.
12-13	**Weapon Jinx:** With an ominous set of clicks, the interior mechanisms of all firearms are upset by the Warp's caprices. For the next 3 rounds, ranged weapons in short range of the psyker take one level of damage on any failed attack check.
14	**Ætheric Synesthesia:** The psyker's senses become scrambled; they hear battlefield cacophonies as a splatter of shuddering colours and feels the stench of the Warp crawling under their eyeballs. The psyker upgrades the difficulty of all Perception checks twice for the next 24 hours, and must make an **Average (◆◆) fear check.**
15-16	**Obsessive Fear:** The psyker perceives countless tiny, daemonic hands tugging at his skin and comes to believe that without a constant repetition of a minor, meaningless ritual, his very soul will be dragged screaming into the Warp. For 10 rounds, the psyker must spend a maneuver on each of his turns satisfying this minor compulsion or suffer 3 strain at the end of that turn. If this strain causes the psyker to become incapacitated, he automatically gains a mental trauma.
17-18	**The Tarot Shuffles!:** The psyker watches the skeins of fate unweave themselves before winding into a new pattern. For the next 5 rounds, fate twists within extreme range of where the psyker received this result. Within the affected area, all effects that would grant □ instead grant ■, and vice versa.
19-20	**There Lurks Despair:** The psyker spots the portent of his final doom! Choose an inanimate object within long range; until the end of the encounter, whenever the psyker moves toward the object, he must make an **Average (◆◆) fear check.**
21-22	**Rain of Blood:** The heavens tear open and blood pours forth. Until the end of the encounter, blood falls from the skies within medium range of where the psyker received this result, adding ■ to all tests made in the affected area. If a psyker uses a psychic power within the affected area during that time, he triggers a Perils of the Warp result regardless of the test's result, adding 5 to the result.
23	**Irrepressible Fear:** A dark sign briefly burns its way into being upon the psyker's brow, and primal instinct clutches at the minds of everyone around him. The psyker gains the Fearsome 4 talent until the end of the encounter, and everyone within long range of the psyker must make a **Hard (◆◆◆) fear check.**
24	**The Gibbering:** The psyker's speech is corrupted and fraught with foul blasphemies. Until the end of the encounter, at the end of each of his turns in which the psyker spoke or used a psychic power, each other character who can hear him suffers 1 Corruption and must make a **Daunting (◆◆◆◆) Discipline check** or be Disoriented for one round.
25	**Catastrophic Hex:** The psyker suddenly realises that he has made a hideous miscalculation in his divinations, but does not know when or where. For the next 10 rounds, all ranged weapons within long range of the psyker automatically suffer two levels of damage on any failed ballistic skill test. Explosives that fail in this way instantly explode.
26	**Vicious Loathing:** Hatred wells up in the minds of all around the psyker, and each person independently draws the conclusion that the psyker is at fault for all of their current problems. All other characters within medium range must make an **Average (◆◆) Discipline check**. Any character who fails this check gains the Frenzied condition and must attempt to beat the psyker to death (or at least into submission) for a number of rounds equal to their number of ✗ on the test.
27	**Damning Spot:** The psyker sees a seething Warp-stain on his arm, a mark of irrefutable damnation, and attempts to part himself from this curse—violently. He must make a **Hard (◆◆◆) Perception check** to pinpoint the maddening illusion. If he succeeds, he must choose either to suffer a mental trauma or to hack off the "affected" flesh, suffering 10 points of damage. If he fails, he suffers both effects.
28	**Struck Blind:** The psyker's eyes fall upon the visage of a Daemon within the Warp and are blasted from his head, leaving only seared flesh-pits. The psyker suffers the blinded critical injury, 4 Corruption, and a mental trauma.
29	**Horrendous Knowledge:** The true name of a Daemon springs fully-formed into the mind of the psyker. The psyker suffers a mental trauma and 6 Corruption, and must immediately make a **Daunting (◆◆◆◆) Discipline check**. If he fails, he becomes Staggered and Immobilized for 5 rounds, during which time he ceaselessly chants the name. At the end of each of the psyker's turns spent this way, each character who heard his infernal chanting suffers 3 Corruption and makes an **Easy (◆) fear check**.
30+	**Beyond the Veil of Sanity:** The psyker sees into the root of the universe itself, beholding the hideous truth hiding behind sanity-preserving lies such as time and reason. The psyker goes irrevocably mad, and begins to endlessly babble a horrid torrent of words. Any character who can hear the psyker's reality-shattering truths must make a **Hard (◆◆◆) fear check** at the beginning of each round until the psyker is silenced.

Table 7-14: Pyromancy Perils of the Warp

D10	Effects
1	**Cinderflare:** Sparks snap into existence within short range around the psyker, setting everyone's hair on end (and possibly on fire for a brief moment) and leaving sooty ashes on clothes, furniture, and nearby objects.
2-3	**Hungering Sparks:** Seeds of flame drift from the psyker's hands, eyes, or mouth, seeking a surface on which to take root. Each character within short range of the psyker (including the psyker) must pass an **Easy (◆) Coordination check** or suffer 5 points of damage.
4-5	**Warp Static:** The air around the psyker crackles with writhing energy that threatens to combust at any moment. They psyker adds +1 to the result of his rolls on Perils of the Warp tables until the end of the encounter.
6	**Hoarfrost:** The psyker pulls all ambient heat in the area into his body, causing the temperature to plummet, and coating everything within the area in ice. The area within short range of the psyker becomes difficult terrain for 3 rounds.
7	**Darkness of the Soul:** All sources of light within short range of the psyker suddenly vanish. This area is filled with disturbing blackness for 4 rounds. Any character who enters this area must make an **Average (◆◆) fear check**. Any character inside this area when the light returns (or who leaves it) must make an **Average (◆◆) Resilience check** or be blinded for one round. Any attacks targeting someone inside this blackness add ■■■.
8-9	**Leaping Flames:** Fire dances forth from the psyker's hands, spilling out of control and igniting anything or anyone flammable. Each character within short range of the psyker (including the psyker himself) must make a **Hard (◆◆◆) Coordination check** or ignite, suffering 6 damage with Burn 3.
10-11	**Crackling Energy:** A thunderhead of Warp energy rages around the psyker, warning those nearby of the coming storm. The psyker must make a **Hard (◆◆◆) Discipline check**. If he succeeds, add +2 to the result of the psyker's further rolls any Perils of the Warp tables until the end of the encounter. If he fails, add +3 to his rolls on these tables until the end of the encounter instead.
12-13	**Mind Sear:** Scorching fire bursts from the psyker's skull, creating a blazing pillar that spouts from his head. The psyker suffers a mental trauma.
14	**Foul Soot:** Where the psyker treads, a dread pall of ash follows. Until the end of the encounter, whenever a character within medium range of the psyker suffers damage due to the Burn quality, that character suffers 1 Corruption.
15-16	**Warp Burn:** The psyker ignites and suffers 6 damage with Burn 3. Each other character within medium range of the psyker must make a **Hard (◆◆◆) Coordination check** or catch fire as well, suffering the same damage and Burn.
17	**Voracious Tongues of Fire:** Blazes of hungering fire flare around the psyker. Until the end of the encounter, when a character within medium range of the psyker (including the psyker) fails an Agility test with three or more ✗, they suffer 6 damage with Burn 3.
18-19	**Greedy Warpfire:** Flames around the psyker begin to burn darkly, blazing with the wicked radiance of the Warp. These fires become even more avaricious than normal, seeing to consume all life as they burn the world to ash. Until the end of the encounter, whenever a character within medium range of the psyker suffers heat based damage (such as las, plasma or flamer damage), they ignite as if the weapon had Burn 2.
20	**Warp Smoke:** Foul smoke billows forth from the psyker and anything he has set ablaze in that encounter, choking anyone who inhales it. Each character within medium range of the psyker adds ■■ to all Agility checks for the next 24 hours, and gains 1 Corruption.
21	**Chill of the Grave:** A deathly chill falls over the area, freezing liquids, turning vapour to frost, and assailing the lungs of all. The area within medium range of the psyker becomes difficult terrain for 5 rounds. Whenever a character takes an action within this area during this time, he suffers 3 strain and adds ■ to all Agility checks for the duration of the encounter. The ■ to Agility checks is cumulative, to a total of ■■■.
22	**Cinderstorm:** Burning particles fall from the psyker, leaving a wake of fire wherever he treads as a portent of fiery doom. Add +5 to the result of the psyker's further rolls on Perils of the Warp tables until the end of the encounter.
23	**Soul Sear:** Blistering Warp energy shoots from the skies in a piercing pillar. Each character within short range of the psyker (including the psyker himself) must make a **Daunting (◆◆◆◆) Coordination check** or suffer 12 damage.
24	**Fires of Madness:** The flames around the psyker take on a blueish hue, burning flesh and leaving madness behind in its place. Until the end of the encounter, whenever a character within short range of the psyker suffers damage due to the Burn quality, they must make an **Average (◆◆) fear check**. If a character suffers a new mental trauma as a result of this fear, it manifests as a phobia of fire.
25-26	**Cackling Balefire:** Orbs of ghostly flame burst into existence around the psyker, their mocking mouths dripping fiery trails as they follow him. The psyker upgrades the difficulty of Stealth checks twice until the end of the encounter. Add +7 to the result of the psyker's future rolls Perils of the Warp tables until the end of the encounter.
27	**Daemonic Flames:** Daemonic faces form within the psyker's fire, racing forth to sear the souls of those nearby. Each character within long range of the psyker (including the psyker) suffers 7 damage with Burn 3, and suffers 3 Corruption.
28	**Cataclysmic Blast:** The psyker explodes, a wall of flame rushing out from him and searing all it touches. Each character within short range of the psyker (including the psyker himself) suffers 15 energy damage and is knocked Prone. The psyker's equipment is also destroyed, the scraps of his armour and other items raining down in blazing bits around him.
29	**Powder Keg:** The psyker instantly combusts, his mind straining with all its might to contain the power trapped within. Lightning roils around him as the tempest mounts. The psyker ignites, suffering 8 damage with Burn 4. Add +10 to the result of the psyker's further rolls Perils of the Warp tables until the end of the encounter.
30+	**Soul Pyre:** Spectral flames shoot forth from the target's eyes and mouth, consuming him from within as his very soul burns away. The psyker is instantly and definitively annihilated, but the ball of fire continues to grow into what seems a small sun, rapidly expanding and carbonising anything it swallows. All terrain is incinerated, leaving behind a smoking pit filled with molten slag. Each character within long range suffers 12 wounds, ignoring soak.

Table 7-15: Telekinesis Perils of the Warp

D10	Effects
1	**Haunting Breeze:** A light wind whips within short range around the around the psyker, hurling light objects such as leaves and sheets of paper into the air and causing the clothes and hair of everyone around him to billow dramatically
2-3	**The Earth Protests:** The ground beneath the psyker's feet grows quarrelsome, rattling all who have the audacity to stand upon it. Each character within short range (including the psyker) must make an **Easy (◆) Coordination check** or be Immobilised for one round.
4-5	**Warp Tempo:** Time around the psyker begins fluctuating inconsistently, stagnating in some places and accelerating in others. Each character within short range (including the psyker) must make an **Average (◆◆) Perception check** to adjust to the unnatural pace. Each character who succeeds gains a +2 defence for the next three rounds.
6-7	**Spatial Lurch:** The world seems to stretch for a several seconds as if made of an elastic substance before hurling individuals and unsecured objects into new locations at a dizzying velocity. Each character within engaged range (including the psyker) is hurled in a random direction short range away, determined by the GM.
8-9	**Falling Upwards:** Gravity lapses, and people and objects tumble skyward. Each character within short range (including the psyker) is immediately hurled several metres into the air before crashing back to earth with a crunch and taking 5 points of damage and 5 points of strain (this does not bypass soak).
10	**Mind Maze:** Until the end of the encounter, the psyker's imagined mindscape spills over into reality, and walls of force solidify within short range around him. The psyker suffers 6 strain. Until the end of the encounter, this area counts as difficult terrain and provides +1 defense worth of cover to anyone within.
11-12	**Shearing Thoughts:** Invisible blades hack into anyone near the psyker, slicing apart bodies as he looks on in horror (or possibly manic glee). Each other character within short range of the psyker suffers 5 damage that ignores soak. The psyker suffers 1 corruption for each character he wounds this way.
13-14	**Tech Scorn:** With a crackle of static, the psyker's mental disruption causes all machine-spirits to flee the area. Complex machines within short range shut down and take one step of damage. Each character with one or more cybernetic replacements or implants suffers 5 strain that ignores soak. Weapons in the area suffer one step of damage.
15-16	**Psychic Mirror:** The psyker's power twists, mercilessly assailing him instead of his intended target. Its effects resolve as normal, but target the psyker himself instead of his original target. If the power is beneficial, it inflicts 10 damage that ignores soak instead of granting its normal effect.
17	**The Furies:** The psyker's unchecked emotions roil into existence in the form of a clawed hand that grasps a randomly chosen being within engaged range of the psyker (potentially including the psyker) and slams it against the ground. The target suffers 15 damage and is disoriented for two rounds. If the psyker is not the target, he suffers 3 Corruption.
18-19	**Banshee Shriek:** The psyker looses an unearthly wail that cracks mirrors, pierces eardrums, and chills the soul. Each other character within short range must pass a **Hard (◆◆◆) Resilience check** or be disoriented for 3 rounds and suffer 8 strain.
20	**Ethereal Storm:** Bolts of mind-force fly from the psyker's head. Each other character within short range suffers 8 damage and is knocked prone. The psyker suffers 2 Corruption for each character he wounds this way
21-22	**Forceful Impact:** A large object in the area (or a chunk of a large object) hovers high into the air. After two rounds have passed, any check which generates ☢☢☢ causes the object to come hurtling down, striking the character and anyone engaged with them for 15 damage unless they pass a **Hard (◆◆◆) Coordination check.**
23	**Shadow Killer:** The psyker's shadow wells up, rising off the ground into an orb of darkness that cracks like an egg. An eerily familiar figure slides forth from the oozing umbra, screaming curses upon the psyker for some unidentified misdeed or betrayal. The shadow has the profile of one randomly chosen character within medium range of the psyker (potentially including the psyker himself) and takes its turn immediately after the psyker, making every effort to kill him. The figure vanishes after 7 rounds or when slain; if it kills the psyker, it gloats over his corpse for the remainder of its time.
24	**Chronological Incontinence:** Inky hands reach through a seam in reality, grabbing a randomly chosen character (potentially including the psyker) within medium range and pulling them into a prison of time outside of reality for 5 rounds. When he returns, he has aged 10 years, suffers 6 Corruption, and remembers being somewhere that he steadfastly refuses to discuss.
25	**Mass Reflection:** The psyker attempts to stammer out a word of warning as he feels his power rebel. Bolts of energy fly from his mind, striking everyone except the individual he intended to affect. The power's effects resolve as normal, but affects all targets within short range of the psyker (including himself) except for his original target. If the power is beneficial, it deals 10 damage that ignores soak instead of granting its normal effect.
26	**Mind Realm:** The psyker instinctively reshapes the world around him to match his imagined mindscape. The aesthetics depend on the individual and his mood, but medium range around the psyker becomes difficult terrain to all other characters. Each other character must make a **Hard (◆◆◆) Discipline check** upon entering this area or suffer a mental trauma.
27-28	**Gravity Unbound:** The bonds of earth are severed with a jolt, and gravity within long range reverses for 5 rounds. All creatures and unattended objects lift off the ground, floating upwards slowly. All tests made during this period add ■■■. At the end of this time, reality reasserts itself and everything comes crashing down. Characters who fall this way suffer falling damage as normal, treated as falling Medium range unless they did something to prevent themselves floating upwards.
29	**Brain Lightning:** A blast of psychic energy rips its way out of the psyker's skull. The psyker is Staggered and Immobilised for 5 rounds and reduces his Intellect by 1 permanently. The nearest character within short range must make a **Hard (◆◆◆) Discipline check** or suffer 15 damage. If a character fails this test, the psychic arc continues on to the next character within short range who has not already suffered the attack.
30+	**Warp Rift:** A point of fathomless darkness appears in the psyker's forehead, rapidly expanding until it opens into a full fledged portal to the Immaterium. The psyker is Staggered and Immobilized for 6 rounds. Until the rift is closed (almost invariably through the psyker's death), 10 Chaos Furies or other appropriate Daemons rip their way into reality via his mental causeway at the beginning of each of his turns and set about wreaking destruction on anyone nearby.

Table 7-16: Telepathy Perils of the Warp

D10	Effects
1	**Memory Worm:** Everyone within short range of the psyker (including the psyker) forgets something trivial, such as the name of a brief acquaintance, the scent of a particular place, or the exact schedule of a transit post
2-3	**Fleeting Shadows:** The psyker subconsciously projects flitting shades in the corners of the eyes of all around him. Each other character within short range suffers 3 strain from the distraction of these ill-defined shapes.
4-5	**Truths Untold:** The psyker learns a horrible secret about a randomly chosen character within medium range and suffers 3 strain. Further, that character becomes aware of the psyker's intrusion, and knows what the psyker has learned. If there are no other characters within long range, the psyker instead learns a horrible secret about himself and suffers 2 Corruption instead.
6	**Synaptic Overload:** The psyker's mind begins to scour the brains of everyone around him, causing synapses to misfire and burn out. For the next 5 rounds, whenever the psyker uses a Telepathy psychic power to communicate with or affect another character, ⟲⟲⟲ causes that character to suffer 5 strain, and develop a mental trauma.
7	**Gullibility:** The psyker's power backfires, causing him to become extremely susceptible to suggestion by others. For the next 5 hours, the psyker adds ■■ to all Presence checks and adds ■■■ to all opposed social interaction checks.
8-9	**Psychic Chains:** The psyker's mind becomes bound to all nearby, unable to shut out their emotional suffering. Until the end of the encounter, whenever any other character within short range of the psyker is forced to make a Fear check, the Psyker must make the same fear check. If the psyker would already be forced to make the same fear check, he instead upgrades the difficulty twice. In addition, if a character within short range suffers strain, voluntarily or otherwise, the Psyker suffers half that amount (rounding up).
10-11	**Lost in Thoughts:** Ambient thoughts wash over the psyker, flooding him with unwanted insight. The psyker learns what each person within short range is currently thinking and suffers 2 strain for each mind he reads this way. If this causes him to become incapacitated due to excess strain, he develops a mental trauma.
12-13	**Chorus of the Dying:** The ghosts of the fallen assemble before the psyker, wailing and gnashing their teeth in an escalating dirge. Until the end of the encounter, whenever a character dies within long range of the psyker, the psyker must make an **Average (◆◆) fear check**.
14-15	**Psychic Cage:** The psyker becomes locked in the prison of his mind, taking on the role of both zealous jailor and penitent heretic. He must make a **Hard (◆◆◆) Charm or Negotiation check** to appeal to his own better nature to escape self-inflicted chastisement. If he fails, he is Staggered and Immobilized for a number of rounds equal to his Willpower and develops a mental trauma.
16-17	**Shared Delusion:** The psyker falls prey to a mad delusion, behaving erratically. The psyker rolls on the Hallucinogenic Effects Table (page 89). Each other character within short range must succeed on a **Hard (◆◆◆) Discipline check** or suffer the same hallucination.
18	**Droning Eternity:** The psyker's mind expands, briefly trying to process the untold billions of voices living, breathing, and dying around him. The psyker suffers a mental trauma and 5 strain, and reduces his strain threshold by 5 for the next five days.
19-20	**Vice Versa:** The psyker and a randomly chosen living being (which cannot be a Daemon, psychic blank, or other "soulless" creature) in line of sight swap bodies for 5 rounds. Each one retains his Intellect, Cunning, Willpower and Presence statistics, but uses the Brawn, Agility, and other characteristics of the new body. At the end of the effect, each mind returns to its own body. Each character suffers 6 strain and feels uncomfortable looking the other in the eye for several days. If either body is slain, the effect ends; the survivor returns to his body, suffering a **mental trauma and 8 strain**. If there are no living beings in range, the psyker falls unconscious for 5 rounds and suffers 4 corruption as his mind wanders the Warp.
21-22	**Out of Sight:** Darkness swallows the psyker, pulling him into a shadowy realm for several terrifying moments. The psyker becomes utterly invisible to all creatures for the next 10 rounds must make a **Formidable (◆◆◆◆◆) fear check**. The psyker can still interact with the world while stuck in this shadowy realm, but is treated as Incorporeal (page 223), and all Perils of the Warp caused during this period add +10 to their roll.
23	**Daemonic Assassin:** The psyker's mental intrusion into the Immaterium provokes the wrath of the denizens within, and a Chaos Fury or other appropriate Daemon blazes into existence to smite him. The Daemon acts immediately after the psyker's turn ends, focusing only on the psyker until either is slain and ignoring all others.
24	**Memory Leech:** Each other character within medium range of the psyker forgets a crucial fact (such as a pass-code, the name of a dear friend, or what he was doing). The lost thoughts flood the psyker's mind, and he suffers 3 strain for each one he acquires. If this causes him to pass out due to strain, he develops a mental trauma.
25	**Warp Whispers:** Daemonic voices intone formless words into the ears of each other character within short range. Each of these characters learns the psyker's darkest secret, that which he most wishes to conceal. In addition, they immediately make a **Hard (◆◆◆) fear check.**
26	**Descent into Darkness:** The psyker and each character within short range become trapped within the psyker's mindscape. They are all Staggered and Immobilised until the effect is broken, but each character (other than the psyker) may make a **Daunting (◆◆◆◆) Charm, Coercion, Deception, Negotiation or Leadership check** on their turn to try to threaten, cajole, or otherwise convince the spasming psyker to release them. Each time a character fails this test, they suffer 2 strain for each ✗ generated by the test. When a character succeeds on this test or if all other trapped characters fail the test at least once, the effect ends and the trapped minds escape.
27	**Out of Mind:** Each other character within short range must make a **Hard (◆◆◆) Discipline check**. Any character who fails this test forgets everything they knows about the psyker and suffer 6 strain as the memories rip free from their mind. If this renders them incapacitated due to strain, they develop mental trauma.
28	**Ego Crisis:** For 5 rounds, each living creature (including the psyker) within medium range temporarily swaps minds with the nearest living creature in the same way as the "Vice Versa" result (chosen randomly if two or more creatures are equidistant). If a mind cannot find an unoccupied body, that character falls Unconscious for 5 rounds and suffers 4 Corruption.
29	**Dark Summoning:** The psyker's mind extends too far into the Immaterium, and something follows it as it returns to the mortal realm. 4 Chaos Furies or other appropriate Daemons rip free of the psyker's mind. They act immediately once the psyker's turn ends, each one attacking the closest foe. The psyker suffers 6 corruption and reduces his Presence by 1 permanently.
30+	**Daemonhost:** The psyker is permanently possessed, becoming a Daemonhost. He immediately rolls 3 times on the Malignancy Table with a +15 modifer, gaining the The Warp Made Manifest result in addition to any other effects. This possession can be overt, with the new Daemonhost attacking his former comrades, or the Game Master and the possessed psyker's player can conspire to bring about the utter ruin of the other Acolytes through more subtle means.

Chapter VIII: Corruption

"Tzeentch, Slaanesh, Nurgle, Khorne, Malal; do you hear me? These agents of the Corpse-Emperor mean nothing to me! I dedicate their deaths to the True Gods!"

– Jonah Maerre, *Arch-Heretic, Excommunicate Traitoris (KIA)*

The corrupting taint of Chaos is ever-present in the galaxy, and even agents of the Inquisition are not immune to its insidious touch. Encounters with Daemons, dark rituals, and even the knowledge that such things are possible are all paths to corruption. Many consider falling to Chaos' taint to be an inevitable consequence of service in the Inquisition, and entire puritan factions of the Holy Ordos exist to hunt down corrupted agents.

The swirling tempest of psychoactive energies and pseudo-matter that makes up the fabric of Warp-space is more deadly than any radiation. It can instantly destroy, but it can also effect hideous transformations on material, body, and mind, far beyond anything found in a sane universe. To most, corruption is a doom to be avoided at all costs, but some, once they find themselves walking the path to damnation, will seek to embrace the darkness.

This chapter details new gameplay mechanics to represent the ever-encroaching threat of Chaos, and its corrupting influence on the mortal soul of Inquisitorial Acolytes. Even Acolytes with the purest of intentions can fall prey to the predations of Chaos, warping their mind and their flesh into new and horrible forms.

CORRUPTION THRESHOLD

Each character has a **Corruption Threshold**, a measure of how much exposure to Corruption their soul can tolerate before the Warp leaves a mark on them. Acolytes who are strong of will and faith can hold off the encroaching tide of corruption, but only for so long.

An Acolyte's Corruption Threshold is equal to **Willpower plus 10**. For each malignancy the Acolyte suffers, this threshold reduces by one.

CORRUPTING INFLUENCES

A variety of different encounters or events may trigger the accumulation of Corruption. The magnitude of the event indicates how difficult it is to fight off the effects, as well as the potential amount of Corruption that may be inflicted on the character's soul. If a character was exposed to a source of Corruption during an encounter, they must roll a Discipline check at the end of that encounter.

The difficulty of this Discipline check is determined by the severity of the exposure. **Table 8-1: Corruption Checks** provides some examples of potential sources of Corruption and their difficulties. It's important to remember that the nature of the exposure effects the difficulty; spending a long time exposed to a source of Corruption might increase the difficulty, while utilising protective measures such as blessed rituals and pentagrammic wards might help reduce the difficulty. A particularly long-term exposure to a source of Corruption might require multiple tests across several encounters.

Failure on this roll always results in the Acolyte taking on Corruption, equal to the difficulty of the check (for example, failing a **Hard (◆◆◆)** check would cause the Acolyte to gain 3 points of Corruption). Refer to **Table 8-2: Spending △, ⊛, ♤ and ⊗ on Corruption Checks** for advice on how to spend other symbols generated on a Corruption check.

MALIGNANCY AND MUTATION

Once an Acolyte's accumulated Corruption meets or exceeds their Corruption Threshold, the Corruption has ravaged the character's body and mind and manifests as a malignancy, a sign of the Acolyte's taint given corporeal form.

To determine the nature of the malignancy, make a d10 roll and refer to **Table 8-4: Malignancies**. Apply the following modifiers to the result;

- For each point that the character's Corruption exceeds their Corruption Threshold, add +1.
- For each malignancy the character already possesses, add +5.

Once a malignancy is gained, the Acolyte's Corruption resets back to zero, and their Corruption Threshold is permanently decreased by one. If you receive a malignancy result you've already obtained previously, simply re-roll.

Recovering from Corruption

Corruption's taint on the soul is difficult to shake, distorting the mind and the body severely. The measures an Acolyte can take to stave off Corruption only delay the inevitable, but it's better to try in vain than to allow Chaos to taint the soul freely. Acolytes fight off the taint of Chaos by committing themselves to prayer, self-flagellation and other penitent practices. By giving themselves over wholly to the Emperor's light, oblivion might be staved off.

Table 8-1: Corrution Checks

Difficulty	Example Circumstances
Tainting (Easy) (◆)	Eavesdropping on the sermon of a Chaos cultist, moving through an area where sorcerous rituals were recently performed, viewing symbols of the Chaos Gods, or coming into contact with a mutant.
Soiling (Average) (◆◆)	Watching a sorcerous ritual be performed, studying a heretical tome, stumbling upon an altar to the Dark Gods, or spending time in an area where the boundaries between reality and the Warp are thin.
Debasing (Hard) (◆◆◆)	Encountering an astral spectre, succumbing to the persuasive preachings of a cult leader or Chaos Marine, or handling a Chaos-touched artifact without protection.
Profane (Daunting) (◆◆◆◆)	Using a Chaos-touched artifact for your own gain, participating in a sorcerous ritual, or fighting a Bloodletter.
Damning (Formidable) (◆◆◆◆◆)	Coming into contact with a Herald or Greater Daemon of Chaos, or being exposed to the Warp unprotected.

Table 8-2: Spending ⋏, ⊛, ⚲ and ⊗ on Corruption Checks

Cost	Result Options
⋏ or ⊛	The character focuses, ignoring the distracting chaotic influences around them. The character receives a ◻ on their next check.
	The character recovers 1 strain.
⋏⋏ or ⊛	The character's strength of will acts as a bulwark against Chaos for his allies. The next character to check against the same source of Corruption gains ◻ on their check.
⊛	(Failure only) The character reduces the Corruption gained by 1, to a minimum of 1.
	(Success only) The character reduces their current Corruption by 1.
⊛⊛	Steeling their will against Chaos' taint, the character automatically succeeds on all Corruption checks for the duration of the session.
⚲ or ⊗	The character receives a ◼ on their next check, distracted by disturbing phenomena.
	The character suffers 1 strain.
⚲⚲ or ⊗	Stunned by the corrupt energy assailing their body and mind, the character is immobilised for one round.
⊗	The character gains one extra point of Corruption.

Chapter VI - Narrative Tools provides detailed mechanics for recovering from Corruption. These rules are contained within the Interludes section. See page 173 for more details.

Particularly exceptional deeds and events can reduce a character's Corruption in the line of duty. This should be rare, marking exceptional situations where the Emperor's light clearly shines upon the Acolyte. It is ultimately up to the GM which circumstances might result in a Corruption reduction, but **Table 8-3: Corruption Reduction** provides some suggestions.

FALLING TO CHAOS

The mind and the body can only withstand so much of Chaos' taint before they undergo dramatic changes, warped into foul imitations of the human they once were. If an acolyte's number of malignancies exceeds their **Willpower + 3**, their soul is damned. The character immediately makes a **Daunting (◆◆◆◆) Discipline check**

If the check is a success, the acolyte ceases to be controlled by their player as their mind twists into a distorted shell of what it once was, falling utterly to Chaos. This servant of Chaos might turn on their party immediately, or flee the party in pursuit of some dark scheme. The fallen acolyte may return as a future villain if their companions don't do their duty and cut the corrupted monster down before the taint can spread.

If a character fails the Discipline check, they are immediately transformed into a Chaos Spawn as the energies of the Warp overtake their body, consuming their soul and forming something horrific from the remains. Characters who witness the transformation must make a **Daunting (◆◆◆◆) fear check**. The gibbering, eldritch nightmare that was once the Acolyte immediately lashes out against anyone and anything it can find, likely resulting in combat.

Seeing one of their closest allies fall to the corrupting influence of Chaos can have devastating effects on the morale of the acolyte cell, which can inspire some excellent roleplay for the group, and have massive story implications for the wider campaign.

CORRUPTION REDUCTION	EXAMPLE CIRCUMSTANCES
1	Defeating a lesser daemon or Chaos spawn.
	Spending an hour in prayer at a shrine to the Emperor after an arduous holy pilgrimage.
2	Cleansing a den of Chaos mutants.
	Successfully interrupting a ritual to bring a powerful daemon into the world.
3	Receiving the blessing of an Arch-Cardinal for a particularly difficult holy mission.
4	Coming into contact with a powerful, millennia old holy relic for the first time.
5	Being present during the manifestation of a Living Saint.
	Defeating a greater daemon.

TABLE 8-3: CORRUPTION REDUCTION

Table 8-4: Malignancies

D10 Roll	Effect
1	**Dark-hearted:** This character becomes increasingly cruel, callous, and vindictive. All Charm and Leadership checks made by the character add ⟳⟳. When making a Deception or Coercion check, the character may upgrade their dice pool once, at the cost of suffering 1 Corruption.
2	**Distrustful:** The character cannot conceal the distrust and antipathy he has for others. Upgrade the difficulty of all social checks when dealing with strangers. When making a Vigilance or Perception check when dealing with strangers, the character may upgrade their dice pool once, at the cost of suffering 1 Corruption. This may be done up to two times.
3	**Shadowdweller:** Light pains the character, echoing the growing stain on his soul. Add ■■ to all checks made in an area of bright light unless the Acolyte shades his eyes somehow. The character can, at the cost of suffering 1 Corruption, tap into this stain and receive the Dark-Sight trait for the duration of an encounter, but they must not be wearing any protective gear around their eyes - which will show signs of corruption while this power is in effect.
4	**Irrational Nausea:** The character feels sick at the sight, sound, or smell of something otherwise innocuous (such as prayer books and holy items, bare flesh, human laughter, fresh food, etc.). When he encounters an object of his revulsion, he must succeed on an **Average (◆◆) Resilience check** or add ■■ to all checks as long as he remains in its presence. If the character successfully destroys, scares away or otherwise removes the object of his revulsion, he may suffer 1 Corruption to upgrade the dice pool of his next check once.
5	**Poor Health:** The character constantly suffers petty illnesses and phantom pains, and his wounds never seem to fully heal. Checks to remove critical injuries from this character have their difficulty increased once. Once per session, the character may suffer Corruption equal to the severity of one of his critical injuries, healing the injury instantly as pustule-covered flesh ripples over the point of injury before swiftly disappearing.
6	**Ill-fortuned:** Chance seems to mock this Acolyte at the most crucial of opportunities. Whenever a ✹ result occurs on the Acolyte's checks, roll a d10. On a roll of 7-10, the triumph's special effects are ignored (it still provides a ☼ to the pool). The character may spread this condition to any living creature within their line of sight at the cost of 2 Corruption, lasting until the end of the encounter.
7	**Witch-Curse:** A small stigmata in the shape of a maddening rune appears on this character's body, marking him as touched by Chaos. It is small, but perhaps enough to consign him to death if found by a fanatical witch hunter. The character may roll Utility psychic power checks using the Discipline skill, even if he is not a Psyker. Every time he does this, he gains 3 Corruption.
8	**Ashen Taste:** Food and drink taste foul and provide little sustenance to the character, and he can barely stomach eating. The character can no longer regain strain at the end of an encounter as usual, but may instead suffer Corruption to regain strain once per encounter as a maneuver, regaining 3 points of strain for every 1 Corruption suffered.
9	**Bloodlust:** Wrath wells up in this character, causing him to give in to savagery more and more. Once this character has suffered one or more wounds in a combat, he must succeed at a **Hard (◆◆◆) Cool check** to allow his enemies to flee, be captured, or incapacitated, rather than killing them outright, even if his intent is otherwise. Once per encounter when making a melee attack check, suffer 2 Corruption to ignore an enemy's melee defense.
10	**Deathsight:** This character's mind becomes warped, his eyes showing him countless possible annihilations of anything or anyone he gazes upon for more than a few moments. � on a social or Perception check may be spent to force the character to make a **Hard (◆◆◆) fear check** as they're bombarded with visions of death and brutality. Once per encounter, the character may increase the damage of a successful attack by their ranks in Perception, at the cost of 2 Corruption.
11	**Curse of Decades:** Lines crease this character's skin and he takes on a wizened and increasingly bitter appearance as his Corruption robs him of his youth with unnatural speed. The Acolyte's body ages ten years over the course of the following week, and his body grows weaker, while his mind wells with the wisdom of age. Automatically upgrade the difficulty of all Brawn checks. In exchange for suffering 1 Corruption, the character may upgrade the dice pool of any Intellect based check. This may be done up to two times per check.
12	**Malign Sight:** The world seems to darken, tarnish, and rot if the character looks at anything too long. Upgrade the difficulty of all sight-based Perception checks once. In exchange for suffering 2 Corruption, the character may damage any item he fixes his gaze on by one step, his corrupting vision leaking into reality (see Genesys Core Rulebook page 89). This may be done as many times as desired.
13	**Night Terrors:** The character is plagued by daemonic visions in his sleep. A night's rest only allows the character to recover half their strain, rounding up. Once per encounter, the character may suffer 1 Corruption to upgrade the dice pool of any check they are making once, as the horrifying portents of their dreams grant them increased insight.
14	**Phantom Malady:** An ineffable illness plagues this character, causing him to weep blood, wracking him when he tries to sleep. When the character would suffer Strain (voluntarily or otherwise), increase the amount suffered by 1.
15	**Bestial Hide:** The character's skin becomes toughened with layers of thick scales or chitin, and they increase their soak by 1. With great care, this mutation can be concealed, but such extensive measures to hide bare skin can draw suspicion of their own. The character may willingly suffer 3 Corruption to increase their soak by a further 1 for the duration of an encounter.

TABLE 8-4: MALIGNANCIES (CONTINUED)

D10 ROLL	EFFECT
16	**Twisted Compulsions:** The character is prone to bouts of bizarre behaviour outside of their control, as if some malign outside force were controlling them. Once per encounter, the GM may spend ⊗ on a test to take control of the character for one round, causing them to act in unpredictable ways which undermine the party's goals. The character is fully aware during these episodes, but has no control over their actions.
17	**Bone Blades:** The character's bones grow long, twisted spurs that sprout painfully from the flesh on the character's command. The character gains a Melee (Light) attack which deals +4 damage, with a crit rating of 2. Any time the character attacks with this weapon, they suffer 3 wounds, ignoring soak. If the character chooses to suffer 2 Corruption, they may reduce the weapon's crit rating to 1 and add Vicious 4 for one round.
18	**Searing Blood:** The character's veins are filled with searing acid in place of blood, though somehow the corrosive effects do not burn the character's own flesh. Whenever the Acolyte suffers an **Average (◆◆)** or worse critical injury, everyone within engaged range (except the character) takes 7 damage as the foul liquid erupts.
19	**Swollen Brute:** The character becomes bloated, their muscles expanding, and their form becomes excessively corpulent or disturbingly muscular. The character's Brawn counts as 1 higher for the purposes of determining weapon damage and soak, but all Agility based checks receive ■. In exchange for suffering 4 Corruption, the character's body can become further warped for a short time; increase their Brawn by 1 until the end of the encounter.
20	**Cannibalistic Urge:** Blood and marrow become as wine and bread to this character, and normal food no longer sates the hunger of their soul. The character can recover 5 wounds and 5 strain by consuming human flesh. Each time they do so, they gain 2 corruption. If the character goes a week or more without partaking this urge, their Strain Threshold is reduced by 3 until they satisfy their cannibalistic hunger.
21	**Razor Fangs:** The character's teeth grow long, turning into tearing fangs, horrifying anyone who catches a glimpse of the Acolyte's tainted maw. All social checks except Coercion upgrade their difficulty once. The character may make biting attacks using Melee (Light) with the following profile; +3 damage, crit rating 2, Pierce 2. If this attack causes a critical injury or a death, the character suffers 3 Corruption.
22	**Pervasive Miasma:** A drastic imbalance in the character's humours brought about by prolonged exposure to the energies of the Warp causes them to be surrounded by the creeping, noxious stench of brimstone and corruption. The difficulty of Stealth and Charm tests is upgraded twice, but the difficulty of all Melee attacks against the character is upgraded once. In addition, the character may willingly suffer 3 Corruption to cause every character within medium range (excluding himself) to become Disoriented.
23	**Wings:** Massive feathered or leathery wings erupt from the character's spine. The character can now fly.
24	**Warp Gaze:** Whatever the character looks upon burns with the fire of the Warp, and all who see their eyes despair. The character gains a short range Ranged (Light) attack with the following profile: 9 damage, crit rating 2, Blast 6. Each time this attack is used, the character gains 2 corruption. Characters struck by this attack must make a **Hard (◆◆◆)** fear check.
25	**Cursed Fleshmetal:** The character's armour and cybernetic implants begin to slowly fuse with their flesh, and even regenerate. This effect isn't immediately obvious, requiring close examination, but is horrifying to look upon when finally discovered. Removing any merged items requires an **Average (◆◆) Medicine check** ; if the test fails, the character suffers 3 wounds that ignore soak. The character can make an **Easy (◆) Resilience check** to repair any items merged with their body by one step, or generate a magazine of ammunition for their weapon of choice; this requires a maneuver. Doing so causes the Acolyte to gain 2 Corruption.
26	**Corrupted Flesh:** Instead of blood, when the character's flesh is torn asunder, horrific insects, worms, or flitting creatures spill forth. The first time this character suffers a critical injury in an encounter, all characters within short range must roll an **Average (◆◆) fear check** as the insects spill forth. Whenever the character suffers a critical injury, he may suffer 3 Corruption to change the result to any other result at the same level of severity.
27	**Unnatural Limbs:** Twisted appendages (shriveled arms, hooked talons, or fleshy tendrils) emerge from the character's body, forming functional new limbs in exchange for a horrifying appearance. The character gains either the Multiple Arms or Swift trait, chosen at random.
28	**Warp Regeneration:** Corruption seethes through the character's flesh, sewing their body back together time and time again. At the end of each encounter where the character was wounded, roll a **Trivial (-) Resilience check** and recover one wound for each ✦, and one strain for each ⋀. For each wound healed in this way, the character suffers 1 Corruption. This Resilience check is not optional.
29	**It Will Not Die!:** The character is touched by the power of the Warp, and fortune twists to keep them alive regardless of the terrible wounds they suffer, as if it is the will of some dark being that resides beyond the veil of reality. Whenever the character would die, they instead narrowly survive, recovering enough wounds to no longer exceed their wound threshold and immediately gaining 6 Corruption.
30	**The Warp Made Manifest:** The character becomes a Daemon-like creature, capable of reshaping reality itself at their whim. Anyone who gets a good look at the character can instantly tell they're more than human; telltale signs cover the body in ways that are difficult to conceal, and the creature that was once an Acolyte extrudes a palpable aura of dread. They gain Daemonic 3, Fearsome 3, From Beyond and Warp Instability. If the character is sent to the Warp due to the effects of Warp Instability, they are removed from play, but may return to scorn the Acolyte Cell in future if the GM deems fit.

Chapter IX:
Fear and Trauma

"Only the insane have strength enough to prosper; only those that prosper truly judge what is sane."

– Anon

The nightmarish galaxy of Dark Heresy is inimical to humanity, and Acolytes must battle against terrifying aliens, perversions of science, unholy entities from beyond the veil, and innumerable other horrors in the course of their duties. The mere knowledge that such things exist is deathly terrifying to the average citizen of the Imperium, and Acolytes will encounter many such horrors throughout their journeys. Overcoming their fear in order to fight on against such terrors can be amongst the greatest challenges Acolytes must face.

This chapter presents gameplay systems for handling exposure to such horrifying events—from the immediate shock of seeing an ally violently eviscerated, to the deeply ingrained trauma that comes from a lifetime's exposures to the horror of the 41st Millennium.

The rules contained in this chapter are based upon the fear system outlined on page 243 of the **Genesys Core Rulebook**, but have been significantly expanded on to provide a more robust framework for handling the impacts of fear on servants of The Emperor.

Fear

When an Acolyte is confronted by a frightening event or adversary, the GM may prompt them to make a **fear check**; this is a Cool skill check, with its difficulty determined by how frightening the horror in question is. Adversaries which are particularly fearsome will have the Fear trait (see page 223) which determines the difficulty of the check. For examples of non-adversary fear check difficulty pools, see **Table 9-2: Fear Checks**.

If the character passes this test, then they continue to act as normal. If the test is failed, the character succumbs to their fear and adds ■ to each subsequent skill check they make during the encounter.

Depending on the results of the fear check, even worse effects can manifest. Refer to **Table 9-1: Spending ⋀, ⬡, ♦ and ⬙ on Fear Checks** for suggestions on how to spend symbols when resolving a fear check.

Mental Trauma

Characters in Dark Heresy are at the centre of terrible events: battling indescribable horrors, uncovering shocking truths, and engaging in desperate struggles where countless lives and souls hang in the balance. Such are the stresses and terrors involved that the slow slide into insanity is a constant threat. No human mind, not even one hardened by the harsh rigors of life in the Imperium is immune to the slow erosion of sanity by the hor-

Table 9-1: Spending ⋀, ⬡, ♦ and ⬙ on Fear Checks

Cost	Result Options
⋀ or ⬡	**Adrenaline Rush:** The character adds ▢ to the next check they make.
	Stand with Me (Success only): Any allied characters forced to make a fear check from the same source add ▢ to their check.
⋀⋀ or ⬡	**Fight or Flight:** Perform an immediate free maneuever that may exceed the two maneuever per turn limit. This is done before any effects from ♦ or ⬙ take effect.
⋀⋀⋀ or ⬡	**Self Preservation:** Gain +1 defense until the end of the character's next turn.
⬡	**Desensitized:** The character automatically passes any further fear checks from the same source. This cannot apply to the source of a character's Fear motivation.
	Recovery (Success only): The character reduces their mental trauma by one severity level if it has a severity level either equal to or lesser than the difficulty of the fear check.
⬡⬡	**Righteous Fury:** The character upgrades all attack checks against the source of the fear check twice.
♦ or ⬙	**Shock:** The character suffers two strain. This may be selected multiple times.
	Flee in Fear (Failure only): The character must spend their next turn doing nothing but fleeing the source of the fear check (this includes downgrading their actions to maneuvers to move further away).
♦♦ or ⬙	**Debilitating Fear (Failure only):** The character adds an additional ■ to each action they take during the encounter.
	Panicked: The character adds ■ to the next check they make.
♦♦♦ or ⬙	**Frozen in Terror (Failure only):** The character is immobilized and staggered during their next turn.
	Taken off Guard: The character loses the benefit of their ranged and melee defense for one round.
♦♦♦♦♦ or ⬙	**Scattered:** The character removes all ▢ from skill checks until the end of the encounter.
	Trauma (Failure only): The character develops a mental trauma.
⬙⬙	**Manic Frenzy:** The character must spend each of their turns attempting to attack whatever living target is closest to them, regardless of whether they are friend or foe. At the end of each turn, the character may attempt a **Formidable (◆◆◆◆◆) Cool check** to end this effect, decreasing the difficulty once each round (to a minimum of **Simple (-)**).
	Paralyzed by Fear (Failure Only): The character becomes immobilized, prone and staggered for the next three rounds. For the rest of the encounter, they increase the difficulty of all checks once.

rors of the 41st Millennium, and Acolytes are no exception.

⊗ or ☹☹☹☹☹ on a failed fear check can be spent to cause the character to develop a **mental trauma**. These traumas range in severity, from **Easy (◆) to Formidable (◆◆◆◆◆).**

The severity of a character's mental trauma always starts at **Easy (◆)**, and increases to the next severity level each time a further trauma is suffered. If a character's mental trauma is already of **Formidable (◆◆◆◆◆)** severity when they suffer a new trauma, they are driven insane; see Going Insane on page 212.

Becoming incapacitated as a result of suffering excess Strain can also result in a mental trauma developing, at the GM's discretion. This should only happen when the source of the Strain is particularly mentally stressful, such as the mind-altering effects of psychic phenomena.

The first time a character develops a mental trauma, the nature of their trauma is revealed - this is some form of mental malady, such as a phobia or a delusion. The GM has the final say in what trauma develops, but this should be the subject of a conversation between player and GM, as it has serious impacts on the character's development. This initial decision is likely to stay with the character for their entire life; further traumas suffered simply increase the severity and symptoms of the existing affliction, making it harder and harder to deal with. If a character fully recovers from their trauma, they might develop a different form of mental malady in future, or relapse into the same madness; this is ultimately up to the player and GM.

Each level of trauma comes with associated mechanical impacts in addition to its narrative implications. When determining appropriate mechanical effects for a trauma, use the example mental traumas found between page 100 and page 103 as a base; they help to indicate roughly how severe the mechanical impacts should be for each level. You

COOL INSTEAD OF DISCIPLINE

In the Fear rules provided in the **GENESYS Core Rulebook** (page 243), Discipline is the skill used to perform fear checks. Dark Heresy instead uses Cool for this purpose. This change was not made without reason.

In Dark Heresy, Discipline is a very potent skill. It allows Acolytes to resist psychic powers, boosts the capabilities of Psykers, and helps to resist Corruption gains, to name just a few benefits. Meanwhile Cool is used much less often, making it generally a less appealing skill to players. Shifting fear checks onto Cool makes it a more appetising choice for players, and stops Discipline from being quite as much of a must-have skill.

Cool is the skill of "staying calm and maintaining composure", so using it to resist fear is a natural fit. Still, if you'd prefer to houserule that Discipline covers resisting fear (or that either skill can be used), that shouldn't break the game's balance too massively.

can use these examples directly if you like, but it's often best to come up with something tailored to each individual character.

RECOVERY

Acolytes can recover from their mental traumas by staring fear unflinchingly in the face. ⊗ on a successful fear check can be spent to remove one level of a mental trauma, so long as the trauma's severity level is equal to or lesser than the difficulty of the check. For example, a successful **Hard (◆◆◆) fear check** with ⊗ could be used to reduce an **Easy (◆)**, **Average (◆◆)** or **Hard (◆◆◆)** mental trauma by one level.

Chapter VI - **Narrative Tools** provides detailed mechanics for recovering from mental trauma through rest and recovery, detailed was part of the Interludes system. See page 173 for more details.

GOING INSANE

The mind can only withstand so much before breaking utterly. If a character suffers a mental trauma and already has a **Formidable (◆◆◆◆◆)** trauma, the character is rendered terminally insane. They are reduced into a permanent state of catatonia, or become a gibbering, incoherent mess as their symptoms overwhelm them. The Acolyte is no longer able to contribute to the group in any meaningful way, and is removed from play.

After a significant period of recovery, the GM may allow the character to return to play, with their trauma reduced to a manageable level - **Average (◆◆)** or **Hard (◆◆◆)** could both be fairly appropriate, depending on the time spent. The choice to bring back a character in this way should not be taken lightly; having insane characters return to play on a frequent basis can significantly reduce the impact of the mental trauma system. Still, bringing back retired characters in this way can provide for excellent roleplay amongst the Acolytes.

Table 9-2: Fear Checks

Difficulty	Example Circumstances
Startling (Easy) (◆)	Having a weapon drawn on you during an interrogation, realising you're caught in the middle of heavy traffic in a Hive roadway, or being alone in a long-abandoned ruin at night. These circumstances may sometimes not even elicit a check.
Disturbing (Average) (◆◆)	Viewing the scene of a gruesome murder, or seeing minor unknown supernatural or psychic phenomena—strange lights, spectral voices, weeping statues, and other unnatural occurrences.
Frightening (Hard) (◆◆◆)	Meeting someone known to be dead, being buried alive, or encountering major supernatural phenomena — the skies raining blood, paintings coming to life, or flesh bursting into flame.
Horrifying (Daunting) (◆◆◆◆)	Sudden, shocking, and inexplicable death (maggot swarms exploding out of a fellow Acolyte), hideous moments of revelation (awakening covered in blood, surrounded by torn open bodies), the dead rising across a whole planet, or other mind wrenching events.
Terrifying (Formidable) (◆◆◆◆◆)	Experiencing a full-scale daemonic incursion, discovering a personal failure is responsible for the wasted deaths of untold millions or an entire planet, staring unprotected into the Warp itself.

Table 9-3: Example Trauma - Delusions of Invulnerability

Severity	Impact on the character
Easy (◆)	*The character believes that they have no risk of serious injury, whether through luck, sheer fortitude or divine providence.* The character must suffer 2 strain before they can attempt to flee from a combat or confrontation.
Average (◆◆)	*Becoming increasingly convinced of their inability to lose in a fight, the character finds it incredibly difficult to peel themselves away from the thrill of combat, eager to demonstrate their immortality.* The character must succeed on an an **Average (◆◆) Discipline check** and suffer 2 strain before they can attempt to flee from a combat or confrontation. This can be attempted once per round as an incidental.
Hard (◆◆◆)	*Assured of their indomitable fortitude, the character balks at the idea of medical treatment even when their wounds are plainly evident for all to see.* The character must succeed on an an **Average (◆◆) Discipline check** and suffer 2 strain before they can attempt to flee from a combat or confrontation, or voluntarily accept medical care of any kind. This can be attempted once per round, or once per encounter for medical care, as an incidental.
Daunting (◆◆◆◆)	*The character's delusions are beginning to spiral out of control, believing themselves practically invincible.* The character must succeed on an a **Hard (◆◆◆) Discipline check** and suffer 3 strain before they can attempt to flee from a combat or confrontation, or voluntarily accept medical care of any kind. This can be attempted once per round, or once per encounter for medical care, as an incidental.
Formidable (◆◆◆◆◆)	*Believing they are utterly invulnerable, the character has eschewed protective equipment entirely.* The character must succeed on an a **Hard (◆◆◆) Discipline check** and suffer 3 strain before they can attempt to flee from a combat or confrontation, or voluntarily accept medical care of any kind. This can be attempted once per round, or once per encounter for medical care, as an incidental. The character is no longer willing to equip any armour or force fields of any sort; they believes their invulnerable flesh is more than adequate to protect against blade and bolter alike.

Table 9-4: Example Trauma - Morbid Fascination

Severity	Impact on the character
Easy (◆)	*The character has developed a deep obsession with a specific subject matter or task, such as polishing religious effigies and icons, collecting bones, accumulating academic knowledge, or destroying reflective surfaces.* Whenever the opportunity to indulge their obsession arises, the character must suffer 2 strain to pull themselves away from the object of their fascination for the duration of the encounter. Until they do so, they dedicate all maneuvers and actions to indulging in the obsession, until satisfied (the time this takes depends on the circumstances, but should be one round at least, as determined by the GM).
Average (◆◆)	*The fixation is slowly starting to consume the character's thoughts, and pulling themselves away from their obsession becomes that much harder.* Whenever the opportunity to indulge their obsession arises, the character must succeed on an **Average** (◆◆) **Discipline check** and suffer 2 strain to pull themself away from the object of their fascination for the encounter. Until they do so, they dedicate all maneuvers and actions to indulging their obsession, until satisfied (the time this takes depends on the circumstances, but should be one round at least, as determined by the GM). This check may be attempted again at the start of each round.
Hard (◆◆◆)	*The character is utterly obsessed now, discarding all rational thought and sense of obligation to focus on their morbid fascination.* Whenever the opportunity to indulge their obsession arises, the character must succeed on a **Hard** (◆◆◆) **Discipline check** and suffer 3 strain to pull themself away from the object of their fascination for the encounter. Until they do so, they dedicate all maneuvers and actions to indulging their obsession, until satisfied (the time this takes depends on the circumstances, but should be one round at least, as determined by the GM). This check may be attempted again at the start of each round.
Daunting (◆◆◆◆)	*Now the obsessive behaviour runs so deep that the character becomes stressed and wracked with anxiety whenever they cannot indulge it.* Whenever the opportunity to indulge their obsession arises, the character must succeed on a **Hard** (◆◆◆) **Discipline check** and suffer 3 strain to pull themself away from the object of their fascination for the encounter. Until they do so, they dedicate all maneuvers and actions to indulging their obsession, until satisfied (the time this takes depends on the circumstances, but should be one round at least, as determined by the GM). This check may be attempted again at the start of each round. If the character goes one week or more without indulging their obsession, they add ■■ to all skill checks until the obsession is satisfied.
Formidable (◆◆◆◆◆)	*The obsession consumes all thought, sitting at the forefront of the character's mind at all times. He can pull himself away, but only for a moment.* Whenever the opportunity to indulge their obsession arises, the character must succeed on a **Hard** (◆◆◆) **Discipline check** and suffer 2 strain to pull themself away from the object of their fascination at the start of each round. If failed, they dedicate the entire round to indulging their obsession, until satisfied. This check must be repeated at the start of every round. If the character goes one week or more without indulging their obsession, they adds ■■ to all skill checks until the obsession is satisfied.

Table 9-5: Example Trauma - Night Terrors

Severity	Impact on the character
Easy (◆)	*The character suffers from vivid and recurring nightmares, like imagining the outcome of a failed Gellar Field, or being vivisected by masked men while paralysed and helpless.* At the start of each day, the character must make an **Easy (◆) Resilience check**. If failed, the character reduces their strain threshold by 1 for the rest of the day.
Average (◆◆)	*More and more, the dreams grow fatal; the character finds themselves experiencing their own death nearly every evening before they awake for the morning. It's a harrowing experience, sapping the energy from them.* At the start of each day, the character must make an **Average (◆◆) Resilience check**. If failed, the character reduces their strain threshold by 2 for the rest of the day.
Hard (◆◆◆)	*The horrifying dreams are causing insomnia now; the character lies awake at night, sleeping fitfully and in short, unpleasant bursts. The prospect of going to bed is growing increasingly unappealing.* At the start of each day, the character must make an **Hard (◆◆◆) Resilience check**. If failed, the character reduces their strain threshold by 3 for the rest of the day.
Daunting (◆◆◆◆)	*At this point, the character has trouble keeping their eyes open during their day to day lives, the exhaustion becoming overwhelming.* At the start of each day, the character must make a **Hard (◆◆◆) Resilience check**. If failed, the character reduces their strain threshold by 3 for the rest of the day. ☾☾☾☾ on any skill check the character performs may be spent to cause the character to nod off for a moment, their exhaustion getting the better of them. They lose their free maneuver in the following turn.
Formidable (◆◆◆◆◆)	*It takes a tremendous force of will for the character to lay their head down to rest, and they walk like a zombie, utterly drained of their energy due to the crippling sleep deprivation.* The character's strain threshold is halved, rounding up. ☾☾☾ on any skill check the character performs may be spent to cause the character to nod off for a moment, their exhaustion getting the better of them. They lose their free maneuver in the following turn.

Table 9-6: Example Mental Trauma - Paranoia

Severity	Impact on the character
Easy (◆)	The character's paranoia is getting the better of them, and they find it difficult to fully trust others, always watching their own back. The excessive paranoia makes it that much harder to pick out genuine deception and threats. The character adds ■ to all Charm and Vigilance checks.
Average (◆◆)	The character's skepticism and mistrust is starting to affect their ability to trust their comrades. Any Leadership rolls affecting the character (such as Inspiring Rhetoric checks) add ■. The character adds ■ to all Charm and Vigilance checks.
Hard (◆◆◆)	Paranoia seeps through the character's every thought now, and they find it increasingly difficult to trust anyone, stranger and friend alike. Any Leadership rolls affecting the character (such as Inspiring Rhetoric checks) add ■. The character adds ■■ to all Charm checks.
Daunting (◆◆◆◆)	So consumed by paranoia, the character is no longer willing to even lend a helping hand to allies. The character can no longer provide assistance on skill checks in any way. ⋀ and ⊛ results cannot be spent to improve the dice pools of allies. Any Leadership rolls affecting the character (such as Inspiring Rhetoric checks) add ■■. The character adds ■■ to all Charm checks.
Formidable (◆◆◆◆◆)	The character is a distrusting, paranoid wreck now, utterly convinced that everyone is plotting against them. The character can no longer provide assistance on skill checks in any way. ⋀ and ⊛ results cannot be spent to improve the dice pools of allies. The character cannot grant any benefit to allies through supportive talents, abilities or etc, and gains no benefits from those of allies. The only exception to this is where the benefit applies without any active participation by the character (such as a force field covering a large area the character happens to be inside). Any Leadership rolls affecting the character (such as Inspiring Rhetoric checks) add ■■. The character adds ■■■ to all Charm checks.

Table 9-7: Example Mental Trauma - Phobia

Severity	Impact on the character
Easy (◆)	*The character has developed a deep fear of a particular thing or circumstance. Visions of the character's phobia haunt their dreams, and being forced to confront their fear to any serious extent can prove extremely stressful.* If the character is forced to be exposed to the object of their phobia, or is exposed to it for a particularly long period of time, they must make an **Easy (◆) fear check.**
Average (◆◆)	*While previously the fear was easy to push to the back of the character's mind, now it's impossible to ignore, and even harmless exposures to the feared stimuli cause them to be filled with terror.* Any fear checks relating to the object of the character's phobia have their difficulty upgraded once. If the exposure to the phobia is minor enough to not typically warrant a fear check in the first place, an **Easy (◆) fear check** is performed anyway (this is still upgraded once, making the difficulty ⬡).
Hard (◆◆◆)	*The fear is becoming debilitating, now. Even when not exposed to the fearful stimuli, intrusive thoughts creep into the character's mind, causing them to jump at shadows.* Any fear checks relating to the object of the character's phobia have their difficulty upgraded twice. If the exposure to the phobia is minor enough to not typically warrant a fear check in the first place, an **Easy (◆) fear check** is performed anyway (this is still upgraded twice, making the difficulty ⬡◆). ☽☽☽ on any skill check the character performs may be spent to cause the character to be distracted by intrusive thoughts and visions of their phobia. This adds ■ to all checks they perform for the remainder of the encounter.
Daunting (◆◆◆◆)	*The character can barely function in the presence of their fear now, and seems wracked with anxiety even in the calmest of circumstances.* Any fear checks relating to the object of the character's phobia have their difficulty upgraded three times. If the exposure to the phobia is minor enough to not typically warrant a fear check in the first place, an **Easy (◆) fear check** is performed anyway (this is still upgraded three times, making the difficulty ⬡⬡). ☽☽☽ on any skill check the character performs may be spent to cause the character to be distracted by intrusive thoughts and visions of their phobia. This adds ■■ to all checks they perform for the remainder of the encounter.
Formidable (◆◆◆◆◆)	*The character becomes totally useless in the face of their fear now, reduced to a sobbing, shivering mess.* Any fear checks relating to the object of the character's phobia automatically fail. Simply roll all the ◆ and ⬡ from the check, and apply the effects of any resulting ☽ or ⊗, treating the check as a failure no matter how many ✲ or ✕ are rolled. The difficulty pool of these checks is still upgraded three times, as per the Daunting severity trauma. ☽☽☽ on any skill check the character performs may be spent to cause the character to be distracted by intrusive thoughts and visions of their phobia. This adds ■■ to all checks they perform for the remainder of the encounter.

Table 9-8: Example Mental Trauma - Self Mortification

Severity	Impact on the Character
Easy (◆)	*The character feels the need to scourge and whip their flesh on a regular basis in order to purge away the sin of their actions through pain.* ☼☼☼☼ on any skill check the character performs may be spent to cause the character to be gripped with thoughts of their own sins. This adds ■ to all checks they perform for the remainder of the encounter, unless they dedicate an action to inflicting pain on themself, suffering 1 wound.
Average (◆◆)	*The character's obsession with self inflicted injury is becoming more pervasive; the behaviour is becoming hard to hide, and compulsions of sin and guilt grip the character at the most inopportune moments.* ☼☼☼ on any skill check the character performs may be spent to cause the character to be gripped with thoughts of their own sins. This adds ■ to all checks they perform for the remainder of the encounter, unless they dedicate an action to inflicting pain on themself, suffering 1 wound.
Hard (◆◆◆)	*At this point, it's getting harder and harder to hide the scars, and the character's obsession with self mortification is far bypassing normal Imperial piety. At the same time, the severity of the wounds only grows more intense, beginning to compromise the character's health.* Unless the character makes efforts to effectively disguise their wounds, they add ■ to all social interaction checks, except for Coercion. This penalty does not apply when interacting with the truly faithful, such as members of the Ministorum clergy. ☼☼☼ on any skill check the character performs may be spent to cause the character to be gripped with thoughts of their own sins. This adds ■■ to all checks they perform for the remainder of the encounter, unless they dedicate an action to inflicting pain on themself, suffering 2 wounds.
Daunting (◆◆◆◆)	*The character's obsession with self-injury is becoming seriously hazardous to their health; gaping wounds in their flesh render them weak and invite infection.* The character's Wound Threshold is reduced by 2, and all Resilience checks to resist toxins or illness add ■. Unless the character makes efforts to effectively disguise their wounds, they add ■■ to all social interaction checks, except for Coercion. This penalty does not apply when interacting with the truly faithful, such as members of the Ministorum clergy. ☼☼☼ on any skill check the character performs may be spent to cause the character to be gripped with thoughts of their own sins. This adds ■■ to all checks they perform for the remainder of the encounter, unless they dedicate an action to inflicting pain on themself, suffering 3 wounds.
Formidable (◆◆◆◆◆)	*The character's body is a latticework of scars, welts and freshly inflicted wounds. They shudder with every step, their health spiraling downward as they dedicate themself to purging all sin from their flesh.* The character's Wound Threshold is reduced by 4, and all Resilience checks to resist toxins or illness add ■■. Unless the character makes efforts to effectively disguise their wounds, they add ■■■ to all social interaction checks, except for Coercion. This penalty does not apply when interacting with the truly faithful, such as members of the Ministorum clergy. ☼☼☼ on any skill check the character performs may be spent to cause the character to be gripped with thoughts of their own sins. This adds ■■■ to all checks they perform for the remainder of the encounter, unless they dedicate an action to inflicting pain on themself, suffering 3 wounds.

Table 9-9: Example Mental Trauma - Visions and Voices

Severity	Impact on the character
Easy (◆)	*The character sees things that are not there and hears things that others do not.* ♲♲♲ on any skill check the character performs may be spent to cause the character to be distracted by their hallucinations. This adds ■ to all social interaction checks they perform for the remainder of the encounter.
Average (◆◆)	*The character is slowly losing their ability to differentiate between reality and hallucination, and can ocassionally be caught conversing with the voices in their head.* ♲♲♲ on any skill check the character performs may be spent to cause the character to be distracted by their hallucinations. This adds ■■ to all social interaction checks they perform for the remainder of the encounter.
Hard (◆◆◆)	*The hallucinations are a constant distraction now, eating away at the character's ability to focus on what's real.* The character upgrades the difficulty of all Perception checks once. ♲♲♲ on any skill check the character performs may be spent to cause the character to be distracted by their hallucinations. This adds ■■ to all social interaction checks they perform for the remainder of the encounter.
Daunting (◆◆◆◆)	*Far beyond bizarre social behaviour, the visions and voices are now a constant impact on the character's life, distracting them at the worst possible moments.* The character upgrades the difficulty of all Perception checks twice. ♲♲♲ on any skill check the character performs may be spent to cause the character to be distracted by their hallucinations. This adds ■■ to all skill checks they perform for the remainder of the encounter.
Formidable (◆◆◆◆◆)	*Far beyond bizarre social behaviour, the visions and voices are now a constant impact on the character's life, distracting them at the worst possible moments.* The character upgrades the difficulty of all Perception checks three times. ♲♲♲ on any skill check the character performs may be spent to cause the character to be distracted by their hallucinations. This causes the character to become Staggered during the following round as they become lost in their delusions, and adds ■■ to all skill checks they perform for the remainder of the encounter.

TABLE 9-10: EXAMPLE MENTAL TRAUMA - ZEALOUS FURY

SEVERITY	IMPACT ON THE CHARACTER
Easy (◆)	*The character is slowly becoming consumed by an uncontrollable anger, prone to furious outbursts.* ⟲⟲⟲⟲ on any social interaction check the character performs may be spent to cause the character to violently lash out, venting their frustrations vocally. This increases the difficulty of all social checks the character makes towards the same target by ◆ until appropriate amends can be made.
Average (◆◆)	*The character's temper isn't just reserved for social situations; in combat they become an uncontrollable, undisciplined font of rage.* If the character has been wounded during the current combat encounter, they must succeed on an **Average (◆◆) Cool check** before they can attempt to flee or disengage. This check can be attempted once per round. ⟲⟲⟲⟲ on any social interaction check the character performs may be spent to cause the character to violently lash out, venting their frustrations vocally. This increases the difficulty of all social checks the character makes towards the same target by ◆ until appropriate amends can be made.
Hard (◆◆◆)	*Angry outbursts are now giving way to outright threats of violence, the character flying off the handle at the slightest provocation.* If the character has been wounded during the current combat encounter, they must succeed on an **Average (◆◆) Cool check** before they can attempt to flee or disengage. This check can be attempted once per round. ⟲⟲⟲ on any social interaction check the character performs may be spent to cause the character to violently lash out, venting their frustrations vocally. This increases the difficulty of all social checks the character makes towards the same target by ◆◆ until appropriate amends can be made.
Daunting (◆◆◆◆)	*Furious anger gives way to irrational bloodlust now, and the character finds it exceedingly difficult to keep a level head in combat.* If the character has been wounded during the current combat encounter, they must succeed on a **Hard (◆◆◆) Cool check** before they can attempt to flee or disengage. This check can be attempted once per round. If an opponent who has injured the character moves within Short range, the character must succeed on an **Average (◆◆) Cool check** to behave normally. If failed, the character must drop any ranged weapons and dedicate their actions and maneuvers to moving into Engaged range and attacking the opponent in melee combat with whatever methods they have avaliable (including bare fists, if necessary). This Cool check can be re-attempted at the start of each round. ⟲⟲⟲ on any social interaction check the character performs may be spent to cause the character to violently lash out, venting their frustrations vocally. This increases the difficulty of all social checks the character makes towards the same target by ◆◆ until appropriate amends can be made.
Formidable (◆◆◆◆◆)	*The character has become a frothing madman in combat, reduced into a frenzied bloodlust.* As soon as combat begins, the character enters a frenzied state as per the Frenzy talent (page 57). ✪∧∧ is only added to the character's melee combat checks if they possess the Frenzy talent already. ⟲⟲⟲ on any social interaction check the character performs may be spent to cause the character to violently lash out, venting their frustrations vocally. This increases the difficulty of all social checks the character makes towards the same target by ◆◆ until appropriate amends can be made.

Chapter X:
Allies and Adversaries

"You tremble rightly, beast, but you do not truly know why. Trillions in this galaxy live and die without meaning or recognition. By my presence, I elevate you from the forgotten masses into fodder for righteous tales."

– Inquisitor Mikkael Kassian, *Ordo Xenos (KIA)*

Arrayed against the Acolytes is a galaxy of adversaries, ranging from mortal foes to the most hideous horrors imaginable, each struggling to claw their way out from the warp and visit pain and incalculable suffering on those they encounter.

While Dark Heresy is a game of investigation, suspense and fearsome environments, it is also a game set in a universe overwhelmed with conflict and war. Thus, it stands to reason that over the course of a character's career, they will undoubtedly face a veritable army of foes. This chapter provides details of the horrid monsters and foul heretics the Acolytes are likely to face.

Traits

Life exists in many forms across the galaxy. The Imperium views all of these entities through the lens of the holy form of man; any outside this blessed norm are greeted with suspicion and hostility, especially if they dare claim sentience or superiority to Mankind. Many of these beings have integral abilities that are completely foreign to man, or even natural life as the Magi Biologis of the Adeptus Mechanicus classifies it. These abilities are treated as traits. Traits are functionally identical to talents, but may never be purchased.

Amorphous

Activation: Active (Incidental)

Ranked: No

Not every entity is constrained by a rigid skeleton; some organisms possess a malleable shape, or are made of a host of smaller beings, and can alter their forms as desired or due to changing environmental conditions. These creatures can ignore many physical limitations of the spaces they occupy, such as moving through the bars of a sewer grate.

A creature with this trait can increase or decrease its Silhouette by 1 as an Incidental. This may only be done once in either direction; a Silhouette 1 creature with Amorphous could shift between Silhouette 0 and 2 for example, but could not increase its size twice to become Silhouette 3.

Amphibious

Activation: Passive

Ranked: No

The creature can breathe water as well as air and can stay underwater indefinitely without the need to surface. They suffer no movement penalties for moving through water, able to propel themselves at their regular rate of movement.

Blind

Activation: Passive

Ranked: No

Not all creatures in the galaxy share man's reliance on light for vision. Some might have evolved in underground caves or worlds perpetually in shadow, where normal eyesight never developed or became useless and withered away across generations. A blind creature upgrades the difficulty of all Perception, Vigilance and ranged attack checks three times, and the difficulty of all other checks twice (except skill checks where vision has no bearing, such as most knowledge checks). This penalty can be negated if the creature has the use of Unnatural Senses.

Burrower

Activation: Active (Maneuver)

Ranked: No

A creature with this trait can move through solid objects by burrowing through them. When using the move maneuver, this creature can burrow into the ground, boring through soil, rock or sand (and in some extreme cases, metal, which will be noted in the NPC profile) and moving its usual distance. The burrower can emerge from the ground at the end of the move, or remain below the earth, rendering it impossible to target by most conventional methods.

Crawler

Activation: Passive

Ranked: No

Worms, serpents, and similar creatures crawl and slither along the surface rather than walk upright. A creature with the crawler trait ignores difficult terrain.

Daemonic

Activation: Passive

Ranked: Yes

Daemonic creatures are denizens of the Warp, but can manifest in real space either through sheer strength of will, hunger, or occult rituals. Creatures increase their soak by 1 for each rank in this trait. This extra soak cannot be bypassed by the Pierce or Breach qualities. This increase is negated by damage inflicted by force weapons, psychic powers, holy attacks, or other creatures with this trait. This soak increase is already factored into the profile of all Daemonic NPCs.

In addition, upgrade the difficulty of all fear checks caused by Daemonic creatures once for each rank in Daemonic (to a maximum of five times). Daemons do not generate Perils of the Warp when manifesting psychic powers, and do not experience the usual automatic difficulty upgrade for psychic power checks.

Dark-sight

Activation: Passive

Ranked: No

Some species are sensitive to different wavelengths of light than man, and can detect sights otherwise invisible. A creature with this trait sees normally even in areas of total darkness, and never takes a penalty for fighting in areas of dim or no lighting.

Fear

Activation: Passive

Ranked: Yes

A creature with this trait has an unnerving appearance. Some prey upon humanity's visceral terrors, while others depend on the inherent corruptive power of the Warp. When a character encounters a creature with this trait, the character must make a fear check with a difficulty equal to the creature's ranks in this trait.

Multiple sources of Fear in one encounter don't typically trigger separately; a swarm of six Chaos Furies will usually only cause one Fear check per player, although this is ultimately up to the GM's discretion.

Flyer

Activation: Passive

Ranked: No

This creature can fly, as per page 100 of the Genesys Core Rulebook.

From Beyond

Activation: Passive

Ranked: No

Some creatures are free from the limitations of normal physiology, having emerged from the impossible realm of the Warp or perhaps using bodies forged from cold metal and circuitry. Their minds are beyond the petty frailties and precarious sanity of a mortal mind. Creatures with this trait automatically succeed on all fear checks, and cannot be affected by mind altering psychic powers.

Hoverer

Activation: Passive

Ranked: No

This creature can hover several feet above the ground, allowing it to effortlessly glide across rough terrain. Typically, creatures with Hoverer ignore the effects of difficult terrain, and might be able to avoid certain hazards which rely on physical contact with the ground.

Incorporeal

Activation: Passive

Ranked: No

This creature is insubstantial and weightless, able to pass through solid objects such as walls and weapons. This creature gains ☐☐☐ to Stealth checks. An Incorporeal creature is also immune to normal weapons, which simply pass ineffectually through its body. Daemons, psychic powers, Warp creatures, other Incorporeal creatures, and opponents armed with force weapons can all injure an Incorporeal creature normally. An Incorporeal creature cannot usually affect the mortal world, and thus cannot damage normal opponents unless it has a suitable special ability.

Multiple Arms

Activation: Passive

Ranked: No

This creature has more than one pair of arms. As a result, it gains an additional free maneuver per turn, though still may not perform more than two maneuvers per turn. The second free maneuver cannot be used to perform the move maneuver twice.

Phase

Activation: Passive

Ranked: No

A creature with this trait can transform its body into an insubstantial state, passing ghost-like through solid objects or barriers of any sort. As a maneuver, this creature may gain or remove the Incorporeal trait.

REGENERATION

Activation: Passive

Ranked: Yes

Physiological enhancements, mutations, xenos physiology, and even Warp-corruption can all result in organisms that heal from injury at an inconceivable pace. At the start of each of its turns, this creature recovers wounds equal to its ranks in Regeneration.

STUFF OF NIGHTMARES

Activation: Passive

Ranked: No

Some Warp entities are so terribly powerful that the willpower perpetuating their bodies in reality is almost impossible to break or disrupt. Creatures with this trait cannot be harmed by diseases, poisons or toxic effects, and are unaffected by the vacuum of space. They cannot be staggered, and ignore all critical injuries other than those that would destroy them outright unless they were inflicted by a psychic power, force weapon, holy attack or a daemon.

SWIFT

Activation: Passive

Ranked: No

This creature has more than one pair of legs, or some other adaption granting it heightened speed. As a result, it may travel twice as far when making the move maneuver. Effectively, this means the character moves as if they had taken two move maneuvers consecutively.

UNNATURAL SENSES

Activation: Passive

Ranked: Yes

The creature can perceive its surroundings using senses other than sight or hearing, such as special organs, fine hairs, or some other disturbing ability. A creature with unnatural senses can 'see' despite lacking vision. This might allow it to perceive things which would be invisible to the eye. Unnatural senses extend out one range band per rank; short for 1 rank, medium for 2, etc.

WARP INSTABILITY

Activation: Passive

Ranked: No

Most Warp entities have a tenuous hold on reality, often maintained only by horror and bloodshed, and can be disrupted if sufficient harm can be done to their manifested forms.

If a creature with this trait takes combat damage and does not deal any wounds or cause a failed fear check to another creature by the end of its following turn, it must make an **Average (◆◆) Discipline check**. If failed, the creature suffers one wound, plus one wound for each ✕ symbol, and (if the creature is a nemesis) one strain for each ⟳. This ignores soak.

Dramatis Personae

Most adversaries that Acolytes face are of the mundane sorts, being hardened thugs, twisted mutants, soldiers and political rivals. The entries in this chapter describe some common foes that the Acolytes are likely to encounter as they tear back the grim facade and stare deep into the abyss of corruption.

The galaxy is home to billions upon billions of souls. Each Imperial citizen has a duty to fulfil in service to the Imperium, yet not all are content with their lot in life. In order to prosecute their investigations and missions, Acolytes must interact with a wide range of Imperial society, from chem-addled dregs to mighty Rogue Traders. Some of these individuals gladly offer assistance, while others oppose the Acolytes through machinations, obstruction, and direct violence. A hive city alone is home to billions of people, and each day thousands of travellers will pass through its ports. A wise Acolyte soon learns that each person is a potential heretic, and trust is a luxury for the foolish.

Bear in mind that the equipment carried by these NPCs is intended to serve as an example; GMs can and should modify the loadouts and abilities of NPCs to suit the adventure at hand. The equipment an adversary has access to can say a great deal about the world and social role they occupy; on a feudal world, enforcers might carry crossbows and shortswords, while the guards who make up a spire noble's personal retinue might be armed with bolters as an opulent show of wealth and power.

✠ ARBITRATOR (RIVAL)

The Adeptus Arbites is the unflinching arm of Imperial justice, meting out the Emperor's final judgment. Arbitrators are the militant arm of the Imperial judiciary and the first line of defence against heresy and rebellion, empowered in extremis to take control of a world should its ruling bodies fall from grace.

The Arbites have no interest in enforcing petty hive laws such as theft or murder; that falls to the local Enforcers. However, should a crime threaten the Imperial tithe or involve even the lowest-ranked servant of the Adeptus Terra, it becomes a crime against the Imperium, and thus a matter for the Arbitrators to handle with their signature brutality.

3	2	2	3	3	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
6	14	2	2

Skills: Athletics 1 (⬡🟢🟢), Coercion 4 (⬡⬡⬡🟢), Discipline 3 (⬡⬡⬡), Melee - Light 3 (⬡⬡⬡), Perception 2 (⬡⬡🟢), Ranged - Heavy 3 (⬡⬡🟢), Vigilance 2 (⬡⬡🟢)

Talents:
- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:
- **Pursuit of Justice:** Arbitrators gain 🟦🟦 to their Athletics rolls when engaged in a chase with someone they believe to be a criminal.

Gear:
- **Combat Shotgun:** Ranged - Heavy (⬡⬡🟢); Damage 8; Critical ⋀⋀; Range (Short); Blast 6, Knockdown
- **Shock Maul:** Melee - Light (⬡⬡⬡); Damage 6; Critical ⋀⋀⋀⋀; Range (Engaged); Stun 4
- **Military Carapace:** Soak 3; Defense 2
- One reload for combat shotgun, manacles, respirator
- Micro-bead and photo-visor integrated into helmet

✠ Astropath (Rival)

The Imperium of Mankind is a vast and scattered realm. Within a single star system, interplanetary communication may be possible by technology, albeit with considerable time delay, but interstellar communication is only possible by messages carried by star ships, or through the Astropaths of the Adeptus Astra Telepathica. To transmit a psychic message over the vast gulfs of the void is a monumental and nightmarish task. Even those selected for the duty of the Astropath are not able to rely on their innate abilities, but must undergo years of training culminating in the ritual of soul binding, in which the Astropath is imbued with but the merest fraction of the Emperor's divine power.

Sometimes Inquisitors will keep Astropaths within their own retinues, as the ability to send messages across the dark void of space can be a potent and useful tool in Inquisitorial work.

1	2	3	2	3	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
1	5	1*	0

Skills: Discipline 2 (⬡⬡◆), Perception 2 (⬡⬡), Telepathy 2 (⬡⬡◆▢)

Talents:

- **Favoured by the Warp:** When generating Perils of the Warp, roll twice on the table and pick which result takes effect.

Traits:

- **Blind:** This character is blind.

- **Unnatural Senses (Medium):** Using senses other than vision, this character can "see" out to medium range.

Example Psychic Powers:

- **Thought Send:** Select a target psyker on the same planet or within orbital range and make an **Average (⬡◆) Telepathy check**. If successful, send a verbal message to the target up to fifteen seconds long. Increase the difficulty to **Hard (⬡◆◆)** to contact a psyker anywhere within the same solar system.

Gear:

- **Staff**: Melee - Heavy (◆); Damage 3; Critical ᴧᴧᴧᴧ; Range (Engaged); Defensive 1, Disorient 3

- Psy-focus

⬛ Battle Sister (Rival)

The Sisters of Battle represent some of the deadliest and most fanatical warriors humanity can muster, and any members of the Adepta Sororitas who reach this lofty rank are fighters of renown amongst their order. Clad in power armour and adamantine faith, they smite the foes of the Ecclesiarchy, driven on by their unwavering zeal. While few can stand in the path of these holy warriors, the effect their actions have on the populace is as great as their strength of arms. The might of the Sisters of Battle lies not only in their martial prowess, but also in the sacred dread they evoke in all who bear witness to their crusades.

4	3	2	2	4	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
8	20	3*	2

Skills: Athletics 2 (⬡⬡◆◆), Cool 4 (⬡⬡⬡◆), Discipline 4 (⬡⬡⬡⬡), Medicine 1 (⬡◆), Melee - Light 2 (⬡⬡◆◆), Ranged (Heavy) 2 (⬡⬡◆)

Talents:

- **Adamantium Faith:** Fear checks have their difficulty reduced once.
- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

Gear:

- **Boltgun:** Ranged - Heavy (⬡⬡◆); Damage 10; Critical ⋀⋀; Range (Long); Pierce 2, Vicious 2
- **Mono Sword:** Melee - Light (⬡⬡◆◆); Damage 7; Critical ⋀⋀; Range (Engaged); Defensive 1
- **Power Armour:** Soak 4; Defense 2; +1 Brawn (reflected in profile)
- One reload for boltgun, micro-bead, rebreather, well-read copy of the Imperial Creed

☒ BOUNTY HUNTER (RIVAL)

The kind of killer skilled enough to hunt down warranted criminals and renegades within an underhive, or even between worlds, is a dangerous individual. Bounty hunters are lethal beyond any mere ganger or scum—often even more so than their quarry.

Bounty hunters vary in legality and function across the galaxy. In some regions of space they're lawless scum, little more than glamorised mercenaries, working for criminal overlords and unscrupulous highborn. On many planets however, bounty hunting is a legitimate enterprise, with licenses administered by the Planetary Governor's office, or perhaps operating as an extension of local Enforcers.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	3	2	3	2	2

Soak Value	Wound Thresh.	M/R Defense	
5	15	1	1

Skills: Cool 1 (⬡◆), Melee - Light 1 (⬡◆◆), Perception 2 (⬡⬡◆), Ranged - Light 2 (⬡⬡◆), Stealth 2 (⬡⬡◆), Survival 2 (⬡⬡◆)

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

- **Lethal Blows 1:** Add +10 to any Critical Injury rolls caused by this character.

- **Shortcut 2:** Add ☐☐ to all checks made to catch or escape an opponent during a chase.

Gear:

- **Hand Cannon w/ Expander Rounds:** Ranged - Light (⬡⬡◆■); Damage 9; Critical ⋀⋀; Range (Medium); Pierce 2, Inaccurate 1

- **3 Web Grenades:** Ranged - Light (⬡⬡◆); Damage 0; Critical -; Range (Short); Blast 0, Ensnare 4, Limited Ammo 1, Special (Ensnare activates for free on a successful attack check)

- **Shock Maul:** Melee - Light (⬡◆◆); Damage 7; Critical ⋀⋀⋀⋀; Range (Engaged); Stun 4

- **Mesh Cloak:** Soak 2; Defense 1

- One reload of expander rounds, manacles, respirator, stylish overcoat

▶ Citizen (Minion)

The Imperium contains countless billions of men and women, from the hab-workers trudging to and from the manufactora day after day, to the ratings that bloody their feet treading the wheels of magazine hoists on the Emperor's warships, to the ore miners whose short lives feed the Imperium's iron heat.

The vast majority of an Imperial hive city's populace can never hope to see the sky, or even the dirt of the wastes surrounding the hive. They toil by the billions in thousands of different occupations, unnoticed but essential to the hive's continuance. Despite regular ministrations by the Tech-Priests, accidents in the ancient facilities frequently result in maiming or death. Some are fortunate enough to receive bionic replacements for lost limbs. This of course places the citizen in debt for life, and it's likely their children will still be working to pay off that bionic arm decades later.

The group skills of a citizen can be tweaked as needed to suit the world on which they live, and the role they occupy in society. Manufactorum workers might add Tech-Use as a skill, and citizens of a world where packing weaponry is the norm might have Ranged - Light as a skill, and a stub automatic or laspistol tucked away in a back pocket.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	2	1	2	1	2

Soak Value	Wound Thresh.	M/R Defense
2	3	0	0

Skills (group only): Perception

Gear:

- **Unarmed Attack**: Melee - Light; Damage 2; Critical △△△△△; Range (Engaged); Disorient 1, Knockdown

- Civillian garb, a few loose coins, job specific tools

☒ CULT FANATIC (RIVAL)

The terrible revelations that involvement in a proscribed cult can bring can break the sanity of the strongest. Such "touched" individuals still remain useful to the cult as guards, lackeys and handy sacrifces. Fanatics such as these can be incredibly dangerous, often lacking in self-preservation instincts and possessed of a righteous anger towards any servants of the "corpse Emperor".

3	2	2	2	3	2
Brawn	**Agility**	**Intellect**	**Cunning**	**Willpower**	**Presence**

Soak Value	Wound Thresh.	M/R Defense
4	10	0	0

Skills: Deception 2 (⬡⬡), Melee - Light 1 (⬡◆◆), Perception 1 (⬡◆)

Talents:

- **Frenzy: Frenzy:** Enter frenzied state as an action. All attacks made by character add ✸▲▲, but all attacks against character add ✸. See page 57 for full details.

Gear:

- **Chainblade:** Melee - Light (⬡◆◆); Damage 5; Critical ▲▲; Range (Engaged); Pierce 1, Vicious 3

- **Autopistol:** Ranged - Light (◆◆■); Damage 5; Critical ▲▲▲▲; Range (Medium); Autofire, Inaccurate 1

- **Heavy Clothes:** Soak 1; Defense 0

- Ritual robes, false ident papers

▶ Cult Initiate (Minion)

Like cancer cells in the body of the Imperium, hidden conspiracies, blasphemous religions and forbidden creeds fester and ferment in the shadows, and there is no shortage of hapless souls ready to join their ranks. Cultist initiates are the rank and file of most cults, and might be encountered in their hundreds in a suitably established heretical cell. On their own they pose little threat, but when they gather in numbers they can be a true menace.

Equipped with only a knife and a basic pistol, this profile represents the most basic of cult footsoldiers. A more well established cult might equip their fighters with autoguns and chainswords, turning a threatening rabble into a true fighting force. Other cults might spread the secrets of foul sorcery through their ranks; this can be represented by giving the initiates Forbidden Lore as a group skill and allowing its use to manifest psychic powers. A single cultist would struggle to manifest even the most basic of powers, but a group's collective will might summon up a great conflagration to burn servants of the false Emperor.

Another way to utilise cult initiates is to pair them with a fanatic, magus or other more senior cult member with an appropriate leadership talent, such as Heroic Leadership or Field Commander. Like a shepherd leading his herd, a talented demagogue can turn an unruly mob of Chaos worshippers into a terrifying force to be reckoned with.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	2	2	2	2	2

Soak Value	Wound Thresh.	M/R Defense	
3	3	0	0

Skills (group only): Melee (Light), Perception

Gear:

- **Sacrificial Knife**: Melee - Light; Damage 3; Critical ᴧᴧᴧ; Range (Engaged)
- **Stub Automatic**: Ranged - Light; Damage 6; Critical ᴧᴧᴧᴧ; Range (Medium)
- **Heavy Robes**: Soak 1; Defense 0

☠ CULT MAGUS (NEMESIS)

The higher echelons of many cults venerating the Ruinous Powers are peopled with men and woman who have sold their souls in return for occult power. Forming baleful pacts with creatures from beyond the veil, these horrid sorcerors quickly rise to positions of leadership within heretical cells, acting out the evil machinations of thirsting Chaos gods.

To represent the powers of sorcery, this NPC is given the ability to manifest psychic powers using Forbidden Lore instead of any psychic discipline. This simple rules alteration is an easy way to represent sorcery with minimal effort, but a future expansion for **Dark Heresy** will feature more detailed mechanics for warp sorcery.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	2	3	4	4	4

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense	
4	15	17	3	3

Skills: Charm 2 (⬡⬡◆◆), Deception 1 (⬡◆◆◆), Discipline 2 (⬡⬡◆◆), Forbidden Lore 2 (⬡⬡◆), Leadership 3 (⬡⬡⬡◆), Melee - Heavy 2 (⬡⬡◆), Perception 1 (⬡◆◆◆)

Talents:

- **Adversary 1**: Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Sacrificial Lambs:** The magus may perform a maneuver to cause all ranged attacks targeting him to instead hit one ally or helpless enemy he is engaged with until the beginning of his next turn. If all such human shields are killed before the magus' next turn, he is struck instead.

- **Sorcery:** May roll Forbidden Lore to manifest psychic powers of any discipline. Add 10 to any Perils of the Warp rolls.

Example Sorcerous Powers:

- **Blessings of Chaos Undivided:** Choose a target at short range and make a **Hard (⬡◆◆◆) Forbidden Lore check**. If successful, the target increases the ability of any skill checks they make by 1 until until the end of the Magus' next turn.

- **Warpbolt:** Choose a target for this attack within short range and make a **Hard (⬡◆◆◆) Forbidden Lore check**. If successful, this attack inflicts 6 damage, +1 damage per ✹.

Gear:

- **Eviscerator**: Melee - Heavy (⬡⬡◆■); Damage 10; Critical ⋀; Range (Engaged); Breach 1, Cumbersome 4, Dangerous, Vicious 5

- **Heavy Robes:** Soak 1; Defence 0

- **Conversion Field:** Soak 0; Defence 3; ⋀⋀⋀ on a successful attack against the wearer causes a bright flash of light to blind all engaged targets for one round.

☠ DEATHWATCH SPACE MARINE (NEMESIS)

The Deathwatch is a unique organisation formed from Space Marines from Chapters across the Imperium, each one a mighty warrior hand-selected for this honour. Foremost amongst the myriad threats that imperil the Imperium of Man, it is the vile xenos that draws the attention of the Deathwatch. Each Deathwatch Space Marine is a veteran warrior, a hero with a legend and story of his own. His great accomplishments and strong personality have distinguished him from the Battle-Brothers of his home Chapter, and he has earned the honour of joining the Deathwatch. These Space Marines often work at the side of Inquisitors of the Ordo Xenos to eradicate alien threats across the Imperium and beyond.

6	4	2	2	3	2
Brawn	**Agility**	**Intellect**	**Cunning**	**Willpower**	**Presence**

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense	
11	25	18	3*	2

Skills: Athletics 2 (⬡⬡◆◆◆◆), Coercion 2 (⬡⬡◆), Cool 4 (⬡⬡◆), Discipline 4 (⬡⬡⬡◆), Leadership 2 (⬡⬡), Melee - Light 2 (⬡⬡◆◆◆◆), Perception 2 (⬡⬡), Ranged - Heavy 3 (⬡⬡⬡◆)

Traits:

- **Amphibious**: Can breathe and move underwater with no penalty.

Talents:

- **Adamantium Faith:** Reduce difficulty of fear checks once.
- **Adversary 3**: Upgrade difficulty of all combat checks against this target three times.
- **Iron Jaw 3**: As action make an **Average (◆◆) Discipline check**. If successful, character is no longer staggered or disoriented. This action may be performed when staggered.

Gear:

- **Astartes Boltgun w/ Fire Selector and Red Dot Sight**: Ranged - Heavy (⬡⬡⬡◆▢); Damage 14; Critical ⋀⋀; Range (Medium); Pierce 2, Vicious 2
- **Astartes Chainsword**: Melee - Light (⬡⬡◆◆◆◆); Damage 11; Critical ⋀⋀; Range (Engaged); Defensive 1, Pierce 1, Vicious 3
- **Astartes Power Armour**: Soak 5; Defence 2; +1 Brawn (included in profile)
- **One magazine of hellfire bolt shells:** Increase Pierce value by target's Brawn, effectively negating Soak from Brawn. Increase vicious rating by 1.
- **One magazine of kraken bolt shells:** Increase Pierce value by 3, extend range by one band.
- Two standard bolter magazines, photo-visor, void-sealed armour

▶ Enforcer (Minion)

While the Adeptus Arbites are the vigilant guardians of Imperial law, everyday policing and enforcement of local laws falls to a planet's own security forces. Variously called chasteners, prefects, watchmen or any other number of local titles on different worlds, such security forces are most commonly referred to as Enforcers.

Local policing forces vary massively from planet to planet and are largely guided by the whims and priorities of the local Planetary Governor, rather than any standardised Imperial hierarchy. On some planets Enforcers act as noble defenders of the Imperial citizenry, but much more often they take up the role of paid thugs for the nobility. On some planets, Enforcers might work directly with the Arbites, acting as foot soldiers and lackeys for their more advanced Adeptus Terra peers, while on many others there is a clear hierarchical tension between the Arbites and the Enforcers, with cooperation being virtually nonexistent.

While their armament and training vary, Enforcers are almost universally more poorly equipped to handle their duties than the Arbites. The profile here presents what can be considered a fairly typical Enforcer loadout, including light carapace armour and some basic armaments. On planets where they're allocated more funding and support,

Enforcers might be seen carrying combat shotguns, riot shields and stun batons. Some Enforcer forces (especially those assigned to guarding nobility) might even be seen with more advanced weaponry such as boltguns, although this is a rarity.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	2	2	2	2	2

Soak Value	Wound Thresh.	M/R Defense
5	5	1 1

Skills (group only): Coercion, Melee - Light, Ranged - Light

Gear:

- **Truncheon**: Melee - Light; Damage 5; Critical ᴧᴧᴧᴧ; Range (Engaged); Disorient 4, Stun Damage
- **Stub Automatic**: Ranged - Light; Damage 6; Critical ᴧᴧᴧᴧ; Range (Medium)
- **Light Carapace:** Soak 2; Defense 1
- Manacles, micro-bead, respirator

☗ Ganger Heavy (Rival)

Sometimes enhanced by chem therapy or vat-grown tissue grafts, heavies are a fearsome sight, and often their mere presence ensures compliance to a gang's wishes. Many are grotesquely formed, and the hyper-muscled appearance and strength of some might even be due to minor mutations.

Backed by the fire support of juves and other less physically gifted gang members, heavies are usually most at home hefting massive melee weapons and charging into combat. However they're also commonly seen taking advantage of their significant bulk to bring massive heavy weapons to bear; the heavy stubber is an accessible enough option for many underhive mobs.

4	2	1	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
6	10	1	1

Skills: Coercion 2 (⬡⬡), Melee - Light 1 (⬡◆◆◆), Resilience 2 (⬡◆◆◆)

Abilities:

- **Shove:** When the heavy successfully inflicts damage with a melee attack, he can choose to shove his target away in addition to dealing damage, moving the target one range band in a chosen direction.

Gear:

- **Chainaxe:** Melee - Light (⬡◆◆◆); Damage 8; Critical ⋀⋀; Range (Engaged); Pierce 1, Vicious 4
- **Brass Knuckles:** Melee - Light (⬡◆◆◆); Damage 5; Critical ⋀⋀⋀⋀; Range (Engaged); Disorient 3
- **Flak Vest:** Soak 2; Defense 1; Soak can be provided with called shot targeting head
- Injector rig with two doses of slaught and two doses of frenzon

▶ Ganger Juve (Minion)

Life in the Imperium is harsh and unforgiving, and breeds a variety of scum that prefer to prey on the weak and make a living by victimising those even worse off than themselves. In the lower reaches of the Imperium's hive cities, this hostile social environment forms a perfect breeding ground for gang violence.

On many worlds, the lower ranking initiates of a hive gang are referred to as "juves", owing to the fact that the rank and file of many gangs is made up of adolescents. While utterly unimpressive on their own, juves make up for their lack of competence with sheer numbers. Coupled with the volume of fire which can be produced by their gutter-smithed autopistols and rifles, and a mob of lowly gangers can be a serious risk to even a seasoned Inquisitorial cell.

Juves are almost universally poorly equipped and inadequately skilled, but their armaments can vary depending on the technology base and wealth of their patron gang. Owing to their ease of manufacture, solid projectile weapons are common, but lasguns aren't entirely unheard of. As well, a pack of juves brandishing melee weapons can be seriously formidable. If arming juves for melee, consider swapping Ranged - Light for Melee - Light, or Melee - Heavy as appropriate.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	2	2	2	2	2

Soak Value	Wound Thresh.	M/R Defense	
3	4	0	0

Skills (group only): Athletics, Ranged - Light

Gear:

- **Autopistol:** Ranged - Light; Damage 5; Critical ΛΛΛΛ; Range (Medium); Autofire, Inaccurate 1
- **Brass Knuckles:** Melee - Light; Damage 3; Critical ΛΛΛΛ; Range (Engaged); Disorient 3
- **Heavy Clothing:** Soak 1; Defense 0
- Loose change, exotic hive gang fashion, obscura pipe

💀 GANGER MATRIARCH (NEMESIS)

Organised crime in hive cities features a brutal process of natural selection, ensuring that crime lords are ruthless and capable of keeping business running, despite interference from rival groups and the Enforcers. The leaders of entire gangs are formidable foes, having clawed their way up a vicious, blood-soaked power structure to claim their seat of power.

3	4	2	4	3	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense	
5	15	14	1	1

Skills: Athletics 1 (⬡♦♦), Coercion 2 (⬡⬡♦), Cool 3 (⬡⬡⬡), Coordination 2 (⬡⬡♦♦), Deception 3 (⬡⬡⬡♦), Leadership 2 (⬡⬡♦), Melee - Light 1 (⬡⬡⬡), Ranged - Light 2 (⬡⬡♦♦), Streetwise 4 (⬡⬡⬡⬡)

Talents:

- **Adversary 1**: Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Gang Leader**: As a maneuver, give orders to all ganger allies within medium range, granting 🔲 to all skill checks they make until the start of the Matriarch's next turn.

Gear:

- **Paired Autopistols w/ Custom Grips, loaded with expander rounds**: Ranged - Light (⬡⬡♦♦); Damage 6; Critical ᴧᴧᴧᴧ; Range (Medium); Autofire, Inaccurate 1, Pierce 1; remove one ⬛ from checks; activate second hit on a two-weapon attack with a single ᴧ
- **Shock Whip**: Melee - Light (⬡♦♦); Damage 7; Critical ᴧᴧᴧᴧᴧ; Range (Short); Ensnare 2, Stun Damage
- **Mesh Cloak**: Soak 2; Defence 1
- Stylish and expensive clothing

☗ Heretek (Rival)

Hereteks are criminals who specialise in the dark arts of tech-reclamation, science and salvage outside the rightful purview of the Cult Mechanicus, and risk "recycling" into a more productive life as a servitor if the Priesthood of Mars gets hold of them. Some hereteks are little more than scavengers, others are dangerous renegades that supply the underworld with proscribed drugs or arms, and the worst delve into matters best left alone.

Untethered from the religious obsession which drives the tech-priests of the Adeptus Mechanicus, Hereteks will often explore topics far outside the purview of most Imperial scientists. These include sapient technological artefacts, the physiology of the psyker, the ways of the Immaterium, and the vast array of xenos technologies.

2	2	4	3	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense
3	8	0 0

Skills: Coercion 1 (⬡◆), Deceive 2 (⬡⬡◆), Forbidden Lore 2 (⬡⬡◆◆), Medicae 1 (⬡◆◆◆), Scholastic Lore 1 (⬡◆◆◆), Tech-Use 3 (⬡⬡⬡◆▫)

Gear:

- **Ballistic Mechadendrite**: Ranged - Light (◆◆); Damage 6; Critical ▵▵▵▵; Range (Medium); Reliable, Variable; Can be fired hands-free. Fire as a maneuver once per session.

- **Manipulator Mechadendrite**: Melee - Heavy (◆◆); Damage 5; Critical ▵▵▵▵; Range (Engaged)

- **Heavy Robes:** Soak 1; Defense 0

- Multitool, rebreather, a variety of strange and questionable tools, technical scribblings

▶ IMPERIAL GUARDSMAN (MINION)

Guardsmen are the basic grunts of the Imperial Guard. From the stolid Cadians to the flashy Mordians to the masked ranks of the Deathkorps of Krieg, these men and women are what are typically thought of by the average Imperial citizen as "Imperial Guard", when they are thought of at all. They form the bulk of the massive Astra Militarum, the Imperium's largest military force.

Drawn as they are from a staggering array of worlds and cultures, some well used to technology and others living in primitive squalor, no two regiments of the Imperial Guard are exactly alike. Even its signature weapon, the ubiquitous, mass-produced lasgun, is subject to variation depending on the manufactorum, munitorum pattern, and local forge traditions that guided their creation.

Regardless of the specifics, the Imperial Guard represents the hammer that crushes the enemies of the Emperor. Its ranks are unending, for Mankind is blessed in manpower above all other resources. Each and every day, untold thousands of Guardsmen give their lives in the service of the Emperor, a pious battle cry upon their lips and a devoted prayer within their hearts.

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
4	5	1	1

Skills (group only): Athletics, Cool, Ranged - Heavy

Gear:

- **Lasgun**: Ranged - Heavy; Damage 7; Critical ⋀⋀⋀⋀; Range (Long); Reliable, Variable
- **Two Frag Grenades**: Ranged - Light; Damage 10; Critical ⋀⋀⋀⋀; Range (Short); Blast 8, Limited Ammo 1
- **Military Flak Armour:** Soak 2; Defense 1; +1 Soak against explosive damage
- Imperial Infantryman's Uplifting Primer, mess kit

IMPERIAL GUARD SERGEANT (RIVAL)

Sergeants are typically well-respected, non-commissioned officers who fill a number of leadership roles within the Astra Militarum. The strong backbone of the Imperial Guard, Sergeants are in charge of the individual squads, and much of the day-to-day operation of units falls on their capable shoulders.

With a competent sergeant at their back, a squad of Imperial Guardsman can become much more than the sum of their parts, able to lay down a coordinated rain of fire which can overwhelm even the most well-equipped foe.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	3	2	2	2	3

Soak Value	Wound Thresh.	M/R Defense
4	12	2* 1

Skills: Athletics 1 (⬡◆), Cool 1 (⬡⬡⬡), Leadership 2 (⬡⬡◆), Ranged - Light 2 (⬡⬡◆), Vigilance 1 (⬡◆)

Talents:

- **Adversary 1**: Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Tactical Direction**: As a maneuver, give orders to one Imperial Guardsman minion group within medium range. The group may perform an immediate free maneuever or add ⬜ to their next skill check.

Gear:

- **Laspistol**: Ranged - Light (⬡⬡◆); Damage 6; Critical ⋀⋀⋀⋀; Range (Medium); Reliable, Variable

- **Two Frag Grenades**: Ranged - Light (⬡⬡◆); Damage 10; Critical ⋀⋀⋀⋀; Range (Short); Blast 8, Limited Ammo 1

- **Sword:** Melee - Light (◆◆); Damage 5; Critical ⋀⋀⋀; Range (Engaged); Defensive 1

- **Military Flak Armour:** Soak 2; Defense 1; +1 Soak against explosive damage

- Micro-bead, well-read copy of the Imperial Infantryman's Uplifting Primer

MERCHANT MAGNATE (RIVAL)

Merchants owe their station to their ability to survive in a world of profit and loss as they turn fortune's wheel. Charming yet often utterly ruthless, they are best not crossed. On some planets merchants are organised into strict, hierarchical guilds which claim dominion over entire industries, while on others trade is much more cutthroat, with traders from across the stars competing (often violently) for their share of a volatile market.

A trader is a handy ally for an Acolyte Cell to possess, as they provide two incredibly valuable boons; access to affordable goods, and transport across the stars. But with their considerable financial assets and connections, merchants are individuals that Acolytes should think long and hard before crossing.

2	2	2	3	3	4
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
4	7	2	2
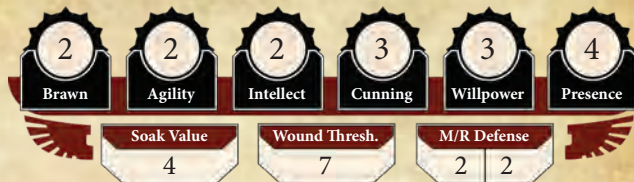
Skills: Charm 2 (⬡⬡◆◆), Cool 1 (⬡◆◆◆), Negotiation 3 (⬡⬡⬡◆), Perception 2 (⬡⬡◆)

Abilities:

- **Think it Over**: Once per encounter, the magnate may make another character re-roll a successful social interaction skill check.

- **Well Connected:** Any time the magnate would cause an opponent to suffer strain in a social encounter, the opponent suffers 1 extra strain.

Gear:

- **Digi-Las**: Ranged - Light (◆◆); Damage 9; Critical ∧∧∧; Range (Short); Limited Ammo 1, Pierce 3

- **Mesh Cloak:** Soak 2; Defense 1

- **Refractor Field:** Defense 2; ■■ to Stealth checks while active

- High fashion clothes, encrypted micro-bead, seal of guild/trade cartel, data-slate, exotic jewelery, abacus servo-skull

MINISTORUM PREACHER (RIVAL)

To countless billions, the Emperor is nothing less than a god. Over the millennia this faith has created a vast and powerful organisation devoted to His worship; the Ministorum. It is made up of countless ranks and divisions from the deacons, cardinals and high ecclesiarchs that govern the faith to the numberless priests, preachers, mendicants, rectors, psalters, scribes and choristers that make up the body of the priesthood.

Preachers do not occupy a particularly high position within the clergy, but still possess a powerful sway over their flock, able to inspire hope in the faithful and whip a mob of Imperial citizens in a violent frenzy with a few bellowed passages from the Imperial Creed.

3	2	2	2	3	4
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
4	8	0	0

Skills: Charm 2 (⬡⬡◆◆), Discipline 3 (⬡⬡⬡), Leadership 2 (⬡⬡◆◆), Vigilance 1 (⬡◆◆)

Abilities:

- **Man of the People**: Add an automatic ✸ to the results of any social skill checks made when interacting with faithful citizens of the Imperium.

- **Religious Fervour:** Once per encounter, may make an **Average (◆◆) Charm check** targeting a group of bystanders or other neutral NPCs at medium range; if the check is successful, one of the bystanders (plus one per additional ✸) lend their support to the Preacher; these NPCs form a single minion group and join the ongoing encounter. They typically use the Cult Initiate profile, but the GM may select any appropriate minion NPC profile based on the individuals in question.

Gear:

- **Warhammer**: Melee - Heavy (◆◆◆■); Damage 8; Critical ⋀⋀⋀; Range (Engaged); Cumbersome 4, Disorient 4, Knockdown

- **Laspistol**: Ranged - Light (◆◆); Damage 6; Critical ⋀⋀⋀⋀; Range (Medium); Reliable, Variable

- **Heavy Robes**: Soak 1; Defense 0

- Leatherbound copy of the Imperial Creed, various religious totems and reliquaries, numerous purity seals, laud hailer servo-skull

► MUTANT DREG (MINION)

Mutation is a sad fact of human existence in the Imperium, and on many worlds the human gene pool has become irrevocably damaged by generations of exposure to pollutants and alien biospheres.

Mutants are almost invariably seen as affronts to the Emperor's vision for Mankind, though their origins can be from many sources. The Ruinous Powers often twist and bend the forms of mortal to "bless" them with unnatural flesh. Some mutants are twisted in body and mind through exposure to Warp-stained items or even from reading forbidden texts. Others might be the product of poisoned environs or random accidents of birth instead. In the 41st Millennium, though, any rational explanations fall to the insanities that permeate these dark ages, and a loyal citizen is unwilling or unable to draw a distinction between these factors. The Imperium believes that mutation cannot be anything but a manifestation that an individual's soul is also proportionately tainted—and in most cases, this is correct.

Underhives, abandoned warzones and all manner of other toxic environs left behind by humanity are often found swarming with these mutant dregs. In some areas these tainted individuals might form their own subcultures, either hidden from the sight of Imperial Law or begrudgingly tolerated under the bootheel of local Enforcers. In other areas they might form into violent gangs of bandits anti-Imperium insurgents. Mutants also make easy cruiting fodder for Chaos cults, already touched by the Warp.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	2	2	2	2	1

Soak Value	Wound Thresh.	M/R Defense
5	4	0 0

Skills (group only): Melee - Light, Resilience

Gear:

- **Stub Automatic**: Ranged - Light; Damage 6; Critical ΛΛΛΛ; Range (Medium)

- **Improvised Club**: Melee - Heavy; Damage 7; Critical ΛΛΛ; Range (Engaged); Inaccurate 1, Disorient 2, Knockdown

- **Mutated Hide:** Soak 2; Defense 0

- Tattered clothing,

☠ MUTANT ABOMINATION (RIVAL)

Worse by far than any tragic unfortunate, born twisted from the effects of pollutants and radiation, is the mutant struck down and remade by the influence of the warp. These are the lost and damned; their bodies have become the clay of an insane and macabre sculptor, and their minds and souls tainted beyond salvation.

Mutants exist in all manner of forms, from still-humanoid but obviously tained monsters to poor creatures which have been mutated so heavily that they scarcely resemble a human being at all. These wretches present a great opportunity for the GM to get creative; their profiles can be tweaked with a variety of horrifying mutations. GMs should look to malignancies in **Chapter VIII - Corruption** for inspiration on how to tweak mutants into unique monstrosities.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
5	3	2	2	3	1

Soak Value	Wound Thresh.	M/R Defense	
7	16	0	0

Skills: Discipline 2 (⬡◆◆), Melee - Light 3 (⬡⬡⬡◆◆), Perception 2 (⬡⬡), Resilience 4 (⬡⬡⬡◆), Vigilance 3 (⬡⬡⬡)

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

- **Durable 3:** Reduce critical injury results by 30, to a minimum of 01.

- **Frenzy:** Enter frenzied state as an action. All attacks made by character add ✢∧∧, but all attacks against character add ✢. See page 57 for full details.

Traits:

- **Fear 2:** Encountering this creature triggers an **Average (◆◆) fear check**.

- **Regeneration 4:** At the start of each turn, recover 4 wounds.

Gear:

- **Twisted Limbs:** Melee - Light (⬡⬡⬡◆◆); Damage 10; Critical ∧∧∧; Range (Engaged); Disorient 4, Knockdown

- **Autogun:** Ranged - Heavy (◆◆◆); Damage 6; Critical ∧∧∧; Range (Long); Autofire

- **Mutated Hide:** Soak 2; Defense 0

- Tattered rags, random bits of rubbish

⊞ NOBLE (RIVAL)

The upper spires are home to many ruling houses, which trace their ancestry back for millennia. Many nobles have few or no responsibilities, other than keeping up a proper presence amongst upper-class society and maintaining their family name. These wealthy elite jockey for position in complex competitions for social status, which often escalate into secretive wars of blackmail and assassination.

The scale and size of the Imperium is reflected in the nobility of its worlds. Just as it has endured for millennia and covers the majority of the galaxy, so too are there noble families, sector lords, and planetary governors whose lineage stretches back thousands of years, and whose holdings comprise whole systems or wide regions of space. It is also reflected in its diversity, with each world's ruler as unique as the world itself. Some worlds are ruled through agencies such as the Adeptus Ministorum or Adeptus Mechanicus, where the rulers are more the result of power plays than hereditary bloodlines or the decree of the Adeptus Administratum. Some rulers flicker and fade, having barely made their presence known. Others form dynasties lasting the entire history of a world. Often a family or lineage can draw great power to itself, slowly but surely acquiring planetary control and resources, seeding its progeny throughout positions of influence and authority until there is no place on a world untouched by its grasp.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	2	2	3	2	3

Soak Value	Wound Thresh.	M/R Defense
4	9	2 / 2

Skills: Charm 2 (⬡⬡◆), Cool 1 (⬡◆◆), Deception 3 (⬡⬡⬡), Negotiate 1 (⬡◆◆), Ranged - Light 1 (⬡◆), Skulduggery 1 (⬡◆◆)

Abilities:

- **Above Your Station**: When an opponent targets this character with a social interaction check, the opponent suffers 1 strain.

Gear:

- **Bolt Pistol**: Ranged - Light (⬡◆); Damage 10; Critical ⋀⋀; Range (Medium); Pierce 2, Scarce Ammo, Vicious 2
- **Ornate Mesh Vest:** Soak 2; Defense 1
- **Refractor Field:** Defense 2; ■■ to Stealth checks while active
- High fashion clothing, expensive jewelery

☩ RECIDIVIST SCUM (RIVAL)

Scum, they say, rises to the surface—and it's true that there are always those skilled, amoral or clever enough to rise to prominence in the underworld. These crime lords, slavers, fencers and fixers can fulfil many different roles, but the Arbites give them a single damning title, recidivists, and they live like parasites on the soft underbelly of the Imperium.

While the domains of the Imperium are full of criminal scum, recidivists are those who have shown a truly devious capacity for crime. They might be smugglers, information brokers, or crime bosses in their own right, demonstrating much more initiative and intelligence than a typical hiver thug.

2	3	3	4	2	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
4	8	1	1

Skills: Coercion 1 (⬡◆), Cool 2 (⬡⬡◆), Coordination 2 (⬡⬡◆), Deception 3 (⬡⬡⬡), Ranged - Light 2 (⬡⬡◆), Stealth 2 (⬡⬡◆) Streetwise 3 (⬡⬡⬡◆)

Talents:

- **Dodge 2:** When targeted by a combat check, suffer up to 2 strain to increase difficulty of check that many times.

Gear:

- **Compact Autopistol w/ Man-Stoppers**: Ranged - Light (⬡⬡◆■); Damage 5; Critical ∧∧∧∧; Range (Medium); Autofire, Inaccurate, Pierce 2

- **Serrated Knife**: Melee - Light (◆◆); Damage 3; Critical ∧∧∧; Range (Engaged); Vicious 1

- **Flak Vest:** Soak 2; Defense 0; +1 soak against explosives

- Stylish clothing, 2 man-stopper autopistol magazine

☩ Storm Trooper (Rival)

Trained from their youth by the Schola Progenium in the arts of war, the Tempestus Scions are perhaps the finest soldiers ever to serve in the Imperial Guard. Equipped with the finest weapons and wargear in the Departmento Munitorum's arsenal, Storm Troopers are trained to carry out missions beyond the capabilities of the rank-and-file Guardsman. The Inquisition is known to make great use of Storm Troopers, often keeping squads on permanent retainer to assist in crucial Inquisitorial operations.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	4	2	2	2	2

Soak Value	Wound Thresh.	M/R Defense	
6	12	3*	2

Skills: Athletics 2 (⬡⬡◆), Cool 2 (⬡⬡), Melee 1 (⬡◆◆), Ranged - Heavy 2 (⬡⬡◆◆), Ranged - Light 2 (⬡⬡◆◆), Vigilance 2 (⬡⬡)

Abilities:

- **Unit Tactics:** Add 🔷 to ranged attacks if target has already been fired upon by a fellow Storm Trooper this round.

Gear:

- **Hellpistol**: Ranged - Light (⬡⬡◆◆); Damage 8; Critical ⋀⋀⋀; Range (Short); Backpack, Pierce 3

- **Hellgun w/ Targeter**: Ranged - Heavy (⬡⬡◆◆); Damage 9; Critical ⋀⋀⋀; Range (Medium); Backpack, Pierce 3; Remove ■■■ from attack checks

- **Sword**: Melee - Light (⬡◆◆); Damage 6; Critical ⋀⋀⋀; Range (Engaged); Defensive 1

- **Frag Grenades**: Ranged - Light (⬡⬡◆◆); Damage 10; Critical ⋀⋀⋀⋀; Range (Short); Blast 8, Limited Ammo 1

- **Military Carapace:** Soak 3; Defense 2

- Microbead, respirator, preysense goggles, Imperial Infantryman's Uplifting Primer

⬛ Tech Adept (Rival)

The ancient priesthood of Mars, the Adeptus Mechanicus are the only sanctioned repositories of scientifc thought and technological lore in the Imperium. Steeped in arcane ritual and labyrinthine dogma, to them their arts are a divine mystery of their incarnation of the Emperor — the Omnissiah, and to them all things technological are sacred. Tech-adepts are fully initiated Acolytes of the Cult Mechanicus and form the bulk of its ordained priesthood.

Like any subject of the Imperium, Techpriests are expected to comply with the Inquisition in all matters. However, the Inquisition exercises caution in interfering in the matters of the Adeptus Mechanicus, as any strain placed on the tenuous relationship between the Mechanicus and the wider Imperium could be disastrous for the Imperial society and the war-machine.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	2	3	2	2	1

Soak Value	Wound Thresh.	M/R Defense	
4	10	0	0

Skills: Discipline 2 (⬡⬡), Medicae 1 (⬡◆◆), Perception 2 (⬡⬡), Resilience 2 (⬡⬡◆) Tech-Use 3 (⬡⬡⬡⬜)

Gear:

- **Laspistol Mechadendrite**: Ranged - Light (◆◆); Damage 6; Critical ᚼᚼᚼᚼ; Range (Medium); Reliable, Variable; Can be fired hands-free

- **Omnissian Axe**: Melee - Heavy (◆◆◆); Damage 10; Critical ᚼᚼ; Breach 2, Cumbersome 3, Sunder, Vicious 2

- **Heavy Robes:** Soak 1; Defense 0

- Utility mechadendrite, multi-tool, implanted rebreather, five doses of sacred unguents, various tools and gizmos, digitized copy of Cult Mechanicus texts on a filligreed data-slate

☠ WITCH (RIVAL)

Witches are a breed of rogue psykers and mystics who have rejected the Imperium and all it stands for, and embraced the fell powers of Chaos. Madmen, lunatics and vile heretics, they are hunted by Inquisitors and destroyed wherever they are found.

2	2	2	3	4	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense
2	16	0 0

Skills: Divination 1 (⬡◆◆◻), Discipline 3 (⬡⬡⬡◆), Forbidden Lore 1 (⬡◆), Perception 2 (⬡⬡◆), Pyromancy 3 (⬡⬡◆◻), Telekinesis 4 (⬡⬡◆◆◻), Vigilance 2 (⬡⬡◆◆)

Talents:

- **Warp Conduit:** May push psychic powers up to four times.

Abilities:

- **Unsanctioned Menace:** Add +5 to all Perils of the Warp results generated by this character's psychic powers. Decrease difficulty of all psychic power checks once, to a minimum of **Easy (◆).**

Example Sorcerous Powers:

- **Warpbolt:** Choose a target for this attack within medium range and make a **Hard (◆◆◆) Telekinesis check**. If successful, this attack inflicts 8 damage, +1 damage per ☼.

- **Wall of Flame:** Choose a target within engaged range and make a **Hard (◆◆◆) Pyromancy check**. If the check is successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ☼☼ beyond the first. If an opponent makes a melee attack against the affected target, they suffer a hit dealing 6 damage. This power may be maintained using the concentrate maneuver.

Gear:

- **Staff:** Melee - Heavy (◆◆); Damage 4; Critical ᴧᴧᴧᴧ; Defensive 1, Disorient 3

- Psy focus, blasphemous texts bound in human skin, heretical charms

Servitors and Cyber-constructs

In the Imperium, machines which possess thought—the dreaded Abominable Intelligence—have been outlawed for millennia, and pursuing such foul technology is one of the gravest forms of tech-heresy. However, the need for automated labour in the Imperium has never diminished, forming a crucial part of industry and warfare alike. To this end, the Imperium relies on living, breathing creatures, turned into tireless automatons through a variety of cybernetic and neuro-chemical interventions. From the humble servo skull to the powerful Kataphron battle servitor, cyber-automata form a vital part of the Imperium.

Servitor is a catch-all term to describe the near-mindless fusions of flesh and robotics that are created by the Tech-Priests of the Adeptus Mechanicus. There are many classes of such cyborg beings, from simple mono-task servitors designed for civilian or industrial applications, to powerful combat servitors. While many are vat-grown, often a criminal—particularly one who has offended the Cult Mechanicus—will be sentenced to "Servitude Imperpituis" and will be handed over to the Tech-priests to be mind-wiped, reprogrammed, and cybernetically-enhanced to serve some specific, rudimentary function.

The servitors and cyber-constructs in this chapter can be acquired and commanded by Acolytes, should they have the required money or reputation. Details on the costs and rarity of these creatures can be found in **Chapter V - Armoury** (page 141).

Issuing Commands

Servitors and cyber-constructs can be issued with commands by any individual they have been programmed to recognise as their master. These commands can be issued verbally, or through use of a Mind Impulse Unit (MIU) or similar neural connection.

As an action, a basic command may be issued to a servitor. Make an **Average (♦♦) Tech-Use check**. If successful, the servitor follows the command as directed on each of its turns until directed to stop (requiring a maneuver). These commands must be relatively simple; a servitor could be directed to work on repairing a specific vehicle, follow a specific character, or to patrol a particular area on a set path and fire its weapon at any hostiles. Servitors are simple creatures, and are prone to misinterpreting instructions; ♤ and ⊗ on the Tech-Use check can be spent to cause the servitor to misunderstand its instructions in some way, which could have disastrous effects.

Alternatively, a character may assume more direct control of a servitor, relaying careful, detailed instructions. This requires the character to spend their action and maneuver to allow the servitor to perform an action and maneuver. While much less convenient, this prevents messy and potentially lethal mistakes from occurring. When controlling a servitor in this manner, the servitor may use your character's skill ranks instead of its own.

☠ Arco-Flagellant (Rival)

Woe unto the poor unfortunate sentenced to arco-flagellation, one of the more gruesome of the many punishments the Ecclesiarchy inflicts on those deemed heretical or merely intrusive. His body is subjected to excruciating surgeries and augmentations, while his mind is broken and reconstructed into a more pliable state. Vicious whips or other deadly weapons are permanently melded with his arms, and chem-injectors now line his grotesquely muscled shape. Only the pacifier helm welded into his skull keeps him—just barely—under control and able to follow simple commands, through a combination of hymns and harmonies laced with hypno-coded tranquillisms.

Arco-flagellants come equipped with either electro-flails or chainaxes, not both.

4	3	1	3	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
5	17	0	0
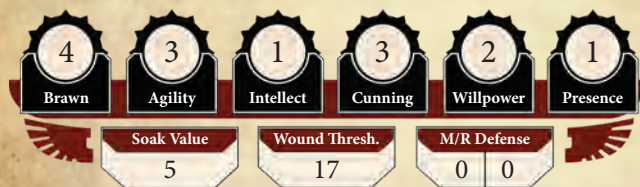
Skills: Athletics 1 (⬡🟢🟢🟢), Melee - Light 3 (⬡🟢🟢🟢), Perception 1 (⬡🟢🟢), Resilience 2 (⬡🟢🟢🟢), Vigilance 1 (⬡🟢)

Talents:

- **Frenzy:** Enter frenzied state as an action. All attacks made by character add ✸🔺🔺, but all attacks against character add ✸. See page 57 for full details.

- **Lightning Attack:** Perform maneuver and suffer 1 strain. Next Melee (Light) check gains Linked 3.

Traits:

- **Dark-sight**: Can see in the dark without penalty.

- **Fear 1:** Encountering this creature triggers an **Easy (◆) fear check**.

Abilities:

- **Chem Overload**: For each turn an Arco-Flagellant is active, they suffer 2 wounds.

- **Programmed to Kill**: Arco-flagellants immediately spend their first maneuver entering active mode when their trigger word is spoken. They become Frenzied immediately, and cannot exit Frenzy until they are incapacitated or deactivated (using a second trigger word). Arco-flagellants cannot be controlled with commands like regular servitors, and are immune to fear while activated.

Gear:

- **Implant Electro-Flails**: Melee - Light (⬡🟢🟢🟢); Damage 8; Critical 🔺🔺🔺🔺; Range (Engaged); Stun 4 *or*

- **Implant Chainaxes**: Melee - Light (⬡🟢🟢🟢); Damage 8; Critical 🔺🔺; Range (Engaged); Pierce 1, Vicious 4

- **Augmetic Reinforcement:** Soak 1; Defense 0

- Internal micro-bead

CHERUBIM (RIVAL)

The bio-constructs known as Cherubim are of uncertain origin, but they are one of the few permitted examples of such bio-sculpted homunculi allowed within the Imperium. Cherubim are not truly alive at all; their synthesised, bloodless and waxen flesh needs neither to eat nor sleep and is fed from their internal power-cell. They are controlled by an augmented cortex and nervous system usually harvested from some lesser creature such as a simian, bird, swine or felid, and implanted with a set of programmed commands that allows them to perform some simple task such as copying text, fetching and carrying small items or tirelessly singing the Emperor's praises with augmetic vocal cords.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
1	2	1	2	1	1

Soak Value	Wound Thresh.	M/R Defense
1	2	0 0

Skills: -

Traits:

- **Flyer**: This creature can fly.
- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.
- **Hoverer**: Can hover several feet above the ground, ignoring most difficult terrain.
- **Silhouette 0**

Abilities:

- **Armourium Assistant**: A cherub may be given an item with an encumbrance value of up to 3 to carry. While the cherub is within engaged range of its master, its master may ready the carried item as an incidental.
- **Status Symbol**: Having cherubim in your company adds ☐ to social interaction checks when dealing with nobility, high ranking Imperial officials or members of the Ecclesiarchy.

Gear:

- Scribe's tools or other implant equipment to suit assigned task

☠ CYBER MASTIFF (RIVAL)

Cyber-mastiffs are usually deployed under the control of Adeptus Arbites or enforcer units to bring down recidivists and heretics. Shaped in the form of a hound made of metal and guided by the brain and nervous system of a hunting creature, they are a fearsome extension of the Emperor's law, and a truly terrible sight to see unleashed.

While undeniably useful as attack animals, cyber mastiffs are also equipped with cybernetically enhanced olfactory sensors, making them some of the best trackers the Imperium has under their command.

3	3	1	2	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense
6	8	0 | 0

Skills: Melee - Light 1 (⬡◆◆), Perception 2 (⬡⬡), Survival 2 (⬡⬡)

Traits:

- **Dark-sight**: Can see in the dark without penalty.
- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.

Abilities:

- **Bloodhound**: When assisting their master on Survival checks made to track down targets, Cyber Mastiffs add ▢▢ instead of ▢.
- **Olfactory Auger Array**: Add an automatic ✹✹ to any Survival or Perception checks made to track creatures based on scent.

Gear:

- **Chainbite**: Melee - Light (⬡◆◆); Damage 6; Critical ⋀⋀; Range (Engaged); Vicious 2, Pierce 2
- **Armour Plating:** Soak 3; Defense 0
- Internal micro-bead, in-built auspex

☠ GUN SERVITOR (RIVAL)

Gun servitors are military-grade units equipped with enhanced sensors, programmed with targeting cants and fitted with heavy weaponry. They're often used as bodyguards for persons of importance within the Adeptus Mechanicus, but can equally be seen acting as sentries for anyone with the adequate money and resources.

A gun servitor can be equipped with virtually any ranged weapon, but courtesy of their auto-stabilised nature and capacity to carry massive supplies of ammo, they are typically equipped with heavy Gunnery weapons. Heavy Bolters and Lascannons are common sights. Possessing no noteworthy skills of their own, servitors are mediocre shots, but paired with a competent handler with the Binary Chatter talent and its improved variants, they can be truly terrifying foes.

4	2	1	2	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense
7	16	0 0

Skills: Perception 2 (⬡⬡)

Traits:

- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.

Abilities:

- **Targeting Cants:** Add ◻ to all ranged attack checks.
- **Implant Weaponry:** Ignore Cumbersome quality on any equipped weapons. If the weapon does not have the Backpack quality, it gains it.

Gear:

- **Implanted Heavy Stubber**: Gunnery (◆◆◻); Damage 12; Critical ⋀⋀; Range (Long); Auto-Fire (Only), Backpack
- **Augmetic Fist:** Melee - Light (◆◆◆◆); Damage 6; Critical ⋀⋀⋀; Range (Engaged); Disorient 4, Knockdown
- **Combat Plating:** Soak 3; Defense 0
- Internal micro-bead, shoulder mounted stab-light

Grapplehawk (Rival)

Rarely used outside the Arbites, these exotic cyber-familiars take the form of elegant shining steel hawks. Their glittering crania contain the transplanted instincts of avians trained to seize moving targets without damaging them. These instincts, transferred to mechanical constructs fitted with powerful suspensors and talons capable of tearing through cast-iron, enable Arbites handlers to arrest suspects quickly (if brutally). Designed to be carried on the hip, or to perch elsewhere on the handler's armour, the Grapplehawk can be deployed quickly in pursuit of a criminal.

2	4	1	2	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
5	6	0	0

Skills: Melee - Light 2 (⬡⬡), Perception 3 (⬡⬡◆)

Traits:
- **Dark-sight**: Can see in the dark without penalty.
- **Flyer**: This creature can fly.
- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.
- **Silhouette 0**

Abilities:
- **Bird of Prey**: While airborne, this creature has defense 2.
- **Grapple**: After resolving a melee hit, a grapplehawk may, an in incidental, start carrying that creature if it is engaged and immobilized. A creature that is not immobilized may break free of the grapplehawk's carry as an incidental. If this is done in mid-air, the target immediately experiences a fall (**Genesys** Core Rulebook page 112) with the distance dependent on the altitude of the grapplehawk's flight. Only Silhouette 1 and 0 targets can be lifted by the grapplehawk. Grapplehawks are never overencumbered by carrying a creature.

Gear:
- **Shock Pulse Claws**: Melee - Light (⬡⬡); Damage 5; Critical ⋀⋀⋀⋀; Range (Engaged); Ensnare 2, Pierce 2, Stun Damage
- **Armour Plating:** Soak 3; Defense 0
- Internal micro-bead, in-built auspex

☗ INDUSTRIAL SERVITOR (RIVAL)

These servitors have been modified with rigs to lift loads, drill rocks or smash ore in one of the Imperium's countless industrial complexes, or are fused with specialised repair gear. While man labour makes up the bulk of humanity's industry, and manufactory bosses are more than happy to augment their workers to improve efficiency in the workplace, sometimes the brute strength and unyielding will of a machine is needed.

Servitors are used in countless different industrial applications across the Imperium, and these varying roles can be used to tweak their profile to create more interesting foes. Some servitors might be equipped with the ability to quickly deploy powerful adhesives to assist in spot repairs—easily represented by equipping them with a webber. Another common piece of equipment for industrial servitors might be a lascutter, which has numerous practical applications in industry, but makes for an incredibly deadly weapon to any Acolytes rendered helpless within range of a rogue servitor.

Typically industrial servitors are not hostile, and in fact don't possess much capacity for combat at all, but any number of mishaps can cause a unit of servitors to go rogue. In some cases, industrial servitors might be stolen and modified for the express purpose of combat, put to work in fighting pits. In other circumstances, scrap-code crafted by foul hereteks might be spread into a manufactory's central cogitator bank, driving all connected servitors to frenzy and awakening primal instincts thought long extinguished.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
5	2	1	2	2	1

Soak Value	Wound Thresh.	M/R Defense
7	16	0 / 0

Skills: -

Traits:

- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.

Gear:

- **Heavy Tools:** Melee - Heavy (◆◆◆◆■); Damage 13; Critical ΛΛΛΛ; Range (Engaged); Inaccurate 1, Vicious 2
- **Armour Plating:** Soak 2; Defense 0
- Integrated multitool, internal micro-bead, job specific augmetics and tools

☠ PENITENT ENGINE (NEMESIS)

Though its form can vary, a Penitent Engine is commonly a huge bipedal mechanism with out-sized metal arms bearing vicious weapons, binding the condemned with heavy chains and invasive wiring. It fills the pilot's mind with painful stimuli to reinforce his feelings of guilt, enrage him to destroy his enemies, and make him weep for his many sins.

6	4	2	2	4	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense	
10	30	20	1	1

Skills: Discipline 3 (⬡⬡⬡◆), Gunnery 1 (⬡◆◆◆), Melee - Heavy 3 (⬡⬡⬡◆◆◆), Perception 1 (⬡◆), Resilience 2 (⬡⬡◆◆◆), Vigilance 1 (⬡◆◆◆)

Talents:

- **Adversary 2**: Upgrade difficulty of all combat checks against this target twice.

- **Berserk Charge 3**: When making a melee attack after moving straight towards a target, this creature may suffer up to 3 strain, and increase the attack's damage by 2, plus 1 for each point of strain suffered.

- **Frenzy:** Enter frenzied state as an action. All attacks made by character add ✸⋀⋀, but all attacks against character add ✸. See page 57 for full details.

- **Iron Jaw 3**: As action make an **Average (◆◆) Discipline check**. If successful, character is no longer staggered or disoriented. This action may be performed when staggered.

Traits:

- **Silhouette 2**

Abilities:

- **Fury of the Tormented**: May spend a maneuver to gain the Hatred talent against a single target until the end of the encounter.

- **Penitent's Rage**: May activate Frenzy as a maneuver. Immune to fear while frenzied.

Gear:

- **Twin Penitent's Chainaxes**: Melee - Heavy (⬡⬡⬡◆◆◆); Damage 13; Critical ⋀⋀; Range (Engaged); Dangerous, Pierce 3, Vicious 5

- **Twin Heavy Flamers**: Gunnery (⬡◆◆◆); Damage 11; Critical ⋀⋀; Range (Short); Burn 4, Blast 11

- **Machine Frame:** Soak 4; Defence 1; Aim maneuver may be used to bypass soak

- Internal micro-bead, reload tank for heavy flamers, numerous parchments delineating the penitent's many sins and prayers for forgiveness

☠ PSYBER-EAGLE (RIVAL)

Interfacing with their psyker owners through little understood arcane-technology, psyber-eagles can be controlled directly by their handlers' minds, making them powerful allies.

2 Brawn	3 Agility	2 Intellect	2 Cunning	2 Willpower	1 Presence

Soak Value	Wound Thresh.	M/R Defense
2	5	0 | 0

Skills: Melee - Light 1 (⬡◆), Perception 3 (⬡⬡◆)

Traits:

- **Flyer:** This creature can fly.
- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.
- **Silhouette 0**

Abilities:

- **Bird of Prey:** While airborne, this creature has defense 2.
- **Psy-Bonded Familiar:** A psyber-eagle acts as a psy-focus, granting ▢ to any checks made to manifest psychic powers, and can be controlled by their master through mental impulses from as many kilometres away as the master's ranks in Discipline. While taking direct control of their psy-bonded familiar as per the rules on page 251, the psyker may see through the creature's eyes and experience its other sensory input. When manifesting the Augury power, psykers can add the Farsight upgrade for free so long as they use it to see through the eyes of their psyber-eagle. As with other psychic implements, the user may only be attuned to one at a time.
- **Silhouette 0**

Gear:

- **Talons:** Melee - Heavy (⬡◆); Damage 4; Critical ⋀⋀⋀; Range (Engaged)

PSYBER-LURE

While eagles are certainly the most common creatures to be converted into psy-bonded familiars, the cybernetic enhancements are theoretically compatible with a variety of creatures. Owing to the idiosyncrasies of the little understood technology, usually only small non-sapient creatures can become psy-bonded.

Any non-sapient Silhouette 0 creature (including servo-skulls and cherubim) can be given a psyber-lure upgrade, granting them the psy-bonded familiar ability. This is a rarity 10 cybernetic, typically costed at 10,000 thrones.

☠ Servo-Skull (Rival)

Servo-skulls represent the honoured remains of valued Imperial servants and Tech-Priests who continue their service even after death. The skull is carefully cleansed and engraved, then fitted with a machine spirit to guide its actions, and tiny grav platings to sustain it in flight.

Servo-skulls form an important niche in Imperial work, serving as everything from auto-scribes that copy down important conversations and confessions of prisoners to simple moving torches, hovering about their charge with candles and electric lanterns to illuminate the area.

In lieu of any other commands, Servo-Skulls will hover within engaged range of their master, patiently awaiting further direction.

1	3	2	2	1	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
2	2	2	2

Skills: Perception 1 (⬡◆), Tech-Use 1 (⬡◆)

Traits:

- **Flyer**: This creature can fly.
- **From Beyond**: Not susceptible to fear, immune to mind-altering psychic powers.
- **Hoverer**: Can hover several feet above the ground, ignoring most difficult terrain.
- **Silhouette 0**

Abilities:

- **Diminutive**: This creature has defense 2.
- **Helping Hand**: If the servo-skull is equipped with any tools, its master gains the benefit of those tools so long as the servo-skull is within engaged range and not incapacitated.

Gear:

- **Augmetic Reinforcement:** Soak 1; Defense 0
- Internal micro-bead, integrated tools to suit assigned task

Beasts and Vermin

The galaxy hosts a wide range of flora and fauna, some of them valued resources on many worlds, but there are also many inimical to Mankind. Some are so deadly that any evidence of their presence is enough to incite a full-scale purge, lest an infestation develop. Even civilised worlds can contain native species still unnoticed or untamed.

Outside of a few rare surviving species who can trace their origins to ancient Terra, most beasts are technically classified as Xenos, and under a very specific interpretation of Imperial doctrine, should be purged just the same as an Ork horde or a Hrud infestation. However, as it has for millennia, humanity often relies on these beasts, both for the agricultural value they hold and the crucial role they play in many ecosystems. Full-scale eradication and xenophobia is typically reserved for sapient Xenos, or those that pose a major threat to Imperial citizens.

Xenology

Humanity has spread far across the galaxy over the millennia, and any attempt to catalogue each and every example of the flora and fauna the Imperium has encountered would be futile.

Many of the profiles provided in this section are very generic, covering a broad category of creature rather than any one specific species. This has been done to provide a basic template for GMs to tweak and change as necessary to represent the unique fauna of wherever the Acolyte Cell might find themselves.

The trait options provided at the start of this chapter are an excellent way to add some flavour to these profiles with minimal time and effort, but GMs shouldn't hesitate to get creative; giving the local beasts some unique natural weapons, a brand new ability or just a fascinating description can go a long way to making each environment the Acolytes find themselves in feel alien and unique.

☗ BEASTS OF BURDEN (RIVAL)

Beasts of burden are mostly harmless herbivores and represent any kind of riding beast, horse or horse-like creature. These are especially popular on feudal worlds, where access to vehicular transport is a rarity, if it exists at all. Many Imperial Guard regiments also make use of beasts of burden, forming part of powerful Rough Rider cavalry units.

3	3	1	1	1	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
3	12	0	0

Skills: Athletics 2 (⬡⬡◆), Melee - Light 1 (⬡◆◆)

Traits:

- **Silhouette 2**
- **Swift:** Travel twice as far when using the move maneuver.

Abilities:

- **Trained Mount:** Add ▢ to rider's Survival checks when attempting to control this creature.

Gear:

- **Hooves:** Melee - Light (⬡◆◆); Damage 6; Critical ＡＡＡＡＡ; Range (Engaged); Disorient 2, Knockdown

RIDING

Riding mounts is governed by the Survival skill. Skill checks are only required for particularly difficult or strenuous acts of controlling a mount; getting from place to place can generally be done without skill rolls.

Mounting or dismounting a beast of burden requires a maneuver. While mounted, beasts of burden act in the same initiative slot as their rider, ignoring their own initiative check.

While mounted, the rider can spend a maneuver directing their mount to move in a given direction; the mount will then use its own maneuver to move (travelling twice as far as its rider likely would alone, courtesy of the Swift trait).

For more detailed rules on how to handle mounts in combat scenarios, see Realms of Terrinoth, page 83.

Ferocious Creature (Minion)

Vicious pack hunters are a common archetype across many worlds of the Imperium. From vicious sabre-wolves which prowl mountain trails, to horrid insectile predators found lurking in the depths of Hive cities, these creatures are easy to underestimate when faced alone, but in packs they can pose a serious threat to even veteran Acolytes.

Tweaking the bite attack of this creature is an easy way to alter the threat they pose; a beast which lurks in the toxic depths of an underhive might add Toxic 2 to their attack, while a highly evolved insectile horror might instead have scything talons which add Pierce 2. Burrow could be added to represent packs of monstrous bore-worms.

2	2	1	3	1	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
3	5	0	0

Skills (group only): Athletics, Melee - Light, Perception

Abilities:

- **Pack Tactics:** When using the assist maneuver, this creatures adds ☐☐ instead of ☐.

Gear:

- **Bite:** Melee - Light; Damage 5; Critical ⋀⋀⋀; Range (Engaged); Vicious 1
- **Thick Hide:** Soak 1; Defense 1

▶ FLYING CREATURE (MINION)

Airborne beasts are all too common across the Imperium, and are often deadly, striking from unpredictable angles. These can range from violent birds of prey to swarms of huge stinging insects.

Adding a ranged attack to these beasts, such as spitting venom or a sonic screech can make them significantly harder to deal with, placing melee-oriented characters well outside their comfort zone.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
1	3	1	3	1	1

Soak Value	Wound Thresh.	M/R Defense	
1	3	0	0

Skills (group only): Coordination, Melee - Light, Perception

Traits:

- **Flyer**: This creature can fly.

- **Silhouette 0**

- **Swift**: Travel twice as far when using the move maneuver.

Abilities:

- **Dive Attack**: If this creature is flying when it makes a melee attack, the attack gains Disorient 1 and adds 🟦.

- **Evasive**: While airborne, this creature has a defense of 2.

Gear:

- **Talons**: Melee - Light; Damage 4; Critical ∧∧∧; Range (Engaged)

GROX (RIVAL)

Grox are found across the Imperium, raised for food and leather. In addition to being quite palatable, they are able to derive nutrients from nearly anything, and can even live for weeks on nothing save rocks and soil. Consequently, grox are raised on many agri-worlds as a major food source, and are a prized part of many hive world meals.

They would perhaps be the perfect Imperial beast, were it not for their overly aggressive nature. To overcome this problem, many are lobotomised, or kept subdued with chems or shock-units wired directly to their primitive brains. On many agri-worlds, breeding grox are easily identifiable by the control mechanisms bolted to their skulls. Despite these precautions, and their natural mental slowness, herding is still a dangerous occupation. An enraged grox is easily able to toss a man high into the air, or quickly trample him to death. When encountered outside of their enclosures or in the wild, they are best approached with extreme caution. Thanks to their preponderance, "grox" has become a byword for both stupidity and strength across the galaxy.

Skills: Athletics 1 (⬡◆◆◆), Melee - Light 1

4	1	1	1	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense
6	18	0 | 0

(⬡◆◆◆), Resilience 1 (⬡◆◆◆)

Talents:

- **Bullrush:** After moving towards a character and making a melee attack check, spend ⋀⋀⋀ or ⬡ to knock target prone and move them up to one range band away.

Traits:

- **Silhouette 2**

Gear:

- **Trample**: Melee - Light (⬡◆◆◆); Damage 8; Critical ⋀⋀⋀⋀; Range (Engaged); Inaccurate 1, Knockdown
- **Tusks**: Melee - Light (⬡◆◆◆); Damage 7; Critical ⋀⋀; Range (Engaged); Vicious 2
- **Thick Hide**: Soak 1; Defense 1

▶ Ravenous Swarm (Minion)

Vermin are a pervasive problem throughout the galaxy. From rat-like mammals to chittering, swarming insects, masses of tiny fauna can pose a serious threat to the citizens of the Imperium when encountered in significant numbers. Often the carriers of plague and disease, swarms of vermin have been the vector for numerous Nurgle plague attacks over the Millennia.

This profile represents a swarm of smaller creatures. One ravenous swarm might account for ten rats, or a buzzing cloud of bloodmoths, with larger minion groups potentially containing hundreds of creatures. Because of this, many physical barriers pose no obstacle to swarms, which makes escaping them that much more difficult. They are, however, typically quite simple minded beasts, easily outsmarted.

If using this profile to represent a swarm of flying creatures such as carrion flies, replace the Crawler trait with Flyer. It might also be appropriate to give this creature the Swift trait, and potentially ratchet up the Toxic value on their attacks for particularly vile disease carriers.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
1	3	1	2	1	1

Soak Value	Wound Thresh.	M/R Defense
1	2	0 0

Skills (group only): Melee - Light

Traits:

- **Amorphous:** This creature has a malleable form, and can increase or decrease Silhouette by 1 as an incidental.
- **Crawler:** This creature ignores the effects of difficult terrain.
- **Silhouette 0**

Abilities:

- **Swarming Mass:** The swarm is immune to critical injuries.
- **Overwhelming:** For each 5 minions in a group, increase the damage of melee attacks by 1. E.g. a group of 10 minions would have +2 damage.

Gear:

- **Bite:** Melee - Light; Damage 3; Critical ∧∧∧; Range (Engaged); Toxic 1

☒ SAURIAN CARNOSAUR (RIVAL)

Giant reptiles and similar creatures, often classified under the name "saurian" by the Magos Biologis, are a relatively common form of life throughout the galaxy, often comprising the apex predatory species on many worlds. Sometimes farmed for meat, but more often aggressively hunted on colony worlds, large saurians remain a favourite of the Imperial fighting pits that operate on many worlds.

The saurian carnosaur represents no one beast, but is a broad category used to refer to a whole range of reptilian monsters. Accounts differ, describing everything from winged fire breathing beasts to simple giant lizards. It's difficult to determine how many of these accounts are fanciful legends and how many are true, as the keen predatory instincts of these creatures help them maintain an aura of mystery; most who witness them rarely live to tell the tale, and those who do are often too terrified to remember anything but faint glimpses of gnashing teeth and scything talons.

5	3	2	2	3	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense
7	25	0 0

Skills: Athletics 2 (◇◇◆◆◆), Melee - Light 2 (◇◇◆◆◆), Perception 3 (◇◇◆), Resilience 1 (◇◆◆◆◆), Vigilance 2 (◇◇◆)

Talents:
- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Durable 2:** Reduce critical injury results by 20, to a minimum of 01.

Traits:
- **Fear 3:** Encountering this creature triggers a **Hard (◆◆◆) fear check**.
- **Silhouette 2**

Abilities:
- **Huge Jaws:** Attacks made by a saurian carnosaur cannot be parried, and ignore the Defensive quality on weapons.
- **Predator's Senses:** Add ☐ to all Perception and Vigilance checks to detect prey via scent.

Gear:
- **Bite:** Melee - Light (◇◇◆◆◆); Damage 10; Critical ∧∧∧; Range (Engaged); Pierce 3, Vicious 2
- **Thick Hide:** Soak 2; Defense 1

☠ SKARGAUL (RIVAL)

Vicious predators, skargauls are the stuff of nightmares for voidfarers. They are winged carnivores with a tough outer carapace, usually a flecked grey colour. Skargauls have no eyes, and even their maw of razor-sharp teeth is hidden behind their shell until they attack. The exoskeleton allows them to survive extended periods of time in hard void by entering a state of hibernation. In addition to their teeth and long, sharp claws, skargauls have a long tail ending with a hooked spike of bone, capable of piercing armour. They often use these to hitch a ride on a spacecraft's outer hull, the tail puncturing metal and latching the beast securely.

After such a long journey, skargauls are ravenously hungry and attack anything they can find. They leave nothing behind of their prey, even devouring bones and clothing. This can make their presence difficult to detect, with the only evidence being a string of mysterious crew disappearances and unexplained hull breaches.

3	3	2	3	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense
6	8	0 0

Skills: Athletics 1 (⬡◆◆), Coordination 3 (◆◆◆), Melee - Light 2 (⬡◆◆), Perception 1 (⬡◆◆), Resilience 2 (⬡◆◆), Vigilance 2 (⬡⬡)

Talents:
- **Assassin Strike:** Succeed on an **Average (◆◆) Coordination check** after a successful melee attack to disengage as an incidental.

Traits:
- **Blind:** This creature can't see.
- **Fear 1:** Encountering this creature triggers an **Easy (◆) fear check.**
- **Flyer:** This creature can fly.
- **Unnatural Senses (Long):** Using senses other than vision, this creature can "see" out to long range.

Abilities:
- **Evasive:** While airborne, Skargauls have a defense of 2.
- **Void Predator:** Skargauls are immune to the effects of vacuum and can, for all practical purposes, survive indefinitely without oxygen.

Gear:
- **Whip Tail:** Melee - Light (⬡⬡◆■); Damage 6; Critical ⋀⋀; Range (Engaged); Breach, Inaccurate
- **Claws and Fangs:** Melee - Light (⬡⬡◆); Damage 4; Critical ⋀⋀; Range (Engaged)
- **Outer Carapace:** Soak 3; Defense 0

Xenos

For as long as humanity has existed in space, it has contended with the presence of alien races. Many of these were long dead before the first colony ships arrived during the Dark Age of Technology, leaving only irradiated glass or toppled ruins to mark whatever greatness they once had. Others were eradicated as colonists spread across the galaxy, and with the rise of the Imperium, this became an ongoing crusade to purge the taint of the alien from known space. Numerous alien species have been condemned to oblivion by the Imperium's potent xenophobia.

Yet this righteous quest could never be fully achieved. Many species withdrew rather than face the Emperor's mighty armies, returning to other systems only to shirk away when challenged again. Others, such as the brutal Orks or wily Eldar, have proven themselves puissant and have withstood repeated wars of extermination. A few have insinuated themselves into human society as mercenaries for hire. Even those thought extinct millennia ago still poison the Emperor's noble society through the relics and weaponry they left behind. Man is ever weak, and the temptations of these artefacts - as well as devices from species still living - are enough to drive thriving trade in such

blasphemous goods across the Imperium. Even on worlds where all are certain no alien taint exists, such items can spread xenos corruption as surely as a full scale invasion. It falls to the Ordo Xenos to face these threats, and ensure Mankind does not become yet another species fallen to xenocide.

While most of the xenos in this chapter are likely to face the Acolytes as foes, suitably radical Inquisitors and their agents might work directly with these aliens, employing them as mercenaries or working together towards mutual goals. Interacting with xenos races is likely to impose social check penalties, as determined by the GM.

⌘ Eldar Corsair (Rival)

The Anhrathe are Eldar who have chosen the life of a Corsair. The highly disciplined paths trod by their Craftworld kin are not for them, although many may turn to them once their need to explore the galaxy and all it offers has been satiated. Some, however, throw in their lot with their dark kin, the Drukhari who dwell in the depths of Commorragh. As their name suggests, Corsairs are piratical raiders and mercenaries. They tend to be more opportunistic and aggressive than other Eldar, though they are notoriously elusive when not on the hunt.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	5	2	3	3	2

Soak Value	Wound Thresh.	M/R Defense	
6	12	4*	3

Skills: Coordination 3 (⬡⬡⬡◆◆), Drive 3 (⬡⬡⬡◆◆), Perception 2 (⬡⬡◆), Melee - Light 2 (⬡⬡◆◆◆), Ranged - Heavy 2 (⬡⬡◆◆◆), Stealth 1 (⬡◆◆◆◆), Vigilance 2 (⬡⬡◆)

Talents:

- **Defensive 2**: +2 Defense
- **Dodge 3:** When targeted by a combat check, suffer up to 3 strain to increase difficulty of check that many times.

- **Lightning Attack:** Perform maneuver and suffer 1 strain. Next Melee (Light) check gains Linked 5.

Abilities:

- **Elusive**: Eldar suffer one less strain to activate the Dodge talent.
- **Finesse:** Eldar may use Agility for Melee (Light) attacks. Brawn is still used to determine damage.

Gear:

- **Finely Crafted Mono-Sword:** Melee - Light (⬡⬡◆◆◆⋀); Damage 5; Critical ⋀; Range (Engaged); Defensive 1, Pierce 2, Superior
- **Shuriken Catapault:** Ranged - Heavy (⬡⬡◆◆◆); Damage 9; Critical ⋀⋀; Range (Long); Autofire, Pierce 4, Vicious 2
- **Xeno Mesh Armour:** Soak 3; Defense 1
- Void-sealed armour, spirit stone

☠ Genestealer Hybrid (Rival)

Basking in the sheer alien glory of the patron that infected them, hybrids croon and hiss in the gloom. When the time comes to throw off the torn robes they use to disguise their foulness, the hybrids crawl up to the surface and into the sunlight, their grotesque faces twisted in subhuman glee. They display a bizarre blend of the species from which they hail – the speed of a Purestrain Genestealer twinned with human cunning is a potent combination.

4	3	1	2	2	1
Brawn	**Agility**	**Intellect**	**Cunning**	**Willpower**	**Presence**

Soak Value	Wound Thresh.	M/R Defense	
5	12	1	1

Skills: Athletics 2 (⬡⬡◆◆), Gunnery 2 (⬡⬡◆◆), Melee - Light 2 (⬡⬡◆◆), Resilience 2 (⬡⬡◆◆)

Traits:

- **Fear 1**: Encountering this creature triggers an **Easy (◆) fear check**.
- **Multiple Arms:** Gain an additional free maneuver per turn. May not use this to perform the move maneuver.

Gear:

- **Rending Claws:** Melee - Light (⬡⬡◆◆); Damage 7; Critical ∧∧; Range (Engaged); Pierce 4, Vicious 2

First Generation Hybrids

This profile represents a heavily mutated second generation Genestealer hybrid. For third and fourth generation hybrids, who typically demonstrate much less dramatic mutations, simply pick an appropriate profile from the Dramatis Personae section; anyone from manufactory laborers to hive gangers could be brought into a Genestealer Cult's welcoming embrace.

- **Heavy Stubber**: Gunnery (⬡⬡◆); Damage 12; Critical ∧∧; Range (Long); Autofire (Only), Cumbersome 4
- **Flak Cloak**: Soak 1; Defense 1; +1 soak against explosive damage

☠ Genestealer Magus (Nemesis)

Masters of psychic and physical power, Genestealer Magi muster and command the actions of the cult's many generations to ensure their targets are torn down in short order. Every word spoken by the Magus is obeyed to the letter by their faithful congregation, for they speak on behalf of the Star Saviour himself. This cocktail of psychic power, inspirational presence and dark charisma is a potent stimulant to the cultists around them.

3	2	4	4	5	4
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense
4	18	25	2*	1

Skills: Charm 4 (⬡⬡⬡⬡), Cool 3 (⬡⬡⬡◆), Deceive 4 (⬡⬡⬡⬡), Discipline 3 (⬡⬡⬡◆◆), Melee - Heavy 1 (⬡◆◆), Negotiate 3 (⬡⬡⬡◆), Telepathy 5 (⬡⬡⬡⬡⬡◆), Vigilance 2 (⬡⬡◆◆◆)

Talents:

- **Adversary 2**: Upgrade difficulty of all combat checks against this target twice.

- **Field Commander:** Make an **Average (◆◆) Leadership check.** If successful, up to 4 allies may immediately suffer 1 strain to perform one maneuver (out of turn).

Abilities:

- **Spiritual Leader:** All genestealer hybrids within long range of a magus add ⬜ to their attack checks.

- **Loyalty:** If an attack targets the Genestealer Magus, an engaged ally may suffer 2 strain to force the attack to target himself instead.

Example Psychic Powers:

- **Might From Beyond:** Choose a target at short range and make a **Hard (🔴◆◆) Telepathy check.** If successful, the target increases the ability of any skill checks they make by 1 until until the end of the Magus' next turn.

Gear:

- **Force Staff**: Melee - Heavy (⬡◆◆); Damage 5; Critical ΛΛΛΛ; Range (Engaged); Defensive 1, Disorient 3, Force

- **Autopistol**: Ranged - Light (◆◆■); Damage 5; Critical ΛΛΛΛ; Range (Medium); Autofire, Inaccurate 1

- **Reinforced Robes:** Soak 1; Defence 1

💀 Genestealer Purestrain (Nemesis)

Few Tyranid creatures have earned such a terrible reputation or caused as much damage to the Imperium as the Genestealer. Detected long before the frst tendrils of the hive fleets reached the galaxy, they were thought to be little more than another unusual and deadly alien xeno-form. It was only after the horrors of Behemoth and Leviathan that the Imperium came to realise their true purpose as advanced scouts for the Hive Mind and infltrators of the most insidious kind.

5	6	3	5	4	2
Brawn	**Agility**	**Intellect**	**Cunning**	**Willpower**	**Presence**

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense	
7	25	22	1	1

Skills: Athletics 4 (⬡⬡⬡⬡◆), Coordination 3 (⬡⬡⬡◆◆◆), Cool 4 (⬡⬡⬡◆◆), Melee - Light 5 (⬡⬡⬡⬡⬡), Perception 3 (⬡⬡⬡◆◆). Resilience 3 (⬡⬡⬡◆◆), Vigilance 3 (⬡⬡⬡◆)

Talents:

- **Adversary 3**: Upgrade difficulty of all combat checks against this target three times.
- **Assassin Strike:** Succeed on an **Average (◆◆) Coordination check** after a successful melee attack to disengage as an incidental.
- **Catfall 5:** Reduce damage suffered from falling by 10. Add 🟦🟦 to Athletics or Coordination checks to reduce damage from falling.
- **Hard Target:** Increase difficulty of all combat checks targeting this character once if they used the move maneuver twice in their last turn.
- **Lightning Attack:** Perform maneuver and suffer 1 strain. Next Melee (Light) check gains Linked 6.

Traits:

- **Dark-Sight:** Can see in the dark without penalty.
- **Fear 3**: Encountering this creature triggers a **Hard (◆◆◆) fear check**.
- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.
- **Multiple Arms:** Gain an additional free maneuver per turn. May not use this to perform the move maneuver.
- **Swift:** Travel twice as far when using the move maneuver.

Abilities:

- **Genestealer's Kiss:** Can implant genetic seed into engaged target as an action, making a **Hard (◆◆◆) Melee (Light) check**. If successful, target must pass a **Hard (◆◆◆) Resilience check** or become completely beholden to the Genestealer's will. Seed can be removed with sufficiently advanced medicae facilities.

Gear:

- **Rending Claws**: Melee - Light (⬡⬡⬡⬡⬡); Damage 9; Critical ⋀⋀; Range (Engaged); Breach, Vicious 2
- **Sturdy Chitin:** Soak 2; Defence 1

▶ GRETCHIN (MINION)

Save for the stupid little Snotlings, Gretchin truly are the lowest form of life amongst the Ork hordes of the galaxy. Even the mindless eating machines known as Squigs receive more respect from their Orkish masters on account of their ferocity. Also known as Grots, Gretchin possess a cruel sense of mischief and a clever notion of self-preservation, collectively known as cunnin', but these talents are entirely lost on their massive green-skinned cousins.

Utter cowards, Grots never enter combat willingly, but they fight like cornered under-hive rats when caught unawares or forced into battle. To this end, Orks will often gather the little blighters into huge mobs, kept in line by the lash of a skilled Runtherd. They are often sent into combat entirely unarmed, though the foraging skills possessed by the Gretchin are not a thing to be overlooked, and it is quite common for them to be armed with small slug-throwers and energy weapons. Individually these weapons are nearly harmless, but in numbers they can fill the air with enough projectiles to find chinks in even the finest suits of armour.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
1	2	1	2	1	1

Soak Value	Wound Thresh.	M/R Defense
1	2	0	0

Skills (group only): Ranged - Light, Stealth, Tech-Use

Traits:
- **Silhouette 0**

Abilities:
- **Subservient:** When using the assist maneuver to assist an Ork, Gretchin add an extra 🟦.

Gear:
- **Grot Blasta:** Ranged - Light (◆◆■); Damage 6; Critical ∧∧∧∧; Range (Medium); Inaccurate 1

☠ KABALITE WARRIOR (RIVAL)

The mainstays of the Kabalite armies, these Dark Eldar live their lives in a state of perpetual warfare. When not on the battlefield, they constantly face threats from other Kabals and at times from within their own ranks. These constant threats enable Kabalite Warriors to be masters of the craft of death, ready to spread pain and destruction on any who stand against them and their masters.

Kabalite Warriors are garbed in tight-fitting bodysuits layered with interlocking armour plates. The suits of armour have hooks and cables that attach to the nerve fibres of the wearer, enhancing sensory receptions— especially those for pain— to extraordinary levels. Every sensation warriors experience is conveyed to the wearers, amplified tenfold.

These are often the most common Dark Eldar encountered by an Inquisitor and his Acolytes.

Some Warriors might even strike out on their own as mercenary raiders. These rogues often sell information to the highest bidder, including secrets that many of the Kabals would rather stay buried deep within the webway.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	5	2	3	3	2

Soak Value	Wound Thresh.	M/R Defense
6	14	3 / 3

Skills: Coordination 3 (⬡⬡⬡◆◆), Perception 1 (⬡◆◆), Melee - Light 2 (⬡⬡◆◆◆), Ranged - Heavy 1 (⬡◆◆◆◆), Stealth 2 (⬡⬡◆◆◆), Vigilance 2 (⬡◆◆)

Talents:

- **Defensive 2**: +2 Defense
- **Hard Target:** Increase difficulty of all combat checks targeting this character once if they used the move maneuver twice in their last turn.

Abilities:

- **Power Through Pain**: At the end of any turn in which a Kabalite Warrior has inflicted wounds on an opponent, he can immediately perform the move maneuver as an incidental.

Gear:

- **Splinter Rifle**: Ranged - Heavy (⬡◆◆◆◆); Damage 6; Critical ⋀⋀⋀; Range (Long); Pierce 2, Toxic 2
- **Xenos Armour**: Soak 3; Defense 1
- 2 reloads for splinter rifle, various trophies and totems

☷ Kroot Mercenary (Rival)

The Kroot are a species of almost limitless variety, having travelled countless evolutionary paths. While the form most associated with the species is referred to by the Imperium as the Kroot Carnivore, it is postulated that almost every single animal life form on their home world of Pech is related, albeit distantly, to the genus. Evolution in the Kroot has become a matter of rapid adaptation. The Kroot evolve so quickly that they are in danger of overtaking their own development and becoming so specialised that they are led down dead-end evolutionary paths.

The Tau Empire has entirely integrated the Kroot homeworld of Pech, but that is not to say that all Kroot fight for the Tau. In fact, many mercenary forces of Kroot can be found fighting alongside Eldar and human forces—and occasionally even amongst the ranks of foul Chaos renegades or the Ork hordes. Kroot mercenaries hold no prejudices against any particular race, and care only that they are well paid for their services.

3	4	2	3	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
4	12	0	0

Skills: Melee - Heavy 2 (⬡⬡◈), Perception 2 (⬡⬡◈), Resilience 2 (⬡⬡◈), Ranged - Heavy 1 (⬡◈◈◈), Survival 4 (⬡⬡⬡◈), Vigilance 2 (⬡⬡)

Talents:

- **Hard Target:** Increase difficulty of all combat checks targeting this character once if they used the move maneuver twice in their last turn.

- **Jump Up:** Stand from seated/prone as an incidental once per turn.

Traits:

- **Swift:** Travel twice as far when using the move maneuver.

Abilities:

- **Eater of the Dead**: Once per encounter as an action, Kroot can consume raw flesh of a fallen foe to recover up to 5 wounds.

- **Fieldcraft:** Add ⬜ to all Stealth checks in natural environments, and ignore difficult terrain in forest/jungle environments.

Gear:

- **Kroot Rifle (Ranged)**: Ranged - Heavy (⬡◈◈◈); Damage 10; Critical ʌʌʌ; Range (Long)

- **Kroot Rifle (Melee)**: Melee - Heavy (⬡◈◈); Damage 6; Critical ʌʌʌʌ; Range (Engaged); Vicious 1

- **Beak**: Melee - Light (◈◈◈); Damage 4; Critical ʌʌʌ; Range (Engaged)

- **Hide Armour**: Soak 1; Defense 0

- Fetish pouch, cut meat of varying freshness

☠ Lacrymole (Nemesis)

Classified Xenos Horrificus by the Ordo Xenos, the Lacrymole are vampiric shapeshifters, capable of changing their form at will. These aliens often stow away aboard Imperial spacecraft in human form so that they might feed upon the vessel's crew and passengers as they travel across the galaxy seeking out new worlds to feast upon. The Lacrymole's true form is that of a mass of flesh and limbs in constant motion, with only its black eyes remaining unchanged.

4	5	4	4	3	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense	
7	25	20	0	0

Skills: Athletics 1 (◇◆◆◆), Coordination 3 (◇◇◇◆◆), Deception 3 (◆◆◆◇), Melee - Light 3 (◆◆◆◇), Perception 2 (◆◆◆◆), Stealth 4 (◇◆◆◆◆), Skulduggery 2 (◆◆◇◆)

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

- **Catfall 5:** Reduce damage suffered from falling by 10. Add ☐☐ to Athletics or Coordination checks to reduce damage from falling.

- **Lightning Attack:** Perform maneuver and suffer 1 strain. Next Melee (Light) check gains Linked 5.

Traits:

- **Dark-Sight:** Can see in the dark without penalty.

- **Fear 3**: Encountering this creature triggers a **Hard (◆◆◆) fear check**.

- **Regeneration 5:** At the start of each turn, recover 5 wounds.

Abilities:

- **Perfect Mimicry:** Lacrymoles can imitate any sound (including speech) with incredible accuracy. A **Daunting (◆◆◆◆) Perception check** is required to realise the sound is fake.

- **Regrowth**: Lacrymoles can spend an action to automatically recover from a non-lethal critical injury with no skill check.

- **Xenomorph**: By dedicating an entire turn, the Lacrymole can shapeshift into any form roughly similar in size to itself, such as the form of a human, or a Genestealer. A **Formidable (◆◆◆◆◆) Perception check** is required to see through the transformation, or a **Daunting (◆◆◆◆) check** if the Lacrymole is imitating someone the character is personally familiar with such as an ally.

Gear:

- **Mandibles**: Melee - Light (◇◇◆◆); Damage 8; Critical ⋀⋀; Range (Engaged); Pierce 2, Sunder, Vicious 2

- **Hardened Hide:** Soak 3; Defence 0

- Whatever gear is normally carried by the creature the Lacrymole has slain and replaced. Lacrymoles will even make use of weapons held by their victims if they're desperate.

▶ ORK BOY (MINION)

The majority of Orks encountered throughout the galaxy are Ork Boyz, the common, foot-slogging warriors that make up the bulk of the greenskin horde. They are neither rulers nor leaders, for that role belongs to the Nobz, but nor are they servants or slaves, for the Gretchin fulfil that role. They exist for one purpose, and one purpose alone—to wage war. Orks care not where war is waged or against whom, and in the absence of a worthy foe, they happily fight amongst themselves.

Ork Boyz are tough, hulking brutes with thick, gnarly green hides. Fully erect they stand somewhere between six and seven feet tall, but most stand hunched over. Their bestial, almost porcine faces have beady little red eyes and a jutting jaw brimming with long tusks. Their skulls are thick, their arms long and ape-like, and their torsos extremely well-muscled. They typically wear battered and worn clothing and armour, cobbled together from whatever scraps they can find, take, or steal, and wield crude weaponry ranging from loud slug-firing pistols to even louder rifles.

The presence even a single Ork on a planet can be a cause for serious alarm to the Inquisition, as once a world is invaded by Orks it will never truly be free of them again, their noxious spore-based reproductive system taking root in the planet's ecosystem. Decades after weathering an Ork Waaagh! settlements on a planet can find themselves faced with an unexpected attack from feral Ork tribes coming out of the wilderness. Exterminatus is the only true way to rid a planet of an Ork infestation, so their presence is often tolerated out of necessity.

5	2	2	3	3	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
7	8	1	1

Skills (group only): Athletics, Coercion, Melee - Light, Ranged - Heavy, Ranged - Light

Abilities:
- **Mob Rule**: When in a minion group numbering 5 or more, Orks become immune to fear.

Gear:
- **Shoota**: Ranged - Heavy; Damage 9; Critical ᛜᛜᛜ; Range (Long); Inaccurate 1
- **Slugga**: Ranged - Light; Damage 9; Critical ᛜᛜᛜ; Range (Medium); Inaccurate 1, Limited Ammo
- **Choppa**: Melee - Light; Damage 9; Critical ᛜᛜᛜ; Range (Medium); Inaccurate 1
- **Flakk Armour:** Soak 2; Defense 1
- Shiny bitz, pouch of teef, a really small Squig.

☠ SLAUGTH INFILTRATOR (NEMESIS)

The Slaugth are terrible and monstrous beings whose minds and bodies are utterly alien and who are rightly feared and reviled by mankind. The Slaugth (known in some cases as the "maggot men," the "dream eaters," or the "carrion lords") are regarded by most that have heard of them as little more than a nightmarish myth—void born tales or the dark fancy of some mad Rogue Trader. The Inquisition, for its part, knows the race to be all too real, but have suppressed all knowledge under a blanket of secrecy for millennia.

The manifest horrors of this species' bodies and desires are only compounded by an implacable and utterly alien intelligence, and an ability to exploit human corruption and terror to meet their own needs. Mercifully few in number, it seems that they are not given to open warfare and show no interest in acquiring territory. Instead they favour stealth and secrecy to attain their goals, while their seeming physical near-immortality and powerful technology makes them dreadfully powerful opponents when encountered.

5	4	5	4	4	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense	
7	27	25	1	1

Skills: Athletics 1 (⬡◆◆◆◆), Coercion 5 (⬡⬡⬡⬡◆🔲🔲), Cool 3 (⬡⬡◆), Discipline 3 (⬡⬡⬡◆), Medicine 3 (⬡⬡⬡◆◆), Negotiation 3 (⬡⬡◆), Skulduggery 2 (⬡⬡◆◆), Stealth 3 (⬡⬡⬡◆🔲), Tech-Use 3 (⬡⬡⬡◆◆)

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

- **Dodge 3:** When targeted by a combat check, suffer up to 3 strain to increase difficulty of check that many times.

- **Jump Up:** Stand from seated/prone as an incidental once per turn.

Traits:

- **Amorphous:** This creature has a malleable form, and can increase or decrease Silhouette by 1 as an incidental.

- **Dark-Sight:** Can see in the dark without penalty.

- **Fear 4:** Encountering this creature triggers a **Daunting (◆◆◆◆) fear check**.

- **Regeneration 3:** At the start of each turn, recover 3 wounds.

- **Stuff of Nightmares:** Immune to a variety of effects. See page 224.

Abilities:

- **Necrotic Fluids:** When a Slaugth suffers a critical wound, all engaged creatures suffer 6 damage.

- **Untouchable:** Slaugth are completely immune to psychic powers and their effects. They may still be affected indirectly (e.g. falling boulders hurled with Telepathy).

Gear:

- **Nerotic Grasp:** Melee - Light (◆◆◆◆◆); Damage 7; Critical ⋀⋀; Range (Engaged); Toxic 2, Vicious 2

- **Ripper Ray:** Ranged - Light (◆◆◆◆); Damage 8; Critical ⋀⋀; Range (Short); Pierce 2, Reliable

- **Shroud Cloak:** Soak 2; Defence 1; 🔲 to Stealth checks

- **Enunciator:** Translates using samples of captured victims' voices, adds 🔲🔲 to Coercion checks.

▶ Tau Fire Warrior (Minion)

Tau Fire Warriors are the line infantry of the Tau army. All are drawn from the Fire Castes, and are therefore bred for war and utterly dedicated to the Greater Good. Fire Warrior teams are extremely well equipped, utilising pulse weaponry, as well as highly effective armour. Each wears a helmet into which is built a range of communication and sensor devices, ensuring each is constantly in contact with the commander and ready to respond at a moment's notice to his orders.

Fire Warrior tactics emphasise fluid manoeuvre warfare over the stubborn, hidebound approach favoured by many human armies. They will give ground and re-deploy when the situation warrants it, always seeking to bring the enemy to battle on the most favourable terms possible. This approach aims to bring the team's considerable frepower to bear with devastating precision, and the Fire Warriors are adept at singling out the most dangerous foe, destroying him utterly, before moving to a new position from which to target the next enemy.

2	3	2	2	3	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense
5	4	2 | 2

Skills (group only): Athletics, Cool, Perception, Ranged - Heavy

Abilities:

- **Fire Drill**: When in a minion group of 5 or more, ranged attacks gain Linked 1.

Gear:

- **Pulse Rifle**: Ranged - Heavy; Damage 12; Critical ᴧᴧᴧ; Range (Extreme); Accurate 1, Autofire, Pierce 2
- **Tau Combat Armour:** Soak 3; Defense 2
- **Black Sun Filter:** Functions as a high quality photo visor, granting Dark Sight and protecting from harsh light such as photon flash grenades.
- Two pulse rifle reloads

From Beyond

All knowledge is carefully controlled in the Imperium, but no secrets are so desperately guarded as those concerning Daemons. Survivors of a daemonic encounter are routinely purged, their lives less important than containing the horrific revelation that these creatures exist. Only the most important are permitted to know of Daemons, and even those august individuals are subject to careful screening for the taint of corruption. Even such figures as planetary governors are subject to mind-wiping, or execution if an Inquisitor deems it necessary.

Using Daemons

When defeated, a Daemon is not truly killed, but rather banished to the Warp. Occult texts and forbidden lore hold that when banished, it cannot return to the material universe until a certain amount of time has passed. Some sources may cite a number such as 1,000 years and a day, while others hold that a number of factors, such as the nature of the Daemon, the method of banishment, and the alignment of the cosmos together determine the duration. Time has little meaning in the Warp, however, and even the wisest of Daemonhunters and the most gifted prognosticators can only provide a rough idea of when a Daemon shall return.

In Dark Heresy, a Daemon's return depends primarily on the needs of the plot. A Daemon can reappear whenever the GM determines appropriate. This could come as an unexpected and shocking twist for the Acolytes, or an entire adventure could revolve around the Acolytes's efforts to uncover and halt a summoning plot. The reappearance of a Daemon that the Acolytes previously banished should make for a dramatic and frightening event, as the only thing worse than facing a Daemon is facing a Daemon with a grudge.

This chapter does not provide an exhaustive list of the Daemons found in the dark corners of the galaxy, but provides examples of Daemons aligned to each of the four Chaos Gods, as well as unaligned monstrosities. This should serve as a solid jumping-off point for GMs to create their own warp abberations.
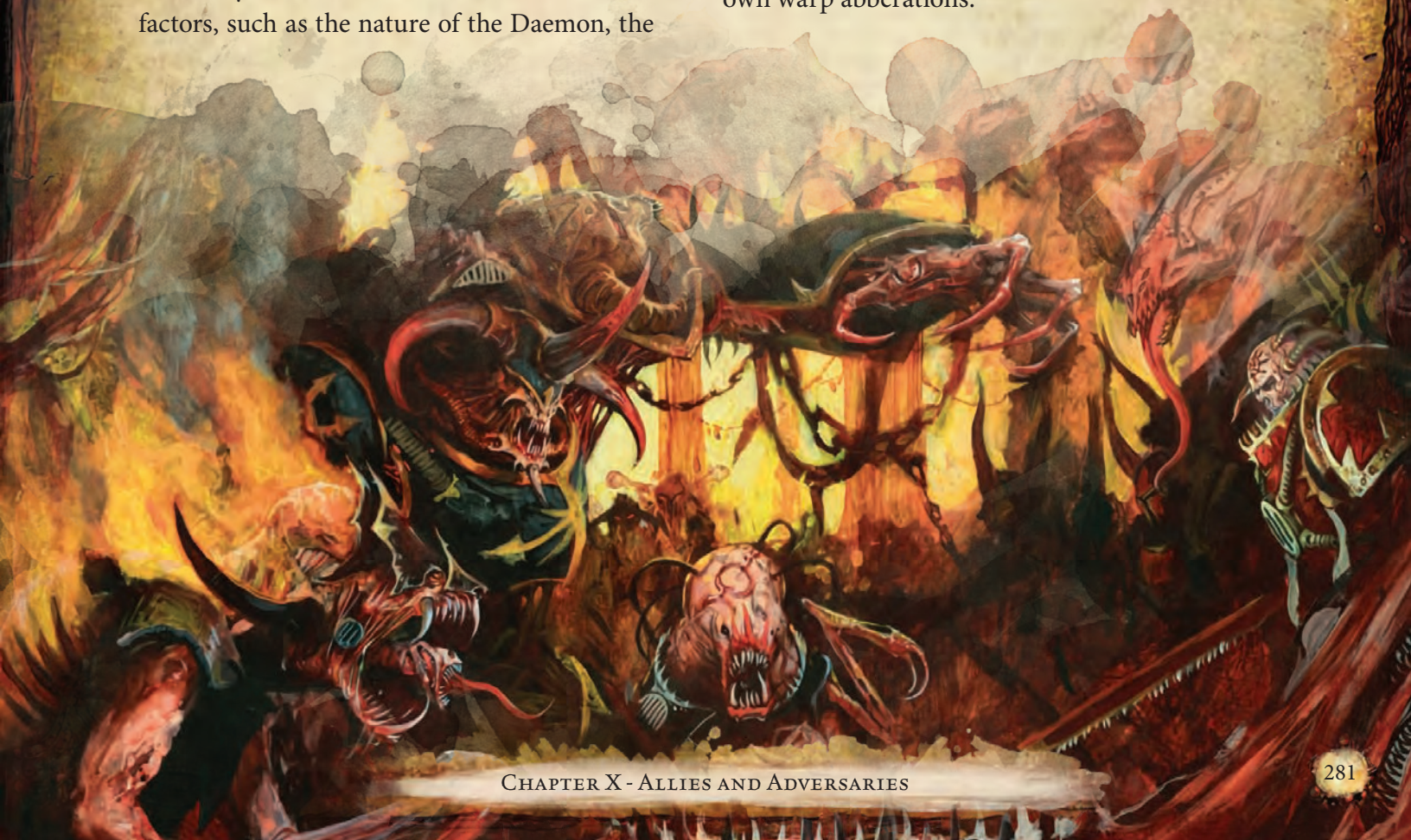
☠ Astral Spectre (Rival)

In the Imperium, pyskers are feared not only for their strange powers but for the untold harm which can and often does arise when they are used carelessly. When the abilities of a psychically active mind are wielded by those weak in faith or will, the psychic energy can congeal with the fabric of the warp to form Astral Spectres. These malevolent shadow creatures attack humans and devour their soul's essence to replenish the psychic energy from which the Spectres were born.

Although Astral Spectres vary greatly in appearance, there are a few common characteristics that all such Spectres share. They are vaguely humanoid creatures composed of patches of semi-translucent shadow, and their presence unnerves all sentient creatures in their vicinity, often causing said creatures to experience psychic phenomena. Without fail, their forms are both vile and horrifying. They possess no solid physical form but wield a variety of psychic powers which allow them to interact with and harm material beings.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
1	3	2	2	4	2

Soak Value	Wound Thresh.	M/R Defense	
3	10	4	4

Skills: Perception 2 (⬡⬡), Telekinesis 3 (⬡⬡◆), Telepathy 4 (⬡⬡◆◆), Vigilance 3 (⬡⬡⬡◆)

Traits:

- **Daemonic 2**: +2 Soak, cannot be negated by Pierce or Breach. Upgrade difficulty of all fear checks twice. See page 222 for full details.

- **Fear 2:** Encountering this creature triggers an **Average (◆◆) fear check**.

- **Flyer:** This creature can fly.

- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.

- **Incorporeal:** Can pass through physical objects. Immune to normal weapons. Adds 🟦🟦🟦 to Stealth checks. See page 223.

- **Stuff of Nightmares:** Immune to a variety of effects. See page 224.

- **Warp Instability:** See page 224.

Abilities:

- **Imperceptible**: Astral Spectres have defense 4.

Example Psychic Powers:

- **Warp Howl**: Choose a target at short range for this attack and make an **Average (◆◆) Telekinesis check**. If successful, this attack inflicts 3 damage, +1 damage per ✷. If this attack hits, ⋀ may be spent to move the target one range band in any direction.

- **Hallucination:** Select a target within medium range and make an opposed Telepathy vs Discipline check. If successful, target rolls on **Table 5-2 Hallucinogenic Effects** (page 89), suffering the results. ⊗ may be spent to choose the result instead of rolling.

- **Jinx:** Select a target within short range and make an **Average (◆◆) Telepathy check**. If successful, until the end of the target's next turn, they decrease their ability of any skill checks they make by one.

☷ BLOODLETTER (RIVAL)

Muscular and possessed of an unmatched rage, Bloodletters make up the bulk of Khorne's forces. Unlike other daemonic rabble, Bloodletters march to war in distinct ranks under banners dripping with gore and loud horns whose piercing cries can chill a man's blood in seconds. They are the Warp's preeminent foot soldiers, and fall upon mortal armies like an unrelenting tide of blood.

Once a Bloodletter enters combat, it transforms into a whirlwind of death, spinning and turning its weapons faster than the eye can follow. Only the best-trained troops could ever hope to match a Bloodletter in close quarters, and the skulls that pile around Khorne's throne are a testament to all who have failed in the attempt.

5	4	1	1	3	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
10	15	2	1

Skills: Athletics 3 (⬡⬡⬡◆◆), Cool 2 (⬡◆), Discipline 2 (⬡⬡◆), Melee - Heavy 3 (⬡⬡⬡◆◆), Resilience 2 (⬡⬡◆◆◆), Vigilance 2 (⬡⬡◆)

Talents:

- **Adversary 1**: Upgrade difficulty of all combat checks against this this target once.
- **Frenzy:** Enter frenzied state as an action. All attacks made by character add ✹⚔⚔, but all attacks against character add ✹. See page 57 for full details.

Traits:

- **Daemonic 3**: +3 Soak, cannot be negated by Pierce or Breach. Upgrade difficulty of all fear checks three times. See page 222 for full details.
- **Fear 4:** Encountering this creature triggers a **Daunting (◆◆◆◆) fear check**.
- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.
- **Warp Instability:** See page 224.

Abilities:

- **Blood Frenzy**: Bloodletters are always Frenzied, but will never attack other Daemons of Khorne.
- **Growing Rage:** Each time a Bloodletter kills a target with its hellblade, the weapon gains +1 damage. This is cumulative with multiple kills, and lasts until the end of the encounter

Gear:

- **Hellblade**: Melee - Heavy (⬡⬡⬡◆◆); Damage 11; Critical ⚔⚔; Range (Engaged); Breach 1, Defensive 1, Sunder, Vicious 3
- **Brass Armour**: Soak 2; Defense 1

☠ CHAOS FURY (RIVAL)

Furies are bestial, ravenous Daemons who desire only to inflict destruction and death. It is written in some tomes of forbidden lore that they are formed from the souls of mortals who sought to advance themselves by giving fleeting worship to each of the Dark Gods in turn. Upon their death, these individuals are rewarded for their insincerity with an eternity of hunger as a lowly, winged Fury. Yet, certain sealed archives speak of Furies that clearly bear the sign of a particular Dark God. Those Furies marked by Nurgle soar impossibly on wings of tattered flesh and exposed bone, their mouths filled with rows of rotten teeth. Whether these Furies have redeemed themselves in the eyes of the Lord of Decay or been enslaved to his service, none can say. Of course, to attempt to discern the ways of Chaos is to invite madness and damnation, and for most Inquisitors it is enough to know that Furies are Daemons, and anathema to Mankind.

3 Brawn	4 Agility	2 Intellect	3 Cunning	3 Willpower	2 Presence

Soak Value	Wound Thresh.	M/R Defense
6	10	0 | 0

Skills: Athletics 2 (◯◯◆), Cool 1 (◯◆), Co-ordination 3 (◯◯◯◆), Discipline 1 (◯◯◯), Melee - Light 3 (◯◯◯), Resilience 2 (◯◯◆), Vigilance 2 (◯◯◆)

Talents:

- **Assassin Strike**: Succeed on an **Average (◆◆) Coordination check** after a successful melee attack to disengage as an incidental.

Traits:

- **Daemonic 3**: +3 Soak, cannot be negated by Pierce or Breach. Upgrade difficulty of all fear checks three times. See page 222 for full details.

- **Fear 3:** Encountering this creature triggers a **Hard (◆◆◆) fear check**.

- **Flyer**: This creature can fly.

- **From Beyond**: Not susceptible to fear, immune to mind-altering psychic powers.

- **Warp Instability**: See page 224.

Abilities:

- **Dive Attack:** If the fury is flying when it makes a melee attack, the attack gains ⬜⬜, and ⋀⋀⋀ or ✸ can be spent to Stagger target.

Gear:

- **Claws and Fangs**: Melee - Light (◯◯◯); Damage 6; Critical ⋀⋀⋀; Range (Engaged); Vicious 3

☩ Chaos Spawn (Rival)

The Ruinous Powers reward their followers with all manner of gifts. These twist bodies and minds in ways impossible to imagine, perhaps adding acidic saliva, an exoskeleton of red-hot rock, or leathery wings. To follow the Path of Chaos is to accept these gifts, no matter what deformities they bring, for at the end is the ultimate blessing of ascension to a Daemon Prince. There is, however, only so much mortal flesh can withstand before sanity and physical control is forever lost. If a mortal is not transformed into a Daemon, there comes a time when the mutations become overwhelming and he becomes a Spawn of Chaos.

A Spawn is a monstrous sight, each a unique, gibbering mass of tissue that should not possibly live but still does, powered through the unholy energy of the Dark Gods. Some might have multitudes of oily tentacles, or have grown insectoid eyes, or even sprouted new faces along their body that scream their pain with each motion. Chaos cults often have small numbers of Spawn chained in the lower depths of their strongholds, where they are worshipped as divine revelations of the power of Chaos made manifest. Often the Spawn are fed with captured enemies, or set loose to cause terror as part of larger cult actions.

5	3	1	2	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
7	15	2	2

Skills: Athletics 2 (⬡⬡◆◆◆), Cool 2 (⬡◆), Discipline 1 (⬡◆), Melee - Light 2 (⬡⬡◆◆◆), Resilience 3 (⬡⬡⬡◆◆), Vigilance 1 (⬡◆)

Talents:
- **Adversary 1**: Upgrade difficulty of all combat checks against this this target once.
- **Whirlwind of Death:** Increase difficulty of melee combat check by 1. ⋀⋀ may be spent to strike an additional engaged target, this can be done once per engaged target.

Traits:
- **Daemonic 2**: +2 Soak, cannot be negated by Pierce or Breach. Upgrade difficulty of all fear checks twice. See page 222 for full details.
- **Fear 3:** Encountering this creature triggers a **Hard (◆◆◆) fear check**.
- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.
- **Regeneration 3:** At the start of each turn, recover 3 wounds.
- **Warp Instability:** See page 224.

Abilities:
- **Constant Mutation**: Recover from least severe critical injury at the start of each turn.

Gear:
- **Claws and Fangs**: Melee - Light (⬡⬡◆◆◆); Damage 7; Critical ⋀⋀⋀; Range (Engaged); Ensnare 1, Toxic 1
- **Shifting Physiology**: Soak 0; Defense 2

☠ CHAOS SPACE MARINE (NEMESIS)

There are many reasons a Space Marine might surrender his soul to the Dark Gods - it may be for the highest of ideals, or in pursuit of the basest desires. Ripped from the bosom of the Imperium and with their bond to the Emperor shattered, these brutal soldiers face but one fate - reconciliation and atonement are forever forbidden to them. Instead, they have wholly damned their souls and cast their lot with the eternal forces of Chaos.

These superhuman killers seek to gain the fickle gifts of the Ruinous Powers - flesh tainted by the touch of the Warp - in return for destroying any foes they can find or, from time to time, performing human sacrifice. The selfish bitterness and hatred that burn in the Chaos Space Marine's dark heart are both the source of his greatest strength and his greatest weakness, for whilst he is a savage warrior without peer, he also charges into battle against odds that would make the most hardened human veteran baulk.

6	4	2	3	4	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense
11	30	22	2 2

Skills: Athletics 2 (⬡⬡◆◆◆◆), Coercion 3 (⬡⬡⬡◆), Cool 4 (⬡⬡◆◆), Discipline 4 (⬡⬡⬡⬡), Leadership 2 (⬡⬡), Melee - Light 3 (⬡⬡⬡◆◆◆), Perception 2 (⬡⬡◆), Ranged - Light 3 (⬡⬡⬡◆)

Talents:

- **Adversary 3**: Upgrade difficulty of all combat checks against this target three times.

- **Indomitable:** When this character would become incapacitated, spend a story point as an out-of-turn incidental. Character is not incapacitated until end of next turn. Once per encounter.

- **Iron Jaw 3**: As action make an **Average (◆◆) Discipline check**. If successful, character is no longer staggered or disoriented. This action may be performed when staggered.

Traits:

- **Amphibious**: Can breathe and move underwater with no penalty.

- **Fear 4:** Encountering this creature triggers a **Daunting (◆◆◆◆) fear check**.

Abilities:

- **Armour Spikes:** When hit by a Melee combat check, spend ⟳⟳⟳ or ⊗ to inflict one hit of 6 damage on the attacker.

Gear:

- **Astartes Bolt Pistol**: Melee - Light (⬡⬡⬡◆); Damage 14; Critical ⋀⋀; Range (Medium); Pierce 2, Scarce Ammo, Vicious 2

- **Astartes Power Fist**: Melee - Light (⬡⬡⬡◆◆◆); Damage 17; Critical ⋀⋀; Range (Engaged); Breach 2, Knockdown, Sunder

- **Astartes Power Armour:** Soak 5; Defence 2; Brawn +1 (reflected in profile)

☠ Daemonette (Rival)

The most numerous of Slaanesh's daemonic followers, Daemonettes serve the Dark Prince's purposes in myriad ways. They fight battles in its name, conduct its rituals, carry its messages, and seduce its rivals. They are courtiers and courtesans, often found lounging on silken cushions within the Palace of Slaanesh, gossiping endlessly over plans to win their lord's favour.

Occasionally, Daemonettes are gifted to Slaanesh's chosen champions as handmaidens, grooming its followers for potential daemonhood, or ensnaring them with empty promises and sinful caresses. Like their patron god, Daemonettes are possessed of a perverse, unnatural beauty that causes equal parts loathing and longing in all who behold them. They are lithe, dexterous killers, gifting their victims with a confection of excruciating caresses and tender killing strokes.

3	4	2	4	3	4
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
7	14	2	2
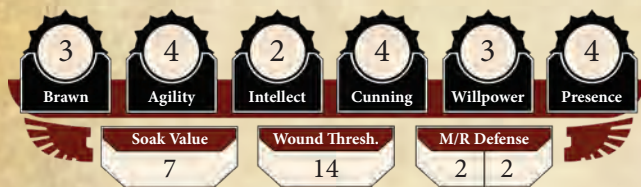
Skills: Athletics 2 (◇◇◆), Charm 2 (◇◇◆◆), Cool 2 (◇◇◆◆), Coordination 5 (◇◇◇◇◆), Deceive 3 (◇◇◇◆), Discipline 2 (◇◆◆), Melee - Light 4 (◇◇◆◆), Resilience 2 (◇◇◆)

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

- **Assassin Strike:** Succeed on an **Average (◆◆) Coordination check** after a successful melee attack to disengage as an incidental.

- **Hard Target:** Increase difficulty of all combat checks targeting this character once if they used the move maneuver twice in their last turn.

- **Lightning Attack:** Perform maneuver and suffer 1 strain. Next Melee (Light) check gains Linked 4.

Traits:

- **Daemonic 3:** +3 Soak, cannot be negated by Pierce or Breach. Upgrade difficulty of all fear checks three times. See page 222 for full details.

- **Fear 4:** Encountering this creature triggers a **Daunting (◆◆◆◆) fear check**.

- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.

- **Warp Instability:** See page 224.

Abilities:

- **Soporific Musk:** Characters engaged with a Daemonette add ■ to all checks, and must suffer one extra strain to activate defensive talents such as Dodge and Parry.

Gear:

- **Pincer Claws:** Melee - Light (◇◇◇◆); Damage 7; Critical ⋀⋀; Range (Engaged); Breach, Vicious 5

- **Warpsilk Armour:** Soak 1; Defense 2

💀 DAEMONHOST (NEMESIS)

Daemonhosts are unholy creations of foul and dangerous rituals in which a powerful Daemon is bound into a living human host body and enslaved to its creator's will. An utterly foul act, the creation of a Daemonhost condemns the soul of the host body to eternal torment and provides a lasting home in the universe for a Daemon to work its evil. Despite the horror of their creation, there are those within the Inquisition itself, it is said, who have dared to replicate the act, hoping to turn their creations against enemies of the Imperium.

2	2	4	4	5	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense	
8	27	35	0	0

Skills: Biomancy 5 (⬡⬡⬡◆), Deceive 4 (⬡⬡⬡⬡), Discipline 5 (⬡⬡⬡⬡⬡), Divination 5 (⬡⬡⬡⬡◆), Melee - Light 4 (⬡⬡◆◆), Perception 3 (⬡⬡⬡◆), Pyromancy 5 (⬡⬡⬡◆), Resilience 4 (⬡⬡◆◆) Telekinesis 5 (⬡⬡⬡⬡◆), Telepathy 5 (⬡⬡⬡⬡), Vigilance 3 (⬡⬡⬡◆◆)

Talents:

- **Adversary 3**: Upgrade difficulty of all combat checks against this target three times.

Traits:

- **Daemonic 4**: +4 Soak, cannot be negated by Pierce or Breach. Upgrade difficulty of all fear checks four times. See page 222 for full details.

- **Fear 3:** Encountering this creature triggers a **Hard (◆◆◆) fear check**.

- **Flyer:** This creature can fly.

- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.

- **Regeneration 4:** At the start of each turn, recover 4 wounds.

Abilities:

- **Daemonic Phenomena**: All characters within short range of a Daemonhost add ■ to their checks due to the unsettling warp phenomena permeating the area.

- **Malefic Bindings:** Daemonhosts add +5 damage to psychic power Attacks, and add their first range upgrade to powers for free.

Example Psychic Powers:

- **Inferno**: Choose a target at short or medium range for this attack and make a **Hard (◆◆◆) Pyromancy check**. If successful, this attack inflicts 9 damage, +1 damage per ☼. The attack has Burn 5.

- **Warp Shackles**: Choose a Silhouette 1 target within medium range and make a **Daunting (◆◆◆◆) Telekinesis check.** If successful, the Daemonhost may move the target one range band in any direction. The character is frozen in place, and cannot act until the beginning of the Daemonhost's next turn. ⋀⋀⋀ may be spent to extend this effect by one round.

Gear:

- **Claws**: Melee - Light (⬡⬡◆◆); Damage 6; Critical ⋀⋀⋀; Range (Engaged); Pierce 4

- **Warped Flesh:** Soak 2; Defence 0

☠ Herald of Slaanesh (Nemesis)

Slaanesh's most trusted Daemonettes are its hand-maidens known as its Heralds, who adorn the Dark Prince's throne, caressing its skin and feeding their lord sweetmeats. Upon these favoured few, Slaanesh bestows additional powers, sending them forth to perform tasks requiring great subtlety. Heralds lead the Dark Prince's followers in the ongoing dance, using seductive spells to corrupt their foes.

4	6	3	4	5	5
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	Strain Thresh.	M/R Defense	
11	30	25	2	2

Skills: Athletics 2 (⬡⬡◆◆), Charm 5 (◆◆◆◆◆◆), Cool 2 (⬡⬡◆◆◆), Co-ordination 5 (⬡⬡⬡⬡◆), Deceive 5 (⬡⬡⬡⬡◆), Discipline 4 (⬡⬡⬡⬡◆), Melee - Light 4 (⬡⬡⬡⬡), Resilience 2 (⬡⬡◆◆), Telepathy 4 (⬡⬡⬡⬡◆)

Talents:

- **Adversary 3:** Upgrade difficulty of all combat checks against this target three times.
- **Assassin Strike:** Succeed on an **Average (◆◆) Coordination check** after a successful melee attack to disengage as an incidental.
- **Dodge 5:** When targeted by a combat check, suffer up to 5 strain to increase difficulty of check that many times.
- **Hard Target:** Increase difficulty of all combat checks targeting this character once if they used the move maneuver twice in their last turn.
- **Lightning Attack:** Perform maneuver and suffer 1 strain. Next Melee (Light) check gains Linked 6.

Traits:

- **Daemonic 6:** +6 Soak, cannot be negated by Pierce or Breach. Upgrade difficulty of all fear checks five times. See page 222 for full details.
- **Fear 4:** Encountering this creature triggers a **Daunting (◆◆◆◆) fear check**.
- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.
- **Warp Instability:** See page 224.

Abilities:

- **Overwhelming Allure**: For each Daemonette within short range of its target, a Herald of Slaanesh adds a ▢ to the Focus Power test to use the Compel psychic power on that foe.

Example Psychic Powers:

- **Dominate**: Choose a target within short range and make a **Daunting (◆◆◆◆) Telepathy check**. If successful, the target suffers 1 strain and must obey the Herald's commands for one round. ⋀⋀⋀ may be spent to increase this duration by a further round.

Gear:

- **Pincer Claws**: Melee - Light (⬡⬡⬡⬡); Damage 7; Critical ⋀⋀; Range (Engaged); Breach 1, Linked 1, Vicious 5
- **Warpsilk Armour:** Soak 1; Defence 2

☗ Horror (Rival)

The writhing, constantly-mutating creatures known as Horrors are the most numerous of all Tzeentch's servants. Fashioned from pure Warpstuff, they spew from the Empyrean to fight on behalf of Tzeentch's Daemon Princes and Lords of Change. Horrors delight in blasting foes with bolts of eldritch power before moving in to tear them apart. Due to their shifting and warping nature, these creatures are notoriously hard to destroy, and some claim that smiting a Horror causes it to split into two, smaller Daemons. Most have never lived long enough to confirm this story, however.

3	3	2	4	4	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
8	13	1	1

Skills: Athletics 2 (⬡⬡⬢), Cool 3 (⬡⬢⬢), Melee - Light 3 (⬡⬢⬢), Discipline 1 (⬡⬢⬢⬢), Perception 3 (⬢⬢⬢⬡), Pyromancy 2 (⬡⬢⬢), Resilience 2 (⬢⬢⬡)

Talents:
- **Adversary 1**: Upgrade difficulty of all combat checks against this target once.

Traits:
- **Daemonic 3**: +3 Soak, cannot be negated by Pierce or Breach. Upgrade difficulty of all fear checks three times. See page 222 for full details.
- **Fear 3:** Encountering this creature triggers a **Daunting (◆◆◆) fear check**.
- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.
- **Warp Instability:** See page 224.

Abilities:
- **Splitting Horrors**: When a horror dies, it divides into two lesser horrors. These Daemons share the same profile as a regular horror, but reduce their WT to 9 and have no armour.

Lesser horrors do not have the Splitting Horrors ability.

Example Psychic Powers:
- **Warpflame**: Choose a target for this attack within short range and make a **Hard (◆◆◆) Pyromancy check**. If successful, this attack inflicts 6 damage, +1 damage per ✶, with Burn 1.

Gear:
- **Claws**: Melee - Light (⬡⬡⬡); Damage 6; Critical ∧∧∧; Range (Engaged); Breach 1
- **Warpscale Armour**: Soak 2; Defense 1.
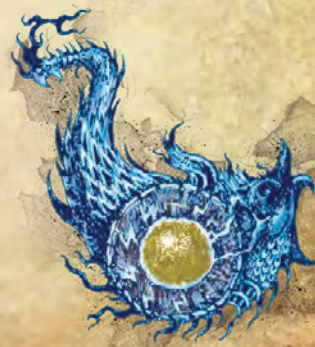
▶ NURGLING (MINION)

Vulgar and mischievous imps of the Plague God, Nurglings are said to originate within the bowels of the greatest of Nurgle's Daemons. When the Warp waxes strong, they gather into large groups, falling over one another in their eagerness to attack the enemies of their beloved Grandfather Nurgle. Though individually weak, in groups they can overwhelm and drag down foes many times their own size. As manifestations of disease and filth, even the slightest scratch from their jagged claws or pointed teeth results in horrific infection and necrosis. Nurglings also pose a significant moral threat, as does any exposure to the denizens of the Warp.

Being so small in stature and power, Nurglings can remain in the corporeal universe longer than other Daemons. In areas heavily saturated with corruption, they can exist almost indefinitely, drawing strength from the surrounding filth and decay. Though followers of Nurgle teach that the presence of Nurglings is a blessing from the Plague God, they often find it to be a frustrating one, as the tiny Daemons delight in absconding with relics, smearing excrement on the pages of forbidden texts, gibbering constantly in unearthly pitches, and generally acting as a nuisance even to those who worship their presence.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	1	1	1	2	1

Soak Value	Wound Thresh.	M/R Defense
3	2	0 0

Skills (group only): Melee - Light, Resilience

Traits:

- **Daemonic 1**: +1 Soak, cannot be negated by Pierce or Breach. Upgrade difficulty of all fear checks once. See page 222 for full details.

- **Fear 3:** Encountering this creature triggers a **Hard (◆◆◆) fear check**.

- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.

Abilities:

- **Clinging**: If gathered in a minion group of 7 or more, Nurglings' attacks gain Ensnare 1.

Gear:

- **Claws and Fangs**: Melee - Light; Damage 4; Critical ⋀⋀; Range (Engaged); Toxic 2

☠ PLAGUEBEARER (RIVAL)

The Nurgle's foul foot-soldiers are the Plague-bearers, Warp-spawned embodiments of disease and decay. These rotten paladins solemnly serve the Heralds and other higher-order Daemons of Nurgle both in the Realm of Chaos and when the Plague God's forces erupt forth into reality. On those momentous occasions when their plans burst forth like maggots from rotten meat, Nurgle's followers summon Plaguebearers to accompany their assaults on Imperial cities as shock troops, or to act as guardians when the hive's defenders seek retribution.

The mere sight of a Plaguebearer is more than enough to induce overwhelming madness and physical illness, for they represent the greatest fears and most visceral disgusts of humanity. Most feature stained horns and a single, rheumy eye, while their decay afflicts each in a unique manner. Their putrefying flesh and spilling innards are impossibly revolting, further amplified by the unnatural aura surrounding all creatures of the Warp. As they advance, the Plaguebearers sonorously chant, counting the innumerable diseases that Nurgle has gifted to the galaxy, forming a maddening drone like the buzzing of countless flies.

4	2	2	3	3	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Thresh.	M/R Defense	
10	16	3	2

Skills: Cool 2 (◇◆), Discipline 2 (◇◇◆), Melee - Light 3 (◇◇◇◆), Ranged - Light 2 (◇◇), Resilience 5 (◇◇◇◇◆)

Talents:

- **Adversary 1**: Upgrade difficulty of all combat checks against this target once.

Traits:

- **Daemonic 3**: +3 Soak, cannot be negated by Pierce or Breach. Upgrade difficulty of all fear checks three times. See page 222 for full details.
- **Fear 4:** Encountering this creature triggers a **Daunting (◆◆◆◆) fear check**.
- **From Beyond:** Not susceptible to fear, immune to mind-altering psychic powers.
- **Warp Instability:** See page 224.

Abilities:

- **Nauseating Stench**: Any character that starts their turn engaged with a Plaguebearer suffers 2 strain, ignoring soak.

Gear:

- **Plague Sword**: Melee - Light (◇◇◇◆); Damage 9; Critical ⋀⋀; Range (Engaged); Defensive 1, Toxic 2
- **Corrosive Vomit**: Ranged - Light (◇◇); Damage 6; Critical ⋀⋀⋀⋀; Range (Short); Pierce 3, Sunder, Toxic 3
- **Rot Armour**: Soak 3; Defense 2

Index of Tables

CREDITS AND ACKNOWLEDGEMENTS

Tremendous thanks go to everyone I've gathered feedback from online, across Discord servers, forums, etc. Without all the feedback I've managed to gather from everyone online, this conversion would be much more unbalanced, unpolished and unfinished than it currently is. Hell, it probably wouldn't even **be** finished.

While I'm sure I'm forgetting tons of people who've contributed in really significant ways, here's a few people I'd like to give specific shout-outs to for their contributions over the couple of years that I've been working on this project -

- **Cyvaris** from the FFG forums - A lot of the mechanics in the psychic powers chapter are heavily inspired by Cyvaris' work on expanding the magic system.

- **TheSapient**, **ESP77**, Swordbreaker and **Richardbuxton** from the FFG forums for their Genesys Talents Expanded project, much of which was adapted and brought over.

- **Direach** from the FFG forums - Some of the NPCs here are either copied wholecloth or inspired by creatures from their Genesys bestiary.

- **Hugh Salamando Filth, Veruca and pxgamist** from the FFG forums, for offering lots of very helpful design feedback, proofreading and general support in making this hack the best it could be.

- **skeleton jelly**, **heroin chic** and **Hyena** from my own gaming groups, for providing some really valuable feedback, advice, proofreading and general design assistance.

- **ammourazz** and **GMTron** from the Genesys Discord for providing lots of useful proofreading and design advice.

- **Nimsim** from the old Dark Heresy 2e beta testing forums. It's been a long time, but a lot of the notes I kept from your insights into the Subtlety and Influence systems in Dark Heresy 2e ended up informing the decisions I made implementing those systems here.

CONTACT DETAILS

If you want to get into contact with me for whatever reason, I can be reached through the following channels. Very open to discussing the details of this conversion, and any advice on typos, balance issues or anything else are welcome.

- **Discord** - Hoob#3184

- **FFG Forums** - My username is Tom Cruise

- **Email** - rossdevans2@gmail.com

If you want to keep up to date with errata, updates and other changes to this conversion, keep an eye on the forum thread at **https://community.fantasyflightgames.com/topic/266319-a/**

That's where I'll keep update logs, new versions of the PDF, and anything else relevant I'm working on (I have a few plans brewing for future supplements). It's also the best place to post any feedback or corrections you have.