### **Character sheet guide**

This will guide you to which pages to print to get the sheet that you need.

First of all the only difference between the sheets on page 2 - 7 and the sheets on page 8 - 12 is that the sheets on 8 - 13 have a watermarked background.

I Requirement that you at least use the Flof Sheet (Page 2/8), Combat Sheet (3/9) and Role playing or Skill Sheet (4/10)

### **Needed Sheets**

## Special Sheets

#### Page 2 & 8:

This is the sheet for writing down all the character informations, for example hair color and hight.

#### Flof Sheet, here you will find:

- Advancements Taken
- Corruption and Insanity
- Wealth
- Character information
- Notes
- Reputation\*

#### Page 3 & 9:

This is the sheet for writing down all combat related informations, for example Weapons stats and backpack content.

#### Combat Sheet, here you will find:

- Weapons
- Backpack
- Armour
- Character Stats
- Walk, Charge and Run speed
- Initiative
- Fate points
- Wounds

#### Page 4 & 10

This is the sheet for writing down all the characters skills and talents, all you need to have to make non combat related actions.

#### Role playing or Skill Sheet, here you will find:

- Basic and Advanced skills
- Talents & Traits
- Character Stats
- Mutations and Cybernetics

### Page 5 & 11

This is the sheet for people playing psykers, it contains all the basic things a psyker needs to keep track of the warp.

#### Psyker Sheet, Here you will find:

- Psychic Phenomena
- Psychic Gear
- Psychic Powers
- Psychic Talents & Traits
- Will power and Psychic Bonus

#### Page 6 & 12

This is the sheet for people which has characters with advanced weapons and lots of combat talents like the Gun slinger.

#### Weapon Specialist Sheet, Here you will find:

- Advanced Weapons
- BS and WS bonuses
- Combat Talents & Traits
- Ammunition
- Combat Gear

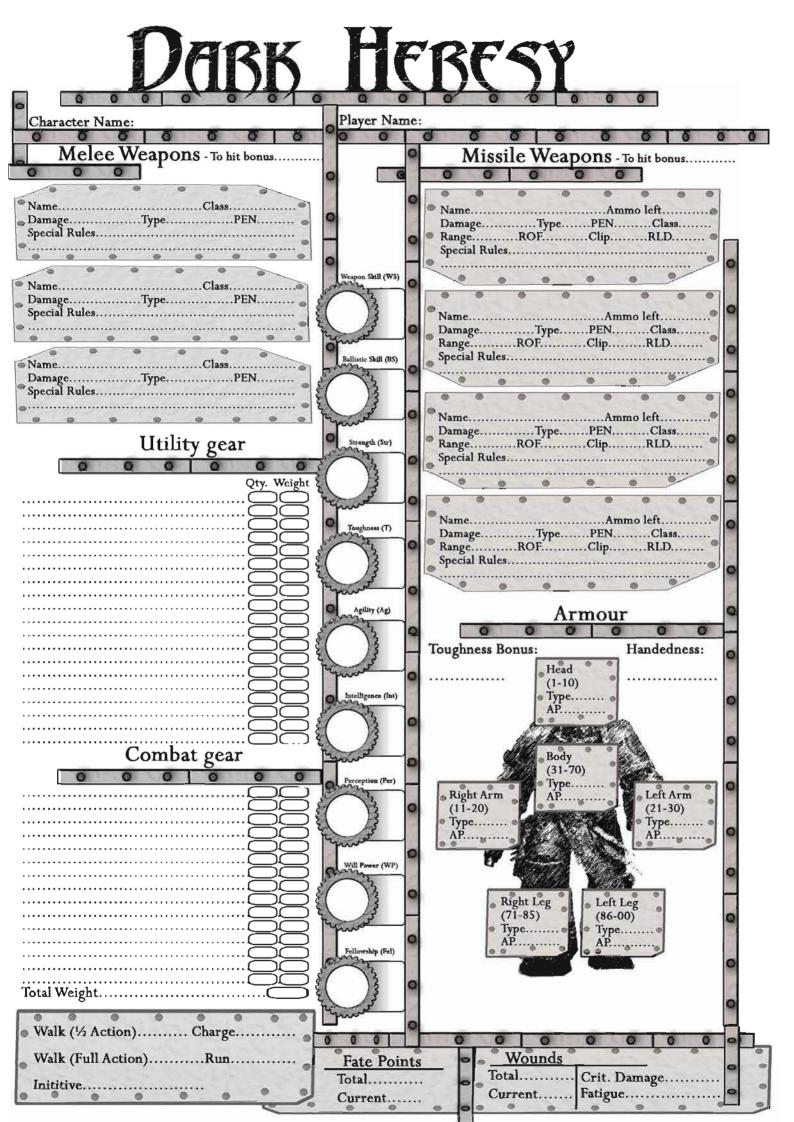
#### Page 7 & 13

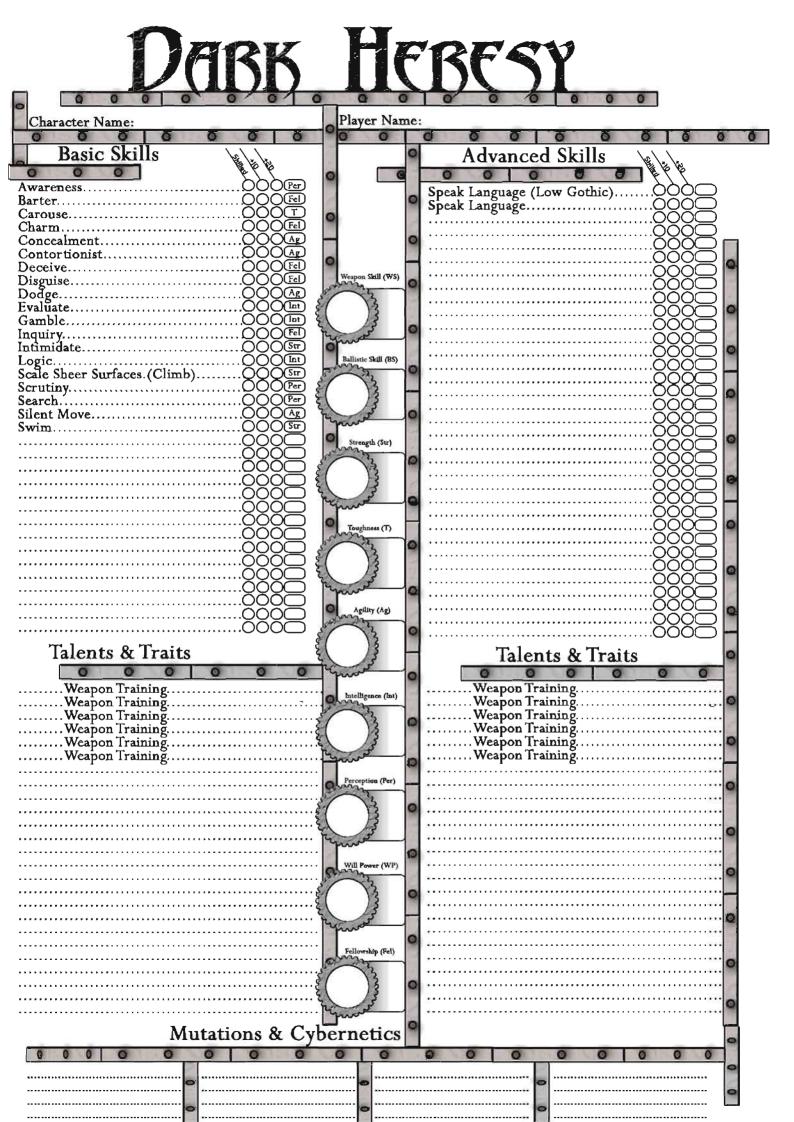
The Ability Sheet, this a sheet for people how has a hard time remembering the effects of they Talents/Traits & Psychic Powers.

<sup>\*</sup>Reputation is not a official part of DH put a set of house roles that my GM will upload if you should be interested, if not then just ignore this part of the sheet.

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Player Name: Character Name: svchic Phenomena 1-3 Dank Foreboding: A very faint breeze blows past the Psyker and those near him, and everyone Total Psyhic Bonus:..... gets the eerin feeling that something unfortunate has just happened somewhere in the galaxy. 3-5 Warp Echo: For n few seconds, voices and other noises cause echoes regardless of surroundings. Psychic Gear 6-8 Ethereal Stench: The air around the Psyker fills with a faint smell, which can either be plesant or 9-11 Mounting Paranoia: The Psyker gets an itch between his shoulder blades for a few moments. 12-14 Grave Chill: The temperature drops sharply for a few seconds and a fine coating of frost covers everything within 3d I O metres of the Psyker. 15-17 Unnatural Aura: All animals within Id 100 metres become spooked and restless. 18-20 Memory Worm: All people within line of sight of the Psyker forget something trivial. 21-23 Spoilage: Food goes off and drink goes stale in a radius of 5d 10 metres. 24-26 Haunting Breeze: Moderate winds whip up around the Psyker for a few seconds, blowing very light objects about within 3d 10 metres. 27-29 Veil of Darkness: for a brief moment (effectively the remainder of the round) it seems to everyone within 3d 1 metres of the Psyker that night has fallen, plunging the area into darkness. 30-32 Distorted Reflection: Mirrors break and other reflective surfaces distort or tipple within 5d 10 metres of the Psyker. 33-35 Breath leech: Everyone (including the Psyker) becomes short of breath for a round and cannot make any Run or Charge Actions.. 36-38 Daemonic Mask: for a fleeting moment the Psyker takes on a Daemonic appearance and gains a Fear Rating of I for the remainder of the Round, but also gains I Corruption Point. 39-41 Unnatural Decay: All plants within 3d 10 metres of the Psyker wither and die. 42-44 Spectral Gale: Howling winds crupt around the Psyker, lifting him slightly into the air and forcing both him and anyone within 4d 10 metres to make an Easy (+ 30) Agility Test or be knocked to the ground. 45-47 Bloody Tears: Blood weeps from stone and wood within 3d 10 metres of the Psyker. If there are any pictures of people or statues in this radius, they appear to be crying blood. 48-50 The Earth Protests: The ground suddenly shakes and everyone (including the Psyker) within a Sd I 0 metre radius must make a Routine (+ 10) Agility Test or be knocked down 5 I- 53 Psy Discharge: Static electricity fills the air for 6d 10 metres causing hair to stand on end, while the Psyker rises 1d 5 metres into the air, falling back to earth after a second or two 54-56 Warp Ghosts: Ghostly apparitions fill the air for 3d 10 metres around the Psyker, flying around and howling in pain for a few brief moments. Everyone in the radius must make a WP Test or gain 1 Insanity Point. Total Weight..... 57-59 Falling Upwards: Everything within 2d 10 metres of the Psyker (including him) rises 1d 10 metres into the air as gravity briefly disappears before falling to the ground after a second or two. Psyckic Powers 60-62 Bansbee Howl: A deafening keening sounds out for a kilometre, shattering glass and forcing everyone in the area (including the Psyker) to make a Toughness Test or be deafened for 1d 10 Rounds. 63-65 The Furies: The Psyker is thrown to the ground by unseen hands and thrashes about for a few moments as winds howl about within 6d 10 metres of him, lifting up light objects and forcing those in Minor Power... the area to make Agility Tests or be blown down. Minor Power..... 66-68 Shadow of the Warp: for a split second the world changes in appearance and everyone within Minor Power..... 1d 100 metres "has a glimpse at the heart of the warp. Everyone in the area (including the Psyker) must Minor Power..... make a WP Test or gain IdS Insanity Points. Minor Power..... 69-71 Tech Scorn: The machine spirits reject your unnatural ways. All tech devices within 5d 10 Minor Power..... metres malfunction momentarily and all ranged weapons Jam Minor Power..... 72-74 Warp Madness: A violent ripple of discord causes all creatures within 2d 10 metres Minor Power.... (with the exception of the Psyker) to become Frenzied for a Round and gain a Corruption Point. Minor Power..... 75+ Perils of the Warp: Invoking the Psychic Power calls down a maelstrom of warp energy power. Minor Power..... Rollon Table 6-3 Perils of the Warp, page 163 and apply the results to the Psyker. Minor Power..... Minor Power..... Psyckic Talents & Traits Minor Power..... Minor Power..... Minor Power.... Minor Power..... Minor Power..... Minor Power..... Discipline Power.....

Discipline Power.....

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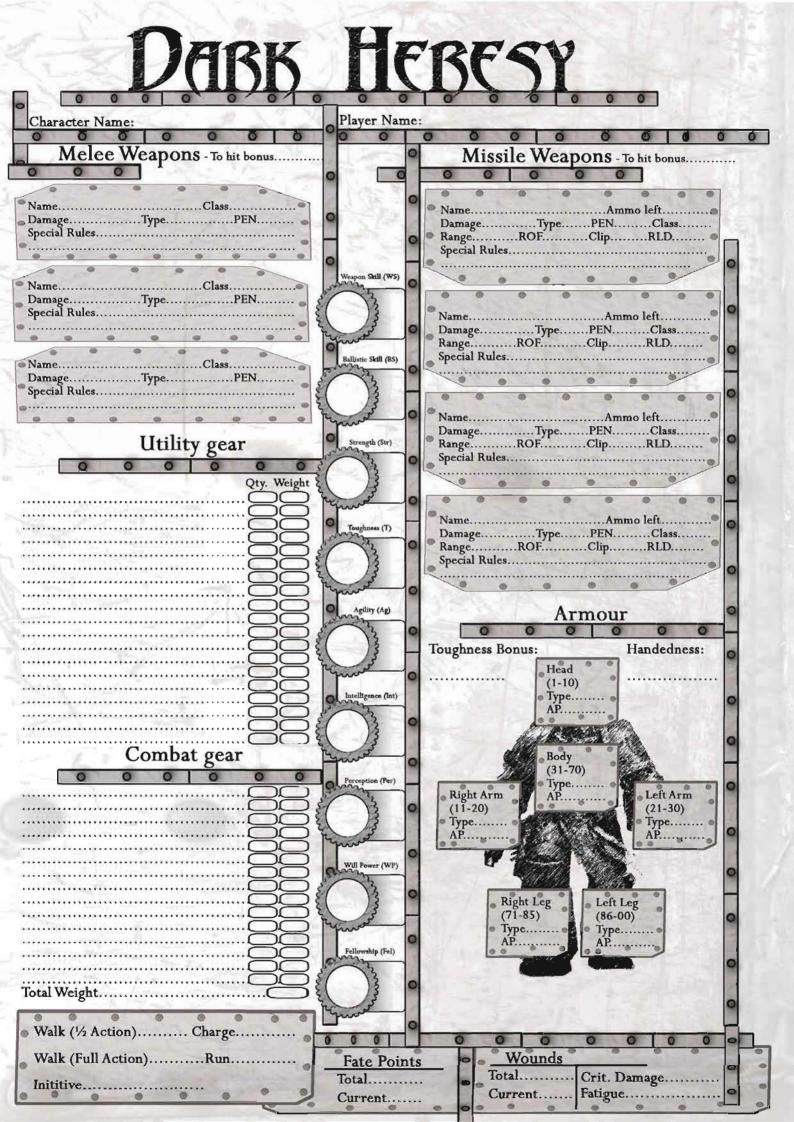
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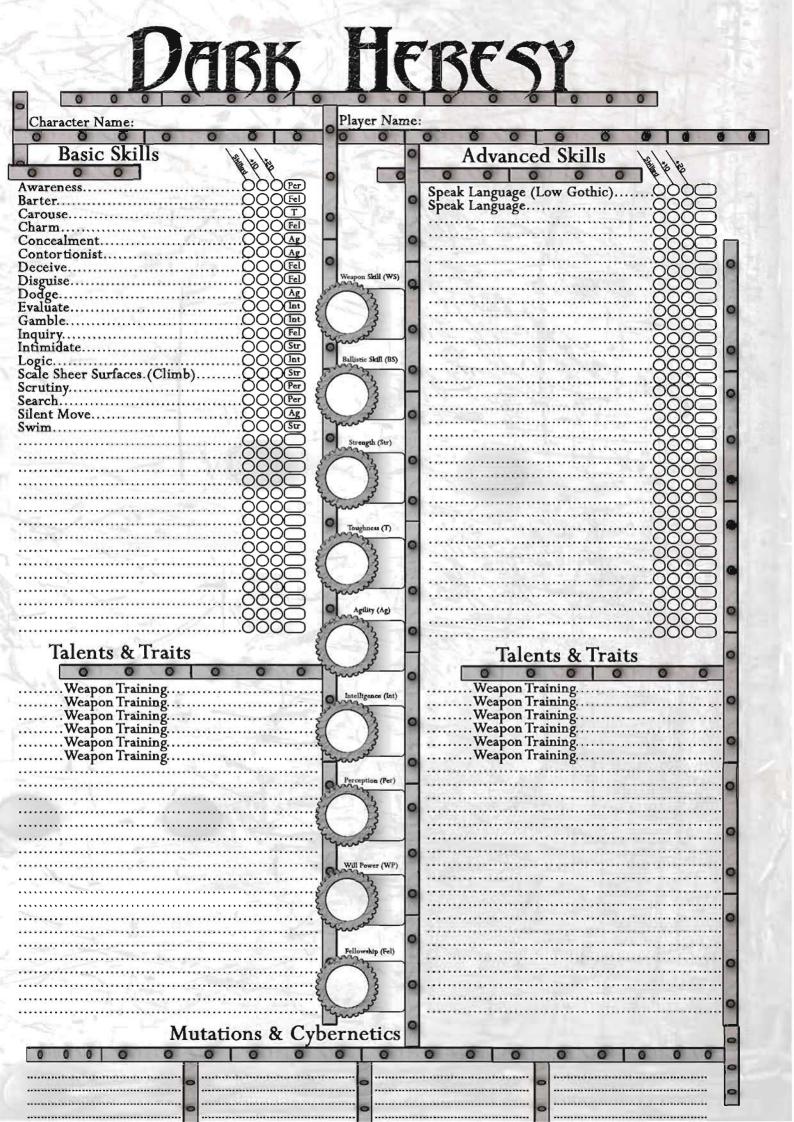
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3.1.5 Breath beet. Everyone (Bodelsieg the Psyker) becomes abort of breach for a round and cance tunke any Run or Charge Actions.  3.2.5 Breath beet. Everyone (Bodelsieg the Psyker) becomes abort of breach for a round and cance tunke any Run or Charge Actions.  3.5 Breath beet. Beet and such as the second beet of the Round, but also gainst Corruption Polats.  3.5 Breath Beet and any sear of the Round, but also gainst Corruption Polats.  3.5 Unantary and any some without 40 in florest polarity. Beet and size of the Psyker without a discrete beet and size of the Psyker within 3 to the ground.  3.1 Stype Discharges State electricity IIII the set for 6d 10 metres of the Psyker. If there are any pictures of people or vatures in this radius, they appear to be crying blood.  3.1 Styp Discharges State electricity IIII the star for 3d 10 metres and on two seconds of the set of the second been seen as the second or two seconds of the second been seen as a growty briefly disappear before falling to the ground after a second or two.  3.2 Styp Discharges State electricity IIII the star for 3d 10 metres around the Psyker, lying around all howling in pairs of a few briefly disappear before falling to the ground attention and the second because of the Psyker (including him) rises id 10 metres into the size a growty briefly disappear before falling to the ground attention to the size of the Warpf for a pill to size of the Warpf for a pill his Basily before and forcing those in the seat on the Syker is make a WP Beet or gain lad Statesty Polarity.  3.2 Styp Madaeses A vicinary and the seat of the warp, Everyone in the area (including the Syker) in make a WP Beet or gain lad Statesty Polarity.  4. Styp Madaeses A vicinary and the seat of the warp, Everyone in the area (including the Syker) and the seat of the Warpf for a pill lad Statesty Polarity.  4. Styp Madaeses A vicinary and the seat of the warp, Everyone in the seat of the warpf for a pill lad Statesty Polarity.  4. Styp Madaeses A vicinary and the seat of the warpf for a		
33-38 Breath Teach: Everyone (including the Psyker) becomes short of breath for a round and concent makes my flow or Charge Actions.  36-38 Desenooic Masks for a Becting moment he Psyker takes on a Daemonic appearance and galas a Fern Rating of J for the remainder of the Round, but also gains I Corruption Point.  33-41 Unnatural Decays (II) plants within 34 10 metres of the Psyker wither and die.  24-44 Spectra Galei Howing winds every around the Psyker, Biffig him slightly into the air and forcing both him and awyone within 44 10 metres to make an Easy (* ± 50) Agility Teat or be knocked one.  44-47 Bloody Tear Blood weaps from stance and wood within 34 10 metres of the Psyker. If there is no provided to the provided of the Psyker is the provided of the Psyker is the standard provided of the Psyker is the standard provided of the Psyker is through the psyker is the standard provided of the Psyker of the Psyker (soluding the Psyker) is such as a gravity briefly disappears before falling to the ground darks as the psyker of the Psyker (soluding the Psyker) is such as a gravity briefly disappears before falling to the ground darks as a gravity briefly disappears before falling to the ground after a second or two 64-26 Banabee Howls Ad deficing because of the Psyker (soluding then) rises it 10 metres and the standard psyker (soluding then) rises it 10 metres and the standard psyker (soluding then) rises it 10 metres and the standard psyker (soluding then) rises it 10 metres and the psyker (soluding then) rises it 10 metres and the psyker (soluding then) rises it 10 metres and the psyker (soluding then) rises it 10 metres and the psyker (soluding then) rises it 10 metres and the psyker (soluding then) rises it 10 metres and the psyker (soluding then) rises it 10 metres and the psyker (soluding then) rises it 10 metres and the psyker (soluding then) rises it 10 metres and the psyker (soluding then) rises it 10 metres and the psyker (soluding then) rises and foresting the solution of the solution of the solution of t	50-52 Distorted Renection: Militars break and other reflective surfaces distort or upple within	
Cannot make any Run or Charge Actions.  16-18 Dearmonic Mask for a Recogn moment the Psyker takes on a Daemonic appearance and galas a Fear Rating of 1 for the remainder of the Round, but also gains I Corruption Paint.  37-41 Unnatural Decays I/Al plants within 34 10 metres of the Psyker High plant glighty into the six and forcing both hims and anyones within 41 0 metres on an Fasy (+ 34) Agility Test or be knucked to the ground.  43-47 Bloody Tearars Blood weeps from stons and wood within 34 10 metres of the Psyker; If there are any pictures of people or struss in this radius, they appear to be crying blood.  43-50 The Earth Protesters The ground undeality plants and everyone (including the Psyker) within a \$1 0 metre radius must make a Routlac (+ 10), Agility Rate or be knocked down.  53-51 Sh Psy Discharge Studies cherestry fills the air for 4 1 to metre around the Psyker; Dying ground and howling in pairs for a few briefd moments. Everyone in the area of the Warp Form of a few briefd moments. Everyone in the area of the Warp Form of a few briefd moments. Everyone in the area of the Warp Form of a few briefd moments. Everyone in the area of the Warp Form of a few briefd moments. Everyone in the area of the Warp Form of a few briefd moments. Everyone in the area of the Warp Form of a few briefd moments. Everyone in the area of the Warp house of the Warp of the Standard of the Warp Form of the Warp with the standard of the Warp for a split second the world changes in appearance and everyone within and the area to make Agility Tests or be bloom down.  64-64 Banaber Life Psyker is thrown to the ground by unseen hands and thrash about for a few form of the warp f		
a Fear Rating of 1 for the remainder of the Round, but also gains (Corruption Peint.  32-44 Spectral Galzer Howling winds erupt around the Psyker, lifting him slightly time to the lanched to the ground.  43-44 Spectral Galzer Howling winds erupt around the Psyker, lifting him slightly time to be knacked to the ground.  43-47 Bloody Tearns Blood weeps from stone and wood within 3d 10 metres of the Psyker. If there are any pictures of people or statuse in this radius, they appear to be orying blood.  43-50 The Earth Protestra. The ground udedlay shakes and everyone (including the Psyker) within a 5d 10 metre radius must make a Routse (+ 10) Agilty fort or be knocked down.  51-53 Ryp Discards from the state of 10 metres canning that to stand on end, while the Psyker river 1d 5 metres into the six at gravity briefly disappears before falling to the ground after a second or two.  64-64 Banaber Howl A desfering widths 2d 10 metres of the Psyker, light ground attentively follow.  57-58 Falling Upwards: Everyshing widths 2d 10 metres of the Psyker developing binly river at 1d 10 metres into the six at gravity briefly disappears before falling to the ground after a second or two.  64-64 Banaber Howl A desfering widths 2d 10 metres of the psyker developing binly river to be lowed to the world and through a substantial properties of the state of the ware provided by the substantial properties of the state of the ware provided by the substantial properties of the state of the ware provided by the substantial properties of the state of the ware provided by the substantial properties of the substantial properties		
33-41 (Danatural Decays All phase within 34 10 metres of the Psyker, lifting has nightly sito the air and forcing both him and anyone within 44 10 metres to make an Easy (+ 30) Agitily Test or be knocked to the ground.  43-49 Bloody Tears Blood weeps from stone and wood within 34 10 metres of the Psyker. If they are any pletures of people or rutures in this radius, they appear to be crying plotd.  43-50 The Earth Protests: The ground suddenly shakes and everyone (including the Psyker) within a 54 10 meter radius (+ 101) Agitily Test or be knocked down  54-56 Warp Ghosts: Ghoulty apparitions fill the air for 34 10 metres around the Psyker, lifting around and howing in pass for a few brief moments. Everyone in the radius must make a WP Test or glat  1 Inamity Point.  53-59 falling Upwards: Everything within 24 10 metres of the Psyker (including him) rises 1d 10 metres into the air a glory benefit of the psyker of the psyker of the psyker of the state of the work of the ground sters a second or two of the C40 Banaber with the psyker of the		
42-44 Spectral Gales Howling winds crupt around the Psyker, lifting him slightly into the air and fording both him and anyone within 410 metres to make an Bary (1-40) Agility Test or be knocked to the ground.  43-47 Bloody Tearsi Blood weeps from stone and wood within 3d 10 metres of the Psyker. If there are any pictures of people or stutues in dist radius, they appear to be crying blood.  43-50 The Earth Protestart. The ground audedary shakes and everyone (including the Psyker) within a 5d 10 metre radies must make a Routine (1-10) Agility Test or be knocked down.  51 to 33 Psy Discharger Static electricity Illihe as in for 6d 10 metres canning hair to stand on end, while the Psyker rise 1d 5 metres into the air, falling back to earth after a second or two.  54-56 Warp Chotsett Ghostly appearation Bill the air for 6d 10 metres canning hair to stand on end, while the Psyker rise 1d 5 metres into the air, falling back to earth after a second or two.  60-62 Banaheer Howlh A desfering keening sounds out for a klomenter, shattering glass and foreing everyone in the area (including the ryker) or make a Tugulment Set on the Agility Tests or be blown down.  60-63 Banaheer Howlh A desfering keening sounds out for a klomenter, shattering glass and foreing everyone in the area (including the Psyker) to make a Tugulmenter of the Especial Complex of the average for a plant of Insanty Point.  69-71 Teach Scoren The mechane spirits reject your unnatural ways. All teach devices within 5d 10 metres (with the exerption momentally and all araged waspons from the area to make a WP Test or gain Idd Insanty Points.  69-71 Teach Scoren The mechane spirits reject your unnatural ways. All teach devices within 5d 10 metres (with the exerption of the Psyker) to become fremated for a Round and again a Corruption Point.  75-75 Fell of the Warp Invalva and all araged waspons from the area (including the Psyker) members and all araged waspons from the area (including the Psyker) members and all araged waspons from the area (including the Ps		
Note   The proof		
43-47 Bloody Tears Blood weeps from stone and wood within 3d 10 metres of the Psyker. If there are any pictures of people or statuse in this radius, they appear to be arrying blood.  43-50 The Earth Protests: The ground suddenly shakes and everyone (including the Psyker) within a 5d 10 metre radius must make a swittine +10 picture by kinds of the Mary Protests: The ground suddenly shakes and everyone (including the Psyker) within a 54-50 warp Ghosts: Ghostly apparitions fill the sir for 6d 10 metres around the Psyker, flying around ablowing in past for a few brief mements. Everyone in the radius must make a WP Test or gain 1 Insanity Point.  75-59 Falling Upwards: Everything within 2d 10 metres for the Psyker (including him) rises 1d 10 metres into the air at gravity briefly disappears before falling to the ground after a second or two.  66-68 Bhadow of the Warp for a sphit second the world changes in appearance and everyone within 10 00 metres first. Psyker in thrown to the ground by sunsech hands and thrawhas about for a followers.  66-68 Bhadow of the Warp for a sphit second the world changes in appearance and everyone within 10 00 metres. The spake the heart of the warp. Everyone in the area of make Agilly Test or be blown down.  66-68 Bhadow of the Warp for a sphit second the world changes in appearance and everyone within 10 00 metres. The spake he heart of the warp. Everyone in the area of make Agilly Test or be blown down.  66-68 Bhadow of the Warp for a sphit second the world changes in appearance and everyone within 10 00 metres. The spake he heart of the warp. Everyone in the area (including the Psyker) must make a WP Test or gain [45 lbasely) Points.  75-9 Perills of the Warp lawking the Psyker Decome Fentated for a Round and gain a Corruption Power.  810 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
are any pictures of people or statues in this radius, they appear to be crying blood. 48-50 The Earth Protestar: The ground saddenly shakes and everyone (including the Psyker) within a \$41 On metre radius must make a Routine (+ 10) Agility fest or be knocked down \$1.53 Pry Distancia (Shakara) and knowling to pain for a few brief moments. Everyone in the radius must make a WP Test or gain Innanity Foliat. 57-59 Falling Upwardns: Everything within a \$41 On metres of the data or any city for for a 10 metres around the Psyker, (pring around short should be provided the work of deaffering the provided filter to the ground short for a kilometre, shattering glats and forcing everyone in the very (including thin) rises 14 10 metres in the sar a gravity briefly disappears before falling to the ground short for a kilometre, shattering glats and forcing everyone in the very (including the provided or two. 66-64 Shadow of the Warp for a split record the world changes in appearance and everyone within 140 metres. The same simple and the heart of the warp. Everyone in the area (including the Psyker) must make a WP Test or gain 164 Insurance and the same fine that the area of the warp. Everyone in the area (including the Psyker) must make a WP Test or gain 164 Insurance and the warp. Everyone in the area (including the Psyker) must make a WP Test or gain 164 Insurance and the warp. Everyone in the area (including the Psyker) must make a WP Test or gain 164 Insurance and the warp. Everyone in the area (including the Psyker) must make a WP Test or gain 164 Insurance and the warp. Everyone in the area (including the Psyker) must make a WP Test or gain 164 Insurance and everyone within 100 metres and fundamentally and all ranged weapons jam.  Psyckic Powers   **Total Weight.**  **Total W		
48-50 The Earth Protests The ground auddenly shakes and everyone (including the Psyker) within a 5d 10 metres active must make as Wouther (+ 10) Again gas to the start of the Warp (10) and the		
5 d 10 metre radius must make a Routine (+ 10) Agility Test or be knocked down 5 1-53 Ppt Discharges State I clearing the state for 6d 10 metres causing hair to stand on end, while the Psyker rises I d 5 metres into the str, falling back to earth after a second or two. 45-45 Warp Chotas: Chostly apparations fill the art for 3d 10 metres around the Psyker, flying around and howling in pain for a few brief moments. Everyone in the radius must make a WP Test or gain 1 lineanity Police. 57-59 Falling Upwardes Everything within 2d 10 metres of the Psyker (including kinn) rises 1d 10 metres into the str as gravity briefly dispeparat before falling to the ground after a second or two. 60-62 Branbee Howli A desfering keening sounds out for a kilometre, shattering glass and forcing deveryone in the reve (including the Psyker) to metre of him, lifting up light objects and forcing those in the sea to make Agility Test or be blown down. 66-64 Shadow of the Warps for a split second the world changes in appearance and everyone within 14 100 metres "has a glimpse at the heart of the warp. Everyone in the area (including the Psyker) moments as winds howl shoot within 6d 10 metres of him, lifting up light objects and forcing those in the sea to make Agility Test or be blown down. 66-64 Shadow of the Warps for a split second the world changes in appearance and everyone within 14 100 metres "has a glimpse at the heart of the warp. Everyone in the area (including the Psyker) moments and and transmission of the sea of the Marps for the Warps for Note cause all creatures within 2d 10 metres (with the exception of the Psyker) to become Frenziel for a Round and gain a Corruption Point.  75 Perils of the Warps prokage the Psyche Power cause all creatures within 2d 10 metres (with the exception of the Psyker) to become Frenziel for a Round and gain a Corruption Point.  75 Perils of the Warps prokage the Psyche Power cause all creatures within 2d 10 metres (with the exception of the Psyker) to become Frenziel for a Round and gain a Corru		
while the Psyker rise; it 3 merres into the air, falling back to earth after a second or two \$4-56 Warp, floorists (Doubt) apparitions fill the air for 3d 10 metres around the Psyker, flying around and howling in pair for a few brief moments. Everyone in the radius must make a WP Test or gain 1 Inauaity Point.  37-59 Falling Upwards: Everything within 2d 10 metres of the Psyker (including him) rises 1d 10 metres into the air as gravity briefly dispipears before falling to the ground after a second or two.  66-62 Banshee How's h deslending keening sounds out for a kilometre, shattering glass and foreing everyone in the area to make Agilty Tests or be blown down.  66-63 Brain Faries in Psyker is throw to the ground by sunces hands and thrashes about for a few moments as winds howl about within 6d 10 metres for a mount and an exp. Everyone in the area (including the Psyker) must make a WP Test or gain 1ds Inaunity Points.  66-63 Shadow of the Warp for a split second the world changes in appearance and everyone within 1d 100 metres and function momentarily and all ranged weapons Jam  72-74 Warp Madness A violent ripple of discord causes all creatures within 2d 10 metres (with the exception of the Psyker) to become Frentzel for a Round and gain a Corruption Point.  73- Perils of the Warp page 163 and apply the results to the Psyker.  Minor Power.  Minor Pow		
54-56 Warp Ghosts (Boatly appartions fill the air for 3d 10 metres around the Psyker, flying around and howling in pair for a few brief moments. Everyone in the radius must make a WP Test or gain I measuity Point.  57-59 Falling Upwards: Everything within 2d 10 metres of the Psyker (including him) rises 1d 10 metres in the air as gravity briefly dispipears before falling to the ground after a second or two.  60-62 Banaboe Howlt A desfening keening sounds out for a kilometre, shattering glass and foreing deveryone in the area (including the Psyker) number of the Agricultum of the Warp Iron of a split scooled the world changes in appearance and everyone within 1d 100 metres that a gling set the heart of the warp. Everyone in the area (including the Psyker) must make a WP Test or gain 1dS Insanity Points.  6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
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57-59 Ealling Upwards Everything within 2d 10 metres of the Psyker (including him) rises 1d 10 metres into the air at gravity briefly disappears before falling to the ground after a second or two. 60-62 Bansbee Howli A deafening keening sounds out for a kilometres, shatering glass and forcing everytone in the area (including the Psyker) to make a Toughness Test or be deafened for 1d 10 Rounds. 63-65 The Eurise: If he Psyker is thrown to the ground by unseens hands and thranks about for a few moments as winds howl about within 6d 10 metres of him, lifting up light objects and forcing those in the area to make Agility Tests to be blown down.  66-68 Shadow of the Warps for a split second the world changes in appearance and everyone within 1d 100 metres first significant to the area (including the Psyker) must make a WP Test or gain 1dS Insantly Points.  69-71 Tech Scora: The machine spirits reject your unnatural ways. All tech devices within 5d 10 metres for the Warps of the Warps to become Francised for a Round and gain a Corruption Point.  75- Perils of the Warps Invoking the Psychic Power calls down a maelstrom of warp energy power.  Rollon Table 6-3 Perils of the Warp, page 163 and apply the results to the Psyker.  Psyckic Talents & Traits  Total Weight  Psyckic Powers  0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
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66-96 Banabee Howli A deafening keening sounds out for a kilometre, shattering glass and forcing everyone in the tree (including the Psyker) to make a Toughness Test or be deafened for 14 10 Rounds. 63-65 The Furies: The Pryker is thrown to the ground by unseen hands and thrashes about for a few moments as winds howl about within 6d 10 metres of him, lifting up light objects and forcing those in the area to make Agility Test or to be blown down. 66-68 Shadow of the Warpt for a split second the world changes in appearance and everyone within 6d 10 metres within 2d 10 metres within 2d 10 metres within 5d 10 metres and function momentarily and all ranged weapons Jam. 72-74 Warp Madness A violent ripple of discord causes all creatures within 2d 10 metres. Prykeir Talents & Traits  Psyckic Talents & Traits  Psyckic Talents & Traits  Psyckic Powers  Minor Power.		lotal Weight
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the area to make Agility Tests or be blown down.  66-68 Shadow of the Warps for a split second the world changes in appearance and everyone within 1d 100 metres "has a glimpse at the heart of the warp. Everyone in the area (Including the Psyker) must make a NP Test or gain IdS Insanity Points.  69-71 Test. Scorn: The machine spirits reject your unnatural ways. All tech devices within 5d 10 metres malfunction momentarily and all ranged weapons Jam (with the exception of the Psyker) to become Frenzied for a Round and gain a Corruption Point.  75-F Perils of the Warp Invoking the Psychic Power calls down a maelatrom of warp energy power.  Rollon Table 6-3 Perils of the Warp, page 163 and apply the results to the Psyker.  Psyckic Talents & Traits  Psyckic Talents - Warp Invoking the Psychic Power and Invoking the Psychic Power.  Minor Power.  Discipline Power.		
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