

DARK HERESY

PSYCHIC POWERS

FOR ROGUE TRADER

This is a list of the original Dark Heresy psychic powers that were not included with Rogue Trader, converted to the latter system's Psychic Technique format, bringing back the altogether scrapped disciplines of Biomancy and Pyromancy, and supplementing Divination, Telepathy and Telekinesis.

Because Rogue Trader does not operate with the concept of minor powers, these were divided among the disciplines as appropriate. All credit for the conversion goes to Surrealistik.

Optional Rule - Overbleed X: The difference between a successful roll and the target number on a Focus Power roll equals the Overbleed generated by a Focus Power Test. The maximum amount of Overbleed that may be generated is equal to the Psyker's Willpower Bonus times the Psy Rating used for that Focus Power Test.

This Overbleed may be expended on Overbleed Bonuses. X is equal to the amount of Overbleed that must be 'spent' to trigger a given Overbleed Bonus. An Overbleed Bonus can only be triggered once per such expenditure. Unless otherwise noted, Overbleed Bonuses are cumulative and stack with each other.



THE DIVINATION DISCIPLINE

Sense Presence

Value: 200 XP

Prerequisites: Psycholocation

Focus Power Test: Psyniscience

Sustained: Yes

Focus Time: Half Action

Range: 25m x Psy Rating

You automatically detect all living creatures within Range. Walls and other physical obstacles in excess of 1 metre thick block this Technique.

Overbleed 5: Increase this Technique's Range by 25m, OR increase the distance this Technique can penetrate walls and other physical obstacles by 1 metre OR you learn one of the following pieces of information about the detected creatures: Race and Species (if you are familiar enough to identify them), exact distance in metres from your location, or their approximate psychic strength (whether their Psy Rating is higher or lower than yours). At the beginning of each Round you sustain this Technique, you may change its Overbleed Bonuses as you wish.

Sense Mechanism

Value: 200 XP

Prerequisites: Psycholocation

Focus Power Test: Psyniscience

Sustained: Yes

Focus Time: Half Action

Range: 25m x Psy Rating

You automatically detect the form and location of all constructs and machinery within Range. Walls, and physical obstacles in excess of 1 metre thick, and living creatures block this Technique.

Overbleed 5: Increase this Technique's Range by 25m, OR increase the distance this Technique can penetrate walls and other physical obstacles by 1 metre OR you learn one of the following pieces of information about the detected constructions and machines: Whether they are Xenos in origin, whether they are tainted by Chaos, OR how prominent the machine spirit within is (this is usually a rough measure of its complexity and how advanced its technology is).

At the beginning of each Round you sustain this Technique, you may change its Overbleed Bonuses as you wish.

Preternatural Awareness

Value: 300 XP

Prerequisites: Foreshadow, In Harms Way

Focus Power Test: Willpower

Sustained: Yes

Focus Time: Half Action

Range: Self

While sustained, you gain a 5 x this Technique's Psy Rating bonus to your Awareness Tests, and increase your Initiative by this Technique's Psy Rating.

Overbleed 10: You may increase your Initiative by this Technique's Psy Rating again, or further increase the bonus to your Awareness Tests by 5 x this Technique's Psy Rating.

Far Sight

Value: 300 XP

Prerequisites: Preternatural Awareness

Focus Power Test: Willpower

Sustained: Yes

Focus Time: Full Action

Range: 1km x Psy Rating

Your vision moves to a fixed spot of your choice anywhere within Range. If this would cause your vision to materialize within a solid object, the Technique fails automatically. You can turn your vantage up to 90 degrees as a Half Action while sustaining this Technique.

Far Sight does not grant you special vision, and does not extend your hearing, though it can be used in conjunction with other Techniques such as Soul Sight that are active on your person. This Technique is disorientating, restricting you to a Half Action each round, and imposing a -30 penalty to all Tests prompted by actions with the Concentration, Movement and Attack subtypes while active and sustained.

Overbleed 10: Increase this Technique's effective Psy Rating by 1.

Soul Sight

Value: 400 XP

Prerequisites: Preternatural Awareness

Focus Power Test: Psyniscience

Sustained: Yes

Focus Time: Full Action

Range: Self

As a Full Action, you may Test Psyniscience to read the aura of an individual within your line of sight. If your target is aware that you are using this power, he may attempt to resist by making this an Opposed Skill Test, pitting your Psyniscience skill against his Willpower.

You gain a bonus to this Test equal to +5 times the Technique's Psy Rating. Targets with a Dark Pact are always aware of attempts to read their aura, and impose a -30 penalty to Psyniscience Tests to do so as per the Mask of Seeming. Each degree of success on the Psyniscience Test determines how much information you garner:

Basic Success, Hue: Detect the three strongest emotions the target is currently experiencing, race, and if they have any Psychic Discipline Powers. You also gain a general impression of the target's mental and physical health (though not a precisely quantified value). You may also tell whether the target is an Untouchable or Null.

1 Degree, Flow: Gain the insights of Hue, knowledge of the target's nature and habitual sentiments (whether they are misanthropic, optimistic, etc...), a +10 bonus to all Fellowship Tests versus the target, emotion caused by biological feedback such as hunger, desire, fatigue, intoxication, the target's exact Wound and Fatigue levels, and if the target has any Psychic Discipline Powers, and the disciplines of those powers.

2 Degrees, Shape: Gain all insights of Flow, whether or not the target has any Corruption Points (not how many), the three major emotions they have experienced in the past twelve hours, the target's exact Insanity Point total, addictions, and disorders. If the target has any Psychic Disciplines, you infer their exact Psy Rating.

3 Degrees, Pattern: Gain all the insights of Shape, the exact Corruption Points of the target, their Malignancies and if the target has any Minor Psychic Powers (though not what they are). You can also tell if the aura the target projects is genuine or a fabrication, but not what it should be.

Overbleed 10: Increase this Technique's effective Psy Rating by 1.

Foreshadow

Overbleed 10: Increase the bonus to the skill roll by an additional +10.

Otherwise identical to RT entry.

In Harm's Way

Overbleed 10: Increase the bonus to Weapon OR Ballistic Skill Tests by +10, OR increase the penalty on Ballistic Skill Tests to hit the user by -10.

Otherwise identical to RT entry.

Blessed by the Emperor

Overbleed 10: Increase the bonus to Weapon OR Ballistic Skill Tests by +10, OR increase the penalty on Ballistic Skill Tests to hit the user and those warned by the user by -10 OR increase the Range by 10 metres.

Otherwise identical to RT entry.



THE TELEPATHY DISCIPLINE

Cipher Seed

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: No

Focus Time: Full Action

Range: Touch

The user psionically attaches an image or phrase to an individual which is triggered into the mind of the target via touch. The target unknowingly carries it with him until touched by the proper, designated individual.

The image or message passes into the mind of the recipient upon contact. The message can be any image or symbol or sentence of no more than 5 words.

Overbleed 5: Double the number of words or images permitted; this is multiplicative with other Overbleed bonuses.

Twitch

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: No

Focus Time: Half Action

Range: 10m x Psy Rating

The user psychically distracts the target until the end of their next Turn, causing him to suffer a -5 x Psy Rating penalty to all Perception based Tests. Further, characters may attempt a Concealment Test to hide from the target (but not other observers) for the duration of this Technique's effect, even while being observed by him and/or without proper concealment.

Overbleed 10: Increase the Technique's effective Psy Rating by 1, or increase its duration by 1 Turn.

Warp Howl

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: No

Focus Time: Full Action

Range: 25m x Psy Rating

The user creates a deafening screech of noise across the Immaterium that tears through into reality with a cacophonous burst. All sound related Perception based Tests made in Range automatically fail for 1 Round.

Those in Range must then make a Toughness Test at a penalty equal to this Technique's effective Psy Rating times 5 or receive an equal penalty to all sound related Perception based Tests for 1 Round plus 1 Round per Degree of Failure. Those who fail this Toughness Test by 5 or more Degrees are Stunned for 1 Round, and Deafened for 1d10 times Psy Rating minutes.

Creatures with the Heightened Senses (Sound) Talent or similar Talents or Traits double all penalties and durations. Creatures with no auditory senses are immune to this Technique's effects. Hearing protection may offer bonuses to the Test.

Overbleed 10: Increase this Technique's effective Psy Rating by 1, or increase its duration for 1 Turn.

White Noise

Value: 200 XP

Prerequisites: Short Range Telepathy OR Twitch OR Warp Howl

Focus Power Test: Willpower

Sustained: Yes

Focus Time: Full Action

Range: 5m x Psy Rating

The user saturates the Warp around him with psychic static. While active, Tests to determine the presence of anything within Range via technological or psychic means are at a -20 penalty. If a technological or psychic method of detection would not normally require a Test, a **Routine(+10) Tech-Use Test**, or a **Routine(+10) Willpower Test** must be made to detect the user respectively.

Overbleed 5: Increase the Range by 10m OR increase the difficulty of all Tests by one step.

Special: Can be used as prerequisite for Psychic Scream instead of Mind Probe.

Touch of Madness

Value: 200 XP

Prerequisites: Mind Probe OR White Noise

Focus Power Test: Opposed Willpower

Sustained: No

Focus Time: Half Action

Range: 50m x Psy Rating

You reach into the mind of a target within Range and force the target to experience images of utter insanity. The target is entitled to an Opposed Willpower Test to resist

this Technique.

If he fails, he must roll 1d100 on the Mental Trauma table, adding 10 to his roll for every degree of failure. If he fails by three or more degrees, he is Stunned for a number of Rounds equal to this Technique's effective Psy Rating, and gains an equal number of Insanity Points.

Overbleed 10: Increase this Technique's effective Psy Rating by 1 OR the user gains a +10 bonus on his Opposed Willpower Test OR you may select an additional target within Range to be affected.

Fearful Aura

Value: 300 XP

Prerequisites: Touch of Madness OR Terrify AND White Noise

Focus Power Test: Willpower

Sustained: No

Focus Time: Full Action

Range: Self

You gain a Fear Rating equal to this Technique's Psy Rating divided by 2 (round up) versus those able to perceive you who fail an Opposed Willpower Test. Note that this Technique can increase your effective Fear Rating above 4.

Overbleed 10: Increase the Fear Rating gained by 1, or gain a +10 bonus on the Opposed Willpower Test.

Soul Killer

Value: 400 XP

Prerequisites: Psychic Scream OR Touch of Madness

Focus Power Test: Willpower

Sustained: No

Focus Time: Full Action

Range: 10m x Psy Rating

Deals *1d10 E damage*, plus four times the Technique's Psy Rating to a target within Range. This attack ignores Armour unless the Armour is psychically warded. Instead of subtracting the target's Toughness Bonus from the Damage, subtract his Willpower Bonus instead.

Any Critical Hits scored are applied simultaneously to the Body and Head Locations (Critical Damage is not doubled).

This power has no effect on inanimate matter, but may be used on Daemons and other Warp Entities. Any slain by Soul Killer are permanently and irrevocably destroyed, including Daemons and other Warp Entities.

Overbleed 5: Increase this Technique's effective Psy Rating by 1.

Overbleed 10: Affect the same target or a different one with another instance of this power.

Deja Vu

Value: 100 XP

Prerequisites: None

Focus Power Test: Opposed Willpower

Sustained: No

Focus Time: Half Action

Range: 15m x Psy Rating

You create a brief memory loop in the target with Range that you can see. If they fail an Opposed Willpower Test, they must repeat all actions taken during their last Turn in the exact same order. Any action that would obviously be suicidal allows them to automatically succeed on the Test.

Overbleed 10: The user gains a +10 bonus on his Opposed Willpower Test.

Special: Can substitute for Delude as a prerequisite for Compel.

Forget Me

Value: 100 XP

Prerequisites: None

Focus Power Test: Opposed Willpower

Sustained: No

Focus Time: Half Action

Range: 5m x Psy Rating

The user makes a target within Range completely forget about him prior to the instant he uses this power. If the target fails an Opposed Willpower Test, they recall absolutely nothing about the user for a number of minutes equal to this Technique's effective Psy Rating times 5.

Overbleed 5: The user gains a +10 bonus on his Opposed Willpower Test, may affect another target in Range with this Technique, or increases this Technique's effective Psy Rating by 1.

Special: Can substitute for Delude as a prerequisite for Compel.

Truth Seeker

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: Yes

Focus Time: Full Action

Range: Touch

Those affected by this Technique must succeed on a Opposed Willpower Test in order to lie, or otherwise utter a falsehood. The target may choose to remain silent rather than respond.

Overbleed 5: The user gains a +10 bonus on his Opposed Willpower Test.

Special: Can substitute for Delude as a prerequisite for Compel.

Distort Vision

Value: 200 XP

Prerequisites: Delude OR Forget Me OR Deja Vu

Focus Power Test: Willpower

Sustained: No

Focus Time: Free Action

Range: Self

The user's form appears to distort, becoming blurry and indistinct, almost imperceptible, making him hard to hit. All attacks made against the user suffer a -30 penalty to hit, he gains a +30 bonus to Concealment Tests, and he may attempt a Concealment Tests even while being

observed and without proper concealment until the end of his next Turn.

The penalty to hit decreases to -10 for attackers possessing the Blind Fighting Talent. A character that succeeds on a **Challenging (+0) Psyniscience Test** ignores all penalties imposed by this Technique, and otherwise counts as if he were not reliant on sight for the purposes of determining the effects of this Technique.

Sensors, creatures and entities that do not rely on sight are not affected by this Technique, ignoring any bonuses or penalties it provides and automatically succeed at detecting the user if he attempts to make a Concealment Test while being observed by them and/or without proper concealment.

Overbleed 10: Increase the difficulty of the Psyniscience Test by one step OR increase the Duration by 1 Round.
Special: Can substitute for Compel as a prerequisite for Sensory Deprivation.

Mutable Features

Value: 200 XP

Prerequisites: Delude

Focus Power Test: Willpower

Sustained: Yes

Focus Time: Full Action

Range: Self

So long as the user is familiar with an individual's looks and facial features, he can cause himself to appear as that individual by altering the perceptions of his observers.

Those observing the user are entitled to an Opposed Willpower Test (the GM secretly rolls once for the user when this power is manifested; use the result of this roll for all subsequent Opposed Willpower Tests) to see through the deception.

In the case of many NPCs, utilize the one with the highest Willpower to determine if they're fooled. If the mimicked individual has a Fear Rating, the user gains that Fear Rating for those who fail the Willpower Test.

Note that this power duplicates appearance only; those that do not, or cannot see the user are completely unaffected by this Technique.

Overbleed 5: The user gains a +10 bonus on his Opposed Willpower Test.

Special: Can substitute for Compel as a prerequisite.

Trusting Aura

Value: 200 XP

Prerequisites: Delude OR Suggestion

Focus Power Test: Willpower

Sustained: Yes

Focus Time: Full Action

Range: Self

The user gains a +10 bonus to all Interaction Skills while this Technique is active.

Overbleed 10: Increase the bonus to Interaction Skills by an additional +10.

Special: Can substitute for Compel as a prerequisite.

Zone of Compulsion

Value: 300 XP

Prerequisites: Compel

Focus Power Test: Opposed Willpower

Sustained: No

Focus Time: Half Action

Range: 5m + 2 x Psy Rating

Everyone but the user (including his allies) within Range must make an Opposed Willpower Test against him (roll once for the user). Those who fail must follow a single command of the user as if successfully targeted with the Compel Psychic Technique. The command must be the same for everyone in the area of effect.

Overbleed 10: The user gains a +10 bonus on his Opposed Willpower Test.

Special: Can substitute for Dominate as a prerequisite.

Seed Mind

Value: 400 XP

Prerequisites: Dominate, Mind Probe

Focus Power Test: Opposed Willpower

Sustained: No

Range: Touch

The user must be in contact with the target for the entire duration of this power. If contact is broken at any point, any accumulated progress is lost and the psyker must start again.

The user and target must make Opposed Willpower Tests each round until either the Psyker or target accumulates 5 degrees of success.

If the target achieves 5 degrees of success, the process fails, and the Psyker cannot ever use this power on him again.

If the user achieves 5 degrees of success, he has seeded the target's mind. The target will now automatically be affected by any of the Psyker's telepathic powers, with no Tests required, or rolls permitted for resistance.

Overbleed 10: The user gains a +10 bonus on his Opposed Willpower Test.

Delude

Overbleed 10: The user gains a +10 bonus on his Opposed Willpower Test.

Otherwise identical to RT entry.

Dominate

Overbleed 10: The user gains a +10 bonus on his Opposed Willpower Test.

Otherwise identical to RT entry.

Compel

Overbleed 10: The user gains a +10 bonus on his Opposed Willpower Test.

Otherwise identical to RT entry.



THE TELEKINESIS DISCIPLINE

Float

Value: 200 XP

Prerequisites: Precision Telekinesis

Focus Power Test: Willpower

Sustained: No

Focus Time: Half Action

Range: Self

The user gains the Hoverer Trait with a speed equal to twice this Technique's effective Psy Rating, and the exception that he may ascend a maximum number of meters off the ground equal to this amount. If the user already has the Hoverer Trait, increase its speed and maximum height by this amount instead. This Technique can be used to prevent the user from falling.

Overbleed 10: Increase this Technique's effective Psy Rating by 1.

Weapon Jinx

Value: 200 XP

Prerequisites: Precision Telekinesis

Focus Power Test: Willpower

Sustained: No

Focus Time: Half Action

Range: 25m x Psy Rating

The user Jams a number of weapons within Range up to his Psy Rating.

Overbleed 5: The user may Jam an additional weapon within Range, OR increase the Technique's Range by 25m.

Psychokinetic Storm

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: Yes

Range: 5m x Psy Rating

Raises a tumult of squalling winds, causing small objects to jump and topple, glass to shatter, electrical contacts to short and spark, flames to leap, cogitators to spit gibberish and other distracting phenomena.

Each round everything within the radius other than the user suffers *1d10 Primitive damage*, and a -10 penalty to their Focus Power Tests, and all Tests utilizing the Weapon Skill, Ballistic Skill, Intelligence, Perception and Agility characteristics.

Further, everything within the radius, including the user suffers an additional -20 to their Awareness, Invocation and Tech Use Tests.

Overbleed 10: Double the Technique's Range.

Note: I did partake of some creative license with respect to this Technique's mechanical effects, since its original ones made little sense given its fluff description. Feel free to use the original effects if desired.

Force Barrage

Value: 500 XP

Prerequisites: Force Shards

Focus Power Test: Willpower

Sustained: No

Focus Time: Full Action

Range: 10m x Psy Rating

This power functions as the Force Bolt Psychic Technique except you create effective Psy Rating x Force Bolts (rounded up), and each Force Bolt can be individually directed at will. Roll a Willpower Test to hit separately for each.

This attack can be dodged in the same manner as any other ranged attack.

Overbleed 5: Increase the number of Force Bolts generated by 1 OR the power's effective Psy Rating by 1 (this increases the damage of the Force Bolts).

Precision Telekinesis

Overbleed 10: Increase this Technique's effective Psy Rating by 1, OR its effective Willpower by 5.

Force Bolt

Overbleed 5: Increase this Technique's effective Psy Rating by 1.

Otherwise identical to RT entry.

Telekinetic Shield

Overbleed 10: Increase this Technique's effective Psy Rating by 1.

Otherwise identical to RT entry.

Telekinetic Weapon

Overbleed 10: Increase this Technique's effective Psy Rating by 1, or the Psyker's effective Weapon Skill when he uses it by 5.

Otherwise identical to RT entry.

Storm of Force

Overbleed 10: Increase this Technique's effective Psy Rating by 1.

Otherwise identical to RT entry.

Catch Projectiles

Value: 300 XP

Prerequisites: Telekinetic Shield

Focus Power Test: Willpower

Sustained: No

Focus Time: Reaction

Range: 1m x Psy Rating

Until the end of your next turn, the user may stop a number of projectiles up to the user's Psy Rating that enter this Technique's Range. These missiles must have a solid physical form to be affected, thus most energy weapons cannot be stopped with this power. Missiles discounted in this way remain suspended in the area until the power ends, whereupon they fall harmlessly to the ground.

Overbleed 10: You may discount an additional missile hit.



THE PYROMANCY DISCIPLINE

Activation Time: Half Action

Range: 5 x Psy Rating

Sustained: Yes

Power Scale: Reflected primarily in psychic techniques.

Technique Trees: Pyrotechnics

Special: Any Pyromancy Techniques that deal damage may light their victims on fire.

Basic Technique: Pyromastery

The Pyromancer can call a small flame into his hand. This flame adds 2 Damage and the Energy typing to his unarmed attacks, though is more typically used to set things alight, or serve as fuel for his other Pyrokinetic powers.

The Pyromancer is also able to douse existing flames while this technique is active, in addition to interfering with Fire based weapons like Flamers. At his option, he can douse any flames within the area of effect, or prevent fire based weapons from functioning. Chemically flammable substances like Promethium burst back into flame once they are out of the area of effect.

Lastly the Pyromancer can sculpt and control existing flames. At his option he can:

- Double or halve a fire's area.
- Spread Fire into a number of adjacent 1 meter squares in any direction equal to the user's Psy Rating.
- Cause a fire to burst, requiring all objects and creatures adjacent to that fire to Test Agility, lighting them on fire should they fail.
- Sculpt crude shapes from a fire that resemble crude shapes, objects, creatures, people, body parts and creatures.
- Cause a fire to spew smoke, filling three times the area of the fire (treat as fog).

Each turn you sustain this Technique, you may choose only one of these effects to occur as a Free Action during your turn. You may select another beyond the first by spending a Half Action, though this counts as your Focus Power action for that turn.

Overbleed 5: Choose one of the following bonuses:

- Increase the effective Psy Rating of this Technique by 1.
- Increase the detail of sculpted fire into easily recognizable images.
- Double any one numeric parameter of a chosen sub-effect of the Technique. For example, you can double or halve again a Fire's area, spread a fire by double the user's Psy Rating, etc...

Doublings for multiple Overbleed bonuses used together in this way are multiplicative.

At the beginning of each Round you sustain this Technique, you may change its Overbleed Bonuses as you wish. The new Bonuses must not require more total degrees of success in Overbleed to purchase than you rolled during the Focus Power test.

The Pyrotechnics Tree:

Burning Fist

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: Yes

Range: Self

Focus Time: Half Action

Your unarmed attacks deal $1d10+SB$ E damage, and do not have the Primitive quality.

Overbleed 5: Increase the Damage and Penetration of your unarmed attacks by 1.

Endure Flames

Value: 300 XP

Prerequisites: Burning Fist

Focus Power Test: Willpower

Sustained: Yes

Range: Self

Focus Time: Half Action

You are immune to Damage from Fire and Fire based weaponry. Further, you are impervious to the effects of extreme environmental heat, and reduce the Damage dealt to you by Plasma, Las and Melta weaponry by half before reduction by your Toughness Bonus and Armour.

The effects of this power extend to your gear and clothing.

Overbleed 10: Reduce the Damage dealt to you by Plasma, Las, and Melta weaponry by an additional 1 point.

Molten Man

Value: 400 XP

Prerequisites: Endure Flames

Focus Power Test: Willpower

Sustained: Yes

Range: Self

Focus Time: Half Action

While active, this Technique bestows the following effects:

- All weapons, clothing and gear you're currently carrying and wearing burst into flames and are permanently destroyed.
- You are immune to Damage from Fire and Fire based weaponry, and reduce the Damage dealt to you by Plasma, Las and Melta weaponry by half before reduction by your Toughness Bonus and Armour.
- Gain The Stuff of Nightmares trait, and add +3 to your Toughness Bonus.
- Anything within 5 Metres of you suffers 1d5 E Damage each Round. Any flammable material in this Radius will ignite.
- Your unarmed attacks deal 1d10+5+SB E Damage, have Pen equal to this Technique's effective Psy Rating, and count as having the Power Field quality. Any melee weapon that strikes you has a 75% chance of being destroyed as if struck by a weapon with the Power Field quality.

After this power lapses, the user suffers 1d5 levels of Fatigue.

Overbleed 10: Reduce the Damage dealt to you by Plasma, Las, and Melta weaponry by an additional 1 point OR increase the Damage and Penetration of your unarmed attacks by 1.

Torch

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: No

Range: Self

Focus Time: Half Action

Creates a palm-sized light equivalent in brightness to a glow-lamp that is coloured according to your whim, and pulses in tune with your heartbeat.

Overbleed 5: You may up to double or halve the illumination this light gives off and cause it to float up to 1m from your body in any direction. Overbleed bonuses to illumination size or reduction are multiplicative.

Flash Bang

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: No

Range: 5m x Psy Rating

Focus Time: Half Action

Anyone within Range must succeed on a **Challenging (+0) Willpower** Test or become Stunned for 1 Round (beings that do not have either visual OR auditory senses are immune).

Overbleed 10: Increase this Technique's effective Psy Rating by 1 OR worsen the difficulty of the Willpower Test by one step.

Blinding Flash

Value: 200 XP

Prerequisites: Flash Bang, Torch

Focus Power Test: Willpower

Sustained: No

Range: 4m x Psy Rating

Focus Time: Half Action

All those within Range must make an Agility Test (those with appropriate glare shielding or beings that don't have visual sensory organs are immune) or be blinded for a number of rounds equal to 1d10 times the user's Psy Rating.

Blinded targets automatically fail vision-based Tests, move at half normal speed, and take a -20 penalty on any Test that involves fighting, movement or reactions. The user may blind himself with this Technique.

Overbleed 10: Increase this Technique's effective Psy Rating by 1, OR worsen the difficulty of the Agility Test by one step.

Fire Bolt

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: No

Range: 30m x Psy Rating

Focus Time: Half Action

You generate a bolt of fire. The appearance and colouration of these flames is up to you. You can direct this bolt at any target within Range that you can see. Make a **Challenging (+0) Willpower** Test to strike the target; this otherwise acts as a normal ranged attack. On a hit, the bolt deals 1d10+5 E Damage, plus this Technique's Psy Rating.

This attack can be dodged in the same manner as any other ranged attack.

Overbleed 5: Increase this Technique's effective Psy Rating by 1, OR you generate an additional Firebolt which can be directed at any opponent within Range. Test Willpower for each separate target.

Fire Storm

Value: 300 XP

Prerequisites: Wall of Fire, Blinding Flash

Focus Power Test: Willpower

Sustained: No

Range: 15m x Psy Rating

Focus Time: Half Action

You summon a conflagration of fire to any point or target within Range you have line of sight to. The Radius of the Fire Storm is up to 2 times the Technique's effective Psy Rating Metres from the point or target you designated. All creatures and objects within the radius take $1d10+5$ E Damage, with Penetration equal to this Technique's effective Psy Rating.

Overbleed 5: Increase this Technique's effective Psy Rating by 1, or this Technique deals an additional $1d10$ E Damage.

Incinerate

Value: 200 XP

Prerequisites: Fire Bolt

Focus Power Test: Willpower

Sustained: Yes

Range: 3m x Psy Rating

Focus Time: Full Action

Deals $1d10 + \text{Psy Rating}$ E Damage to a target within Range that you designate. Each Round beyond the first that you use a Full Action concentrating on the target (it must remain within Range and line of sight), this Technique deals the Damage of the previous Round plus 1. Damage caused by Incinerate ignores both Armour and Toughness.

Overbleed 10: Increase this Technique's effective Psy Rating by 1.

Wall of Fire

Value: 200 XP

Prerequisites: Fire Bolt

Focus Power Test: Willpower

Sustained: Yes

Range: 20m x Psy Rating

Focus Time: Full Action

Creates a wall of fire 3 Metres high, 1 Metre thick, and a total number of Metres long equal to the user's Psy Rating times 10. You can place it anywhere within Range, including on top of foes, though they are allowed an **Easy (+20) Agility Test** to get out of the way. Foes who fail this test, or attempt to cross the wall take $1d10+5$ E Damage, with Penetration equal to this Technique's effective Psy Rating.

Overbleed 10: Increase this Technique's effective Psy

Rating by 1, or increase the Difficulty of the Agility Test by one step.

Holocaust

Value: 500 XP

Prerequisites: Firestorm, Incinerate

Focus Power Test: Willpower

Sustained: Yes

Range: 2m x Psy Rating

Focus Time: Full Action

All creatures and objects except the user within Range suffers $Xd10$ E Damage, where X is equal to the user's Psy Rating times 2. The user takes $1d10$ E Damage plus his Psy Rating for each Round he sustains this Technique. All Damage dealt by Holocaust ignores Toughness, Armour, Fields and Immunities, and can otherwise not be prevented.

Any who are slain by Holocaust (including Warp Entities) are killed forever, as its flames burn across all dimensions, and immolate the spirit.

Wounds caused by Holocaust may not be healed by any Psychic Techniques.

Overbleed 10: Increase this Technique's effective Psy Rating by 1.



BIOMANCY DISCIPLINE

Activation Time: Half Action

Range: Self

Sustained: Yes

Power Scale: Reflected primarily in psychic techniques.

Technique Trees: Biomedicae, Biogladius

Basic Technique: Mind Over Body

The user can adjust and modify his body in a variety of ways, readjusting the formation and make-up of his cellular structures, or encouraging their repair such that a variety of incredible effects may be achieved. The Biomancer may assume a number of the following effects equal to the Technique's Psy Rating / 2 (rounded up):

Psy Rating 1+, 1+ Biomancy Techniques (including Mind Over Body):

- Gain the Regeneration (1) Trait and immunity to Blood Loss. If you already have the Regeneration Trait, increase the amount of Wounds it restores by 1.
- -Gain the Resistance (Heat) and Resistance (Cold) Talents and ignore the effects of extreme environmental temperatures.
- Gain immunity to vacuums (you still need to breathe).
- Increase any one Characteristic, except Willpower, Ballistic or Weapon Skill by +10. This effect can stack with itself.
- Gain the Resistance (Poisons) and Resistance (Disease) Talents.
- Gain the Dark-Sight Trait.
- Tests involving one of your five senses gain a +20 bonus. This bonus is subject to the same restrictions as the Heightened Senses Talents.

The Biomancer may also improve this Technique further, allowing him to select additional properties should he spend the required XP and achieve the necessary prerequisites. Each must be bought in sequence, from top to bottom, and do not count as additional Techniques for the purposes of fulfilling prerequisites. The prerequisites and properties are as follows:

2+ Biomancy Techniques, 200 XP:

Level 2 Effects:

- Gain immunity to being on fire (this protection does not extend to your gear).
- Gain immunity to Deafness.
- Gain the Natural Armour (2) Trait. If you already have the Natural Armour Trait, increase the Armour Points it provides by 1.
- Gain the Natural Weapons Trait. If you already have the Natural Weapons Trait, increase the Damage and Penetration of your natural weapons by 2 each.
- Gain the Crawler Trait.
- Gain the Sturdy Trait.
- Adjust size up or down by one Category.

3+ Biomancy Techniques, 300 XP:

Level 3 Effects:

- Gain immunity to diseases (including the Toxic trait where appropriate).
- Gain immunity to poisons (including the Toxic trait and drugs where appropriate).
- Gain the Burrower Trait (Agility Bonus).
- Gain the Hoverer Trait (Agility Bonus).
- Gain Unnatural Senses (Perception Bonus x 4).

4+ Biomancy Techniques, 400 XP:

Level 4 Effects:

- Gain immunity to Blindness.
- Gain immunity to Stunning.
- Gain immunity to Fatigue.
- Gain the Flyer(Agility Bonus) Trait.
- Gain the Multiple Arms Trait.
- Gain the Quadruped Trait.
- Gain the Toxic Trait.
- Gain any Mutation.

One chosen effect may be changed once each Round as a Free Action. Any other change performed in the same Round requires a Half Action, and counts as that Round's use of a Focus Power. Multiple identical benefits gained as a result of this power stack with each other.

Special: At the end of the user's turn, if the total level of effects active exceed his Toughness Bonus, he must make a Toughness Test. If he fails, he must immediately dismiss the Technique or lose 1 Wound per excess level as his body begins to break down under the strain. The Difficulty of this Test is increased by one step per excess level beyond the first.

EXAMPLE

*Jericus the Psyker has a TB of 4, the Toxic Trait and Fatigue Immunity effects active (each of these being Level 4 effects), the total level of effects active is 8. This is in excess of his TB by 4. He must then make an **Very Hard (-30) Toughness Test** (excess levels beyond the first is 3, so the Difficulty is increased by 3 steps). If he fails, he must dismiss the Technique or lose 4 Wounds.*

The Biomedicae Tree:

Staunch Bleeding

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: Yes

Range: 5m x Psy Rating

Focus Time: Half Action

User negates the Blood Loss condition of a living target within Range. The target is immune to further Blood Loss and gains the Regeneration Trait as long as this Technique is Sustained. If the target already has the Regeneration Trait, he regains an additional Wound on successful Toughness Tests made to regain Wounds with it.

Overbleed 5: Increase the Range of this Technique by 10m, OR you may select another valid target within Range to be affected, OR those affected by this Technique gain a +10 bonus on Toughness Tests concerning the Regeneration Trait.

Dull Pain

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: Yes

Range: 5m x Psy Rating

Focus Time: Half Action

User removes one level of Fatigue from a living target within Range. At the beginning of his Turn, the user also removes one level of Fatigue each Round from all valid targets while this Technique is Sustained.

Overbleed 5: Increase the Range of this Technique by 10m, OR you may select another valid target within Range to be affected, OR remove an additional level of Fatigue from all targets.

Toxic Siphon

Value: 200 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: No

Range: 5m x Psy Rating

Focus Time: Half Action

Acts as a dose of Detox on a living target within Range, though it costs the target a Full Action as it expels the poison naturally.

This Technique also purges infections and diseases, though for each disease to be removed, the user must succeed on a Willpower Test subject to the Difficulty Rating of resisting that disease.

Overbleed 5: Increase the Range of this Technique by 10m, OR affect another legal target within Range OR gain a +10 Bonus on the Willpower Test.

Healer

Value: 200 XP

Prerequisites: Dull Pain, Staunch Bleeding

Focus Power Test: Willpower

Sustained: No

Range: 5m x Psy Rating

Focus Time: Full Action

Restores 1d5 Wounds plus this Technique's effective Psy Rating to a living target within Range (Critical Damage is removed first). Any valid target subject to this Technique who has already been affected by it in the past 6 hours must make a Toughness Test or suffer an equivalent amount of Damage instead of being healed, ignoring Toughness and Armour.

Overbleed 10: Increase this Technique's effective Psy Rating by 1 OR affect another legal target within Range.

Regenerate

Value: 400 XP

Prerequisites: Healer, Toxic Siphon

Focus Power Test: Willpower

Sustained: Yes

Range: Self

Focus Time: Full Action

At the beginning of each Round, the user removes a number of Wounds, Characteristic Damage and Fatigue levels equal to the user's Psy Rating (minimum 1, remove Critical Damage first).

Once all Wounds and Characteristic Damages have been removed, the user begins to regenerate lost organs, limbs and other body parts, unless these have been replaced by bionics/cybernetics.

The user also removes any Blood Loss condition, and is immune to the Blood Loss condition while this Technique is sustained and in effect.

Overbleed 10: Remove an additional Wound OR point of Characteristic Damage OR Fatigue level.

Seal Wounds

Value: 500 XP

Prerequisites: Regenerate

Focus Power Test: Willpower

Sustained: No

Range: 5m x Psy Rating

Focus Time: Half Action

Restores 1d10 Wounds plus the user's Psy Rating to a living target within Range (Critical Damage is removed first). The target also removes the Blood Loss condition if this Technique restores him to Lightly Wounded status or better.

Overbleed 5: Increase the Range of this Technique by 10m, OR, remove an additional 1d10 + user's Psy Rating Wounds, OR affect another legal target within Range.

The Biogladius Tree:

Bio-Lightning

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: No

Range: 5m x Psy Rating

Focus Time: Half Action

This Technique discharges a bolt of bio-electric energy at a target within Range. Make a **Challenging (+0) Willpower Test** to strike the target; this otherwise acts as a normal ranged attack. On a hit, the bolt deals 1d10 E Damage, plus the Technique's Psy Rating, has Penetration equal to the Technique's Psy Rating, and has the Shocking Quality.

This attack can be dodged in the same manner as any other ranged attack.

Overbleed 5: Increase the effective Psy Rating of this Technique by 1.

Overbleed 10: Fire another bolt of energy at a target within Range of your choice, either from your position, or that of a prior target.

Wither

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: No

Range: 3d5m x Psy Rating

Focus Time: Full Action

Withers all normal plant life within Range, leaving the area barren and utterly dead within moments. Plant-like enemies receive *1d10 E Damage*, plus 2 times your Psy Rating.

Overbleed 5: Double the Range of this power, OR increase the Damage dealt by 1d10, plus your Willpower Bonus and Psy Rating.

Spasm

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: No

Range: 15m x Psy Rating

Focus Time: Half Action

User causes the muscles of a target within Range to spasm uncontrollably. Those affected must make a **Challenging (+0) Willpower Test**. If they fail, they immediately fire at the closest creature should they be carrying any sort of ballistic weapon, making a Ballistic Skill Test as normal. In addition, they immediately fall Prone on the ground. This affects only targets with some kind of musculature.

Overbleed 5: You may select another valid target within Range to be affected, OR worsen the Difficulty of the Willpower Test by one step.

Inflict Pain

Value: 100 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: Yes

Range: 25m x Psy Rating

Focus Time: Half Action

User inflicts agonizing pain on a target within Range. Those affected must make a **Challenging (+0) Willpower Test**. If they fail, they suffer a -10 penalty to all Tests for as long as this Technique is sustained. When used in conjunction with the Interrogation Skill, this Technique provides a +5 bonus. This Technique has no effect on targets that cannot feel, or are otherwise unaffected by pain.

Overbleed 5: Worsen the Difficulty of the Willpower Test by one step, OR worsen the penalty to all Tests inflicted by this Technique by -10, OR increase the bonus to Interrogation Tests by +5.

Overbleed 10: You may select another valid target within Range to be affected.

Open Wounds

Value: 200 XP

Prerequisites: Spasm, Inflict Pain, Wither

Focus Power Test: Willpower

Sustained: No

Range: 5m x Psy Rating

Focus Time: Half Action

Opens the wounds of an injured, living target. If your target fails an Opposed Test, pitting your Willpower against their Toughness, this Technique inflicts 1d5 R Damage, plus the user's Psy Rating, bypassing their Toughness and Armour. If the target is Heavily Wounded or worse after this Damage is applied, they automatically suffer from Blood Loss.

Overbleed 5: Increase the Range of this Technique by 10m, OR gain a +10 bonus on the Opposed Test.

Overbleed 10: You may afflict the same target again OR another target of your choice with this Technique.

Agony

Value: 200 XP

Prerequisites: Bio-lightning, Inflict Pain

Focus Power Test: Willpower

Sustained: Yes

Range: 5m x Psy Rating

Focus Time: Full Action

User inflicts all-consuming agony on a target within Range. The target must make a **Challenging (+0) Toughness Test** at the beginning of each of its Rounds while this Technique is sustained. If they fail, they may only make up to a Half Action that Round. When used in conjunction with the Interrogation Skill, this Technique provides a +10 bonus to Tests made with that Skill. This Technique has no effect on targets that cannot feel, or are otherwise unaffected by pain.

Overbleed 5: Worsen the Difficulty of the Toughness Test by one step, OR increase the bonus to Interrogation Tests by +10, OR You may select another valid target within Range to be affected.

Constrict

Value: 200 XP

Prerequisites: Bio-lightning, Spasm

Focus Power Test: Willpower

Sustained: No

Range: 5m x Psy Rating

Focus Time: Half Action

User constricts the windpipe (or its equivalent) of a target within Range. The target begins to Suffocate. Each Round, the target must spend a Half Action to Test Willpower. On a success, the target may act normally (though he is still subject to Suffocation). On a failure, the target must spend a Full Action to Test Toughness. On a success, he regains control over his body, and clears his windpipe (or equivalent). On a failure, he continues to suffocate. The target is considered to be engaged in strenuous physical activity.

Overbleed 10: Worsen the Difficulty of the Willpower and Toughness Tests by one step.

Blood Boil

Value: 300 XP

Prerequisites: Agony, Open Wounds

Focus Power Test: Willpower

Sustained: Yes

Range: 5m x Psy Rating

Focus Time: Half Action

User increases the blood pressure of a target within Range to lethal levels. Each Round, the user may take a Half Action to make an Opposed Willpower Test, pitting his Willpower against the target's Toughness. If the user wins the Test, the target takes one level of Fatigue, plus one level per degree of success until he falls unconscious. Every level of Fatigue that would be inflicted beyond that deals 5 Damage instead, ignoring Toughness and Armour. Should Damage dealt by this Technique equal the target's wounds, his heart and brain explode, showering those nearby with gore. This cannot be used on targets without a functioning circulatory system.

Overbleed 5: User gains a +10 bonus on the Opposed Willpower Tests.

Drain Vigour

Value: 300 XP

Prerequisites: Constrict, Open Wounds

Focus Power Test: Willpower

Sustained: Yes

Range: 10m x Psy Rating

Focus Time: Half Action

User drains the life force from a living target within Range. The target must make a **Difficult (-10) Willpower Test** at the beginning of each of its Rounds while this Technique is sustained. If they fail, they suffer 1d5 Strength, Toughness and Agility Damage that Round, plus the user's Psy Rating (roll once for all Characteristics), and must Test Willpower again at the same difficulty at the beginning of the next Round or incur the same effect. If the target succeeds, this Technique immediately terminates.

Should any of the target's Characteristics be reduced to 0 as a result of this Technique, it dies immediately.

The Characteristic loss incurred by this Technique lasts for its duration plus 1d5, and the user's Psy Rating in Rounds.

Overbleed 10: Worsen the Difficulty of the Willpower Test by one step.

Hammerhand

Value: 200 XP

Prerequisites: None

Focus Power Test: Willpower

Sustained: Yes

Range: Self

Focus Time: Full Action

Your hands transmute into blunt instruments of destruction. Gain the Natural Weapon trait, and multiply your Strength Bonus by 4. You cannot carry any objects in your transmuted hands.

Overbleed 10: Increase your Strength Bonus by an additional 1 (prior to multiplication).

Flesh Like Iron

Value: 300 XP

Prerequisites: Hammerhand

Focus Power Test: Willpower

Sustained: Yes

Range: Self

Focus Time: Full Action

User's flesh hardens as it channels the power of the Warp. Your Toughness Bonus increases by +2, and your Agility Bonus decreases by -1.

Overbleed 5: Increase your Toughness Bonus by a further +1 up to a maximum of three times your normal Toughness Bonus.

