DARK HERESY

GENESYS

Chapter I - Character Creation

Character creation in Dark Heresy is a process quite similar to the process presented in the Genesys Rulebook, with a few alterations. The following chapter outlines everything you need to know to create an Acolyte in service of The Emperor's Holy Inquisition.

Step I - Character Concept

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Step II - Home Worlds

Taking the place of Archetypes and Species as presented in the Genesys 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.

Home Worlds are mechanically identical to Archetypes, determining your starting array of characteristics, wound threshold, strain threshold, starting experience, and a small selection of special benefits unique to your home world.

Select your Home World from the options provided on the following pages.
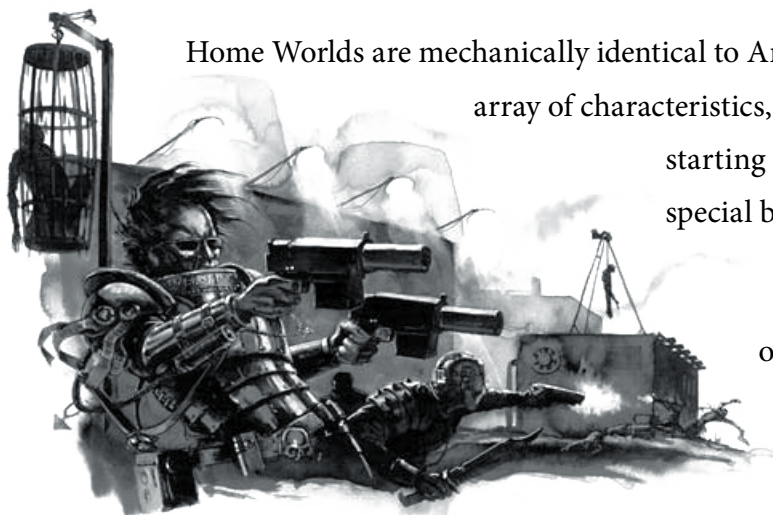
Death World

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, battle-hardened citizens of the Imperium.

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 lower technologically 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 from environmental catastrophes, xenos predations, or other world shattering events.

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 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 Pierce 1.
- **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. 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.

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	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 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 beating iron heart of the Imperium and the sovereign domains of the Priesthood of Mars. They are given over to the demands of vast industrialisation and eternally hungry for new resources to consume. A forge world's wheels never cease to turn and day-in-day-out for millennia, the reactors blaze and the foundries thunder, turning out refined materials and high technology to meet the Imperium's unending needs.

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 Mechanics. They still may not train Mechanics above rank 2 during character creation.
- **The Flesh is Weak:** A Forge Worlder begins play with one cybernetic, costing up to XX thrones. Forge Worlders can install a number of cybernetics equal to their Brawn plus 2 before reducing their strain threshold.

Fortress World

Fortress Worlds are highly fortified, militarised worlds serving as a bastion against some great threat to the Imperium. These worlds are often in a constant state of warfare, locked in a bitter conflict to protect the wider Imperium from heretics, xenos and things much worse. Most individuals born to a Fortress World are pressed into military service as soon as they come of age, with a disproportionate number of citizens serving in the Planetary Defense Forces, or those of the Astra Militarum.

2	**2**	**2**	**2**	**2**	**2**
Brawn	Agility	Intellect	Cunning	Willpower	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 Ranged (Heavy) 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 .

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 Survival or Perception. They still may not train these skills above rank 2 during character creation.
- **Rely on None But Yourself:** When making Mechanics checks to repair or modify personal equipment, Frontier Worlders decrease the difficulty once.

Highborn

From almost their first breath, those born to the high nobility are schooled in the role they must play and how they must play it. Their fine education covers not only the ins and outs of history, commerce and power-politics, but an education in the fine-points of taste and etiquette: how to wear a mask of one's own choosing, how to give an intended slight, how to curry and mete favour and the defence of honour are all lessons deeply ingrained.

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 rolls in formal situations, or when interacting with high authority, add ▢ to the check. When making such rolls to interact with members of the lower class of society, add ■ instead.

Hive World

Hive worlds are home to countless teeming millions. The population is so dense that frequently the entire surface of the world is covered with enormous cities stretching from horizon to horizon. Many hivers labour in thankless obscurity, manning huge factories that churn out endless streams of weapons, chemicals or other vital goods. Others run with violent gangs in the dark of the underhives, living off their wits, guts and firepower.

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 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 roll.

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.

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

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 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.

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 the Imperial space, and trains them to become the backbone of Imperial society. The fundamental part of life in the Schola Progenium is harsh discipline. 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.

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 at character creation.
- **Tempered Will:** Progena remove ■ caused by Critical Injuries, the disoriented condition, and fear from all checks they make.

Shrine World

Shrine Worlds are strongholds of the Adeptus Ministorum, entire planets dedicated to exalting the glory of the God-Emperor. They are mighty engines of faith that pulse with the fervid devotions of supplicants, pilgrims and clergy alike. 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.

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 Knowledge (Imperium). They still may not train Knowledge (Imperium) above rank 2 during character creation.
- **Strength of Faith:** When making a Fear check, Shrine Worlders add ⋀⋀.

Voidborn

Born out in the darkness between the stars, the void born are an odd collection of misfits, strangers and ill-omened folk. Perhaps birthed in the belly of a pilgrimage ship, or aboard an ancient orbital satellite, these people are often considered to be somehow touched by the taint of the warp.

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

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 110 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 ship-based phenomena.

Step III - Career

Your character's career determines their array of career skills, shaping the kind of character they will become. While they are called careers, the career options provided below are intended to be open ended, able to apply to a wide variety of professions and backgrounds.

In Dark Heresy, your career only determines half of your career skills. The remaining four are selected freely from the remaining avaliable skills. This allows players a greater deal of flexibility to represent the incredibly varied nature of the individuals which the Inquisition recruits.

Adept

Considered by many to be the pencil pushers of the galaxy, adepts keep the Imperium of Man running like a well oiled machine. With access to a tremendous wealth of knowledge, and blessed with the mental acuity to take advantage of it, adepts are a valuable member of any Acolyte cell, lending a critical eye and an encyclopedic knowledge of the galaxy.

The Adept career might represent a member of the Adeptus Administratum, a talented civilian remembrancer, a member of staff for a Planetary Governor, or simply a well-learned sage.

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

Arbitrator

With many cities reaching populations of billions, civil disobedience and lawbreaking are an everyday reality in the 41st Millennium. Arbitrators act as the bulwark against disorder, upholding the Emperor's law in some of the darkest alleys of the galaxy's hives.

The Arbitrator career might represent a member of the Adeptus Arbites, an Enforcer, a member of a private security force, a bounty hunter, or any other individual who keeps law and order in the galaxy.

The Arbitrator counts the following skills as career skills: **Coercion**, **Melee (Light)**, **Ranged (Heavy)** and **Streetwise**. In addition, the Arbitrator may select four other skills, and also counts those as career skills. Before spending experience during character creation, an Arbitrator may choose four of their career skills and gain one rank in each of them.

Assassin

In the Imperium, assassination is a valued tool used by all, from the agencies of the Adepta

down to petty crime lords of the underhives. A professional killer is always in demand.

The Assassin career might represent a member of one of the galaxy's terrifying death cults, a member of a more formal assassin's guild, or simply a talented freelancer.

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

Cleric

Clerics, preachers and confessors are found on every world the Imperium of Man has conquered, preaching the holy truth of the Emperor. They are a more powerful force than their station would suggest, able to whip an entire crowd up into a furious frenzy.

The Cleric career might represent a blessed representative of the Adeptus Ministorum, a local chapel's preacher, a member of the non-militant orders of the Adepta Sororitas, or anyone else with a strong religious fervor and a talent for working with the unwashed masses.

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

Guardsman

There is one truth in the world of the 41st Millenium; there is only war. To that end, the Imperium of Man has trillions of soldiers, spread across more warfronts than can be counted. Handy with a rifle, and with a knack for staying alive, Guardsmen make excellent recruits for The Inquisition.

The Guardsman career might represent an imperial guardsman of the Astra Militarum, a fleet officer within the Imperial Navy, a member of a local Planetary Defence Force, or a mercenary with no true allegiance to any military.

The Guardsman counts the following skills as career skills: **Athletics**, **Melee (Light)**, **Ranged (Heavy)** and **Survival**. In addition, the Guardsman may select four other skills, and also counts those as career skills. Before spending experience during character creation, a Guardsman may choose four of their career skills and gain one rank in each of them.
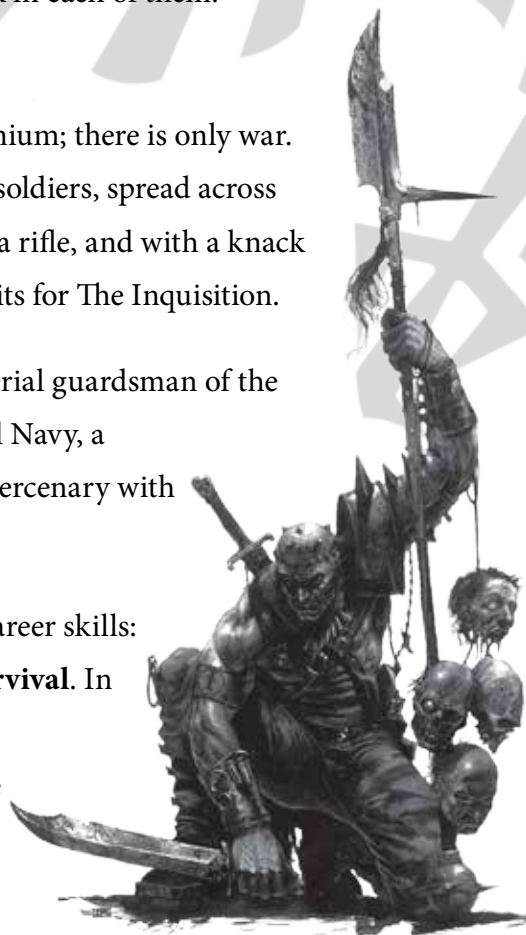
Mystic

The eldritch energies of The Warp permeate all of the galaxy, meaning that wherever humans might be found, psykers, witches and other wretched mutants are sure to be lurking. Mystics can drawn on the powerful energies of the warp, reshaping reality with a thought. This makes them valuable, but dangerous assets to The Inquisition.

The Mystic career might represent a sanctioned Psyker under the control of the Adeptus Astra Telepathica, an unsanctioned local mystic, a Chaos-worshipping witch, or anyone else who can draw on the foul energies of The Warp.

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

Scum

As has always been the case, the flotsam and jetsam of humanity seems to attract each other and thrives in the darkest of places. The Imperium is a vast and unforgivably hard regime to subsist in, and so the unwanted and uncared for fester and even flourish in the most unlikely and inhospitable places

The Scum career might represent a member of a the cutthroat hive gang, a skilled con artist, a mutant languishing in the underhives, or any other lawless dreg of society.

The Scum counts the following skills as career skills: **Deception**, **Ranged (Light)**, **Stealth** and **Streetwise**. In addition, the Scum may select four other skills, and also counts 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.

Tech-Priest

The Imperium has a strong, religious respect for technology, and those that can work with machines are held in high regard. Tech-priests keep the Imperium of Man running, tending to the various marvels of technology that allow humanity to flourish.

The Tech-Priest career might represent an anointed member of the Machine Cult, a self-taught technician, or a foul heretek.

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

Chapter II - Skills

The following table outlines the skills available in Dark Heresy. The majority of the skills in this list are taken directly from the Genesys Core Rulebook, but some are new. The new skills have received full writeups on the following pages. For existing skills, refer to the Genesys Core Rulebook.

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.
Medicine	Intellect	Genesys Core Rulebook (Page 61).
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		
Forbidden Lore (Chaos)	Intellect	See description.
Forbidden Lore (Warp)	Intellect	See description.
Forbidden Lore (Xenos)	Intellect	See description.
Scholastic Lore (Galaxy)	Intellect	See description.
Scholastic Lore (Imperium)	Intellect	See description.
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).

Driving

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 starships - that is outside the scope of Dark Heresy entirely.

Forbidden Lore - Chaos (Intellect)

The unnatural realm of the Warp is home to the four great Chaos Gods, who rule this terrible domain even as they vie with each other to dominate all of existence. Acolytes in service of The Inquisition frequently come into contact with the servants of these gods, in the form of cultists, daemons and even the fabled Chaos Space Marines, Adeptus Astartes who fell from grace and

betrayed The Emperor. The Forbidden Lore (Chaos) skill determines an Acolyte's knowledge of the Chaos Gods, their servants, their rituals, their cults, and anything else pertaining to the foul worship of Chaos.

Your character should use this skill if…

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

- Your character tries to identify useful facts about a particular Chaos Daemon.

- Your character tries to remember what Chaos Cults have been known to operate in a certain area.

- Your character tries to identify how to successfully disrupt a Chaos ritual.

Your character not should use this skill if…

- Your character wants to know something about the Warp which isn't directly related to the worship of Chaos, such as the effects psychic powers might have on reality. Forbidden Lore (Warp) would be the appropriate skill for this.

- Your character tries to identify facts about religious practices that aren't related to the Chaos Gods, such as those of a Xenos race, or a heretical group which does not worship Chaos. Forbidden Lore (Xenos) or Scholastic Lore (Galaxy) may be more appropriate skills.

Forbidden Lore - Warp (Intellect)

The Warp is a powerful force, granting The Imperium many advances. Without the power of the Warp, communication between systems would be impossible, and faster than light travel would be a pipedream. The immaterium is a hostile place, however, and it can have powerful, corrupting effects on reality if left unchecked. Forbidden Lore (Warp) governs an Acolyte's understanding of the Warp and how it operates. It allows Acolytes to identify warp phenomena, understand the terrifying powers of Psykers and Witches, and know the telltale signs of when the immaterium is leaking through to reality.

Your character should use this skill if…

- Your character notices strange phenomena in their environment and tries to identify if they are caused by the Warp.

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

- Your character tries to estimate how long a trip between two systems might take via warp travel.

Your character not should use this skill if…

- Your character wishes to learn something about the Chaos Gods that dwell in the warp. Knowledge of Chaos is governed by Forbidden Lore (Chaos).

Forbidden Lore - Xenos (Intellect)

Since Mankind first travelled to the stars, he has faced the threat of the alien. Myriad xenos races populate the galaxy, some old beyond comprehension, others even younger than humanity. Most of these have proved hostile to Mankind and its divine right to rule the galaxy. The Forbidden Lore (Xenos) skill determines an Acolyte's understanding of the various xenos races which populate the galaxy, including their technology, their culture, their appearance and their behaviour.

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 tries to research the cultural practices of a particular xenos race.

Your character not should use this skill if…

- Your character tries to learn information which is trivial. Members of The Inquisition will usually have a basic understanding of the common Xenos races; they probably already know what an Ork is without needing to roll a check.

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 brawling attacks, replacing the Brawl skill from page 67 of the Genesys Core Rulebook.

Scholastic Lore (Galaxy)

The Imperium of Man stretches across the entire galaxy, its reach extending far into the stars. The galaxy is a tremendously large place, and each world has a crucial role to play in the fate of the Imperium. The Scholastic Lore (Galaxy) skill governs an Acolyte's knowledge of the galaxy. An Acolyte talented in this skill has a strong knowledge of the important planets in a sector; their geography, their politics, their population, their history; all facts which can be crucial in a successful investigation.

Your character should use this skill if…

- Your character tries to recall what resources a specific planet tithes to the Imperium.
- Your character wants to know what the environment of a specific planet is like.
- Your character attempts to recall the name of a planetary governor.

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

Your character not should use this skill if…

- Your character tries to learn information about the internal politics of Imperial organisations such as the Adeptus Arbites. This is covered by Scholastic Lore (Imperium).

- Your character attempts to learn something which should be common knowledge. An Acolyte can be expected to already know that the capital of the galaxy is Terra, for example.

Scholastic Lore (Imperium)

The Imperium of Man stretches across the entire galaxy, its reach extending far into the stars. The galaxy is a tremendously large place, and each world has a crucial role to play in the fate of the Imperium. The Scholastic Lore (Galaxy) skill governs an Acolyte's knowledge of the galaxy. An Acolyte talented in this skill has a strong knowledge of the important planets in a sector; their geography, their politics, their population, their history; all facts which can be crucial in a successful investigation.

Your character should use this skill if…

- Your character tries to recall the name of the High Marshal of a specific Adeptus Arbites precinct.

- Your character attempts to discern if the suspicious practices of a local preacher constitute a heretical breach of the Imperial Creed.

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

- Your character wishes to know the details of the relationship between the Adeptus Mechanicus and the Adeptus Ministorum in the current sub-sector.

Your character not should use this skill if…

- Your character tries to learn general information about the state of a specific planet. This is covered by Scholastic Lore (Galaxy).

- Your character attempts to negotiate something with an Adeptus Adminisitratum clerk. This would be covered by the appropriate social skill, such as Charm or Negotiate.

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 cogitator banks, and understanding the proper rites and rituals surrounding the use of technology.

The Tech-Use skill is effectively a combination of the Mechanics and Computers skills from the Genesys Core Rulebook. As computers (referred to as cogitators in Dark Heresy) are not as ubiquitous or useful as they are in other sci-fi settings, the skills have been combined.

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 needs to construct a new item, or modify an existing one.

- Your character needs to identify if a certain technological practice is a form of tech-heresy.

- Your character needs to soothe the wrathful machine spirit of a mistreated machine.

Your character not should 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.

- Your character is trying to gain insight into the religious practices of the Adeptus Mechanicus. This would be better suited to a Scholastic Lore (Imperium) check.

Chapter III - Talents

Coming Soon™

Chapter IV - Armoury

The 41st Milllennium is a dangerous place, rife with war and conflict. If an Acolyte hopes to survive, he must make sure he is well armed and well equipped. This chapter details the wide range of weapons, armour and equipment that Acolytes can make use of in their missions.

The equipment detailed in this chapter effectively replaces that detailed in the Genesys Rulebook. At the GM's discretion, you may utilise content from the Genesys Rulebook (or other Genesys books), but the equipment detailed in this section should be more than adequate.
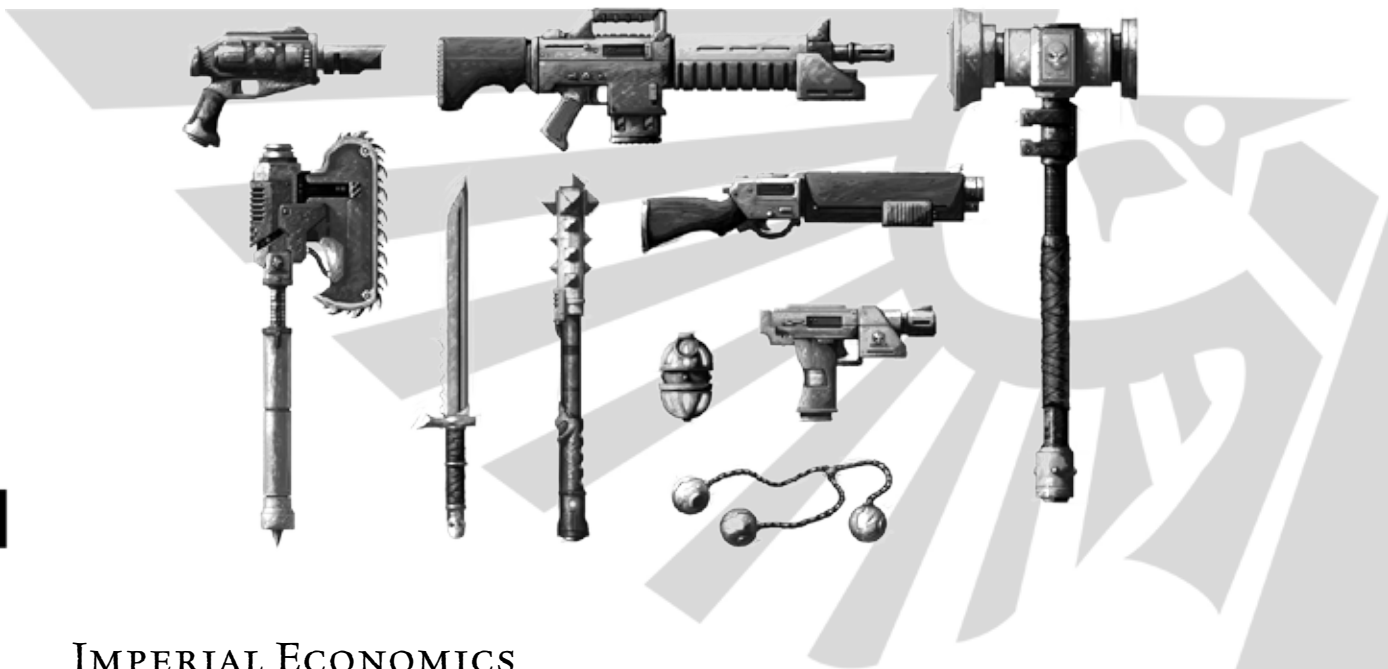
Imperial Economics

As field operatives, more often than not Acolytes will be required to acquire their gear in the field, delving into the depths of hive cities and black markets in search of greater firepower. To this end, any successful Acolyte Cell needs to become intimately familiar with the economics of the galaxy if they hope to succeed.

In the world the 41st Millenium, 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 standardised currency; Throne Gelt, sometimes referred to 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.

Ranged Weapons

| Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Bolt Weapons									
Bolt Pistol	Light	10	2	Medium	3	1	2,100	8	Pierce 2, Vicious 2
Boltgun	Heavy	10	2	Long	6	3	2,500	8	Pierce 2, Vicious 2
Storm Bolter	Heavy	10	2	Long	7	3	3,000	9	Linked 1, Pierce 2, Vicious 2
Heavy Bolter	Gunnery	14	2	Long	9	3	4,800	8	Autofire, Cumbersome 4, Pierce 2, Vicious 3
Flame Weapons									
Hand Flamer	Light	5	3	Short	4	2	1,150	7	Burn 2, Blast 5
Flamer	Heavy	8	3	Short	6	3	2,050	6	Burn 3, Blast 8
Heavy Flamer	Gunnery	11	2	Medium	10	3	3,000	7	Burn 4, Blast 11, Cumbersome 3
Las Weapons									
Laspistol	Light	6	4	Medium	1	2	340	4	Reliable
Lasgun	Heavy	7	4	Long	4	3	490	4	Reliable
Long-las	Heavy	7	3	Extreme	6	2	790	6	Prepare 1, Reliable
Hellpistol	Light	8	3	Short	4	1	950	7	Pierce 3
Hellgun	Heavy	9	3	Medium	6	2	1,050	7	Pierce 3
Launcher Weapons									
Grenade Launcher	Gunnery	-	-	Medium	5	2	2,000	5	See description
Rocket Propelled Grenade (RPG) Launcher	Gunnery	20	2	Extreme	7	2	6,700	7	Breach 1, Blast 10, Cumbersome 3, Limited Ammo 1, Prepare 1
Melta Weapons									
Inferno Pistol	Light	13	1	Short	3	0	6,000	10	Breach 2
Meltagun	Heavy	15	1	Medium	6	1	9,000	8	Breach 2
Plasma Weapons									
Plasma Pistol	Light	10	2	Short	3	2	2,600	8	Gets Hot, Pierce 5
Plasma Gun	Heavy	11	2	Medium	6	3	2,700	8	Gets Hot, Pierce 5
Solid Projectile Weapons									
Autopistol	Light	5	4	Medium	2	3	380	5	Autofire, Inaccurate
Autogun	Heavy	6	3	Long	4	4	720	5	Autofire
Hand Cannon	Light	8	2	Medium	2	2	740	6	Pierce 1, Inaccurate
Heavy Stubber	Gunnery	12	2	Long	9	2	960	7	Autofire, Cumbersome 4
Shotgun	Heavy	8	3	Short	3	3	840	5	Blast 3, Knockdown
Shotgun (Combat)	Heavy	8	2	Short	4	2	1,200	6	Blast 6, Knockdown
Sniper Rifle	Heavy	8	3	Extreme	6	2	920	6	Prepare 1
Stub Automatic	Light	6	4	Medium	1	5	320	5	-
Stub Revolver	Light	7	3	Medium	2	3	480	3	Reliable

New Ranged Weapon Qualities

The following new item qualities are added in Dark Heresy, in addition to those already availiable in the Genesys Rulebook.

Gets Hot: Weapons with this quality are prone to catastrophic overheating, making every trigger-pull a risky affair. Game Masters may spend ⚿⚿⚿⚿ or ⊗ to cause the weapon to overheat, damaging it by one step and dealing the weapon's base damage to the user.

Reliable: This weapon's construction is robust and easy to work with, making it much easier to repair on the field. When making a roll to repair or maintain a weapon with Reliable, reduce the Difficulty by 1.

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.
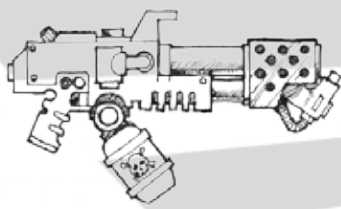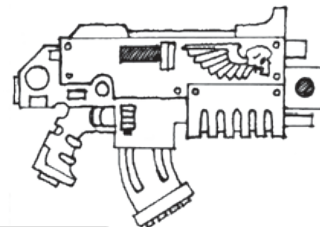
Flame Weapons

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

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.
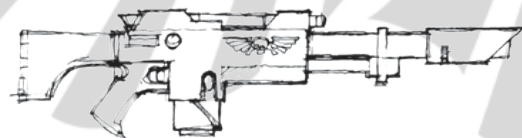
Hellguns: Also referred to as Hot-Shot Lasguns, hellguns are lasguns with much higher power output, able to easily cleave through armour. To feed this higher power output, hell weapons utilise a backpack mounted ammo supply. Because of this, Acolytes may not purchase Extra Reloads for hellguns or hellpistols; when the ammo runs dry, the power pack must be recharged.

Launcher Weapons

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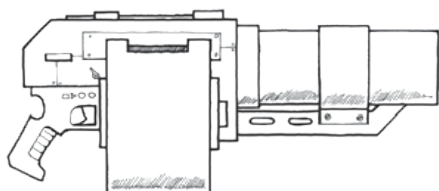
Grenade Launcher: This weapon uses compressed gas charges to fire grenades either directly or in indirect blasts against unseen foes, and is a common suppressive

weapon in many battles. The grenade launcher uses grenades as ammo (see Page XX). 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. New rockets for the RPG Launcher have a base price of 800 Thrones, and a Rarity of 7.

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.
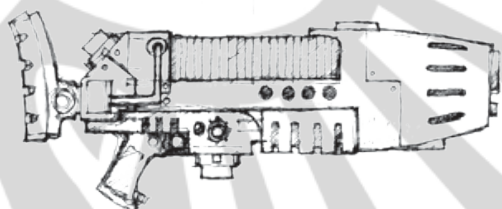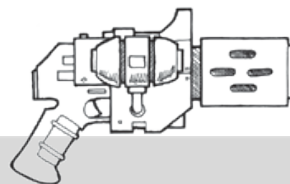
Plasma Weapons

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.
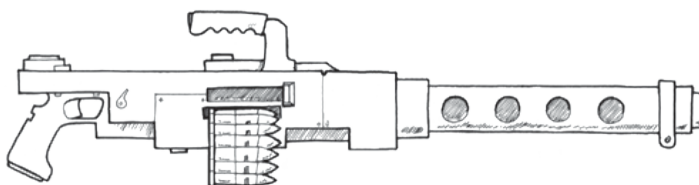
Standard Ammunition

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, ammunition varies in cost significantly, so each class of weapon has its own extra reload item, as detailed here. Unless otherwise specified, using a reload requires a maneuver.

Reload Type	Price	Rarity	Encum
Bolt Shells	150	8	1
Heavy Bolt Shells	300	8	2
Promethium Canister	75	6	1
Promethium Tank	150	6	2
Charge Pack	20	3	1
Melta Canister	500	8	1
Plasma Flask	300	8	1
Small Calibre Bullets	15	3	1
Large Calibre Bullets	25	4	1
Shotgun Shells	20	5	1
Heavy Stubber Rounds	60	6	2

Bolt Shells: The mass-reactive explosive bolt shell is among the deadliest kind of round in the Imperial arsenal. Magazines of bolt shells can be used to reload bolt pistols, boltguns and storm bolters.

Heavy Bolt Shells: Even larger than typical bolt shells, heavy bolt shells have greater destructive capacity, but are only suited to heavy, typically vehicle mounted weapons. Boxes of heavy bolt shells can be use to reload heavy bolters. Reloading a heavy weapon takes time, and takes an action instead of the typical maneuver.

Promethium Canister: Blessed liquid fuel allows flamers to belch forth huge gouts of purging flame. Promethium canisters can be used to reload hand flamers and flamers.

Promethium Tank: Larger than their handheld companions, Promethium tanks are used for heavier flamers which would drain a smaller canister in seconds. Promethium tanks can be used to reload heavy flamers. Reloading a heavy weapon takes time, and takes an action instead of the typical maneuver. takes an action instead of the typical maneuver.

Charge Pack: Charge packs are powerful batteries used almost exclusively by las weapons. Charge packs can be used to las weapons. Hellguns and hellpistols may not be reloaded with charge packs; they use their own dedicated backpack mounted power supplies. An empty charge pack can be reloaded if connected to a power supply for one hour.

Melta Canister: Meltaguns use specially refined chemicals injected into highly pressurised canisters. Melta canisters can be used to reload melta weapons.

Plasma Flask: Raw plasma weapon fuel consists of highly dangerous and volatile photonic hydrogen, compressed and contained within reinforced flasks. Plasma flasks can be used to reload plasma weapons. Reloading a plasma weapon requires delicate care, and takes an action instead of the typical maneuver.

Small Calibre Bullets: Hard rounds are common for many weapons within the Imperium and vary greatly in calibre and design. Bullets from one kind of firearm cannot be used in another unless they are very similar in make. Magazines of small calibre bullets can be used in autopistols, autoguns stub automatics and stub revolvers.

Large Calibre Bullets: Some solid projectile weapons use even larger calibres of ammo, enhancing their destructive power. Magazines of large calibre bullets can be used in hand cannons and sniper rifles.

Shotgun Shells: Shells contain dozens of tiny balls and are designed to scatter over a wide area when fired, making them ideal for close-in work where accuracy is less important. Boxes of shotgun shells can be used to reload shotguns and combat shotguns.

Heavy Stubber Rounds: Heavy stubbers make use of high calibre rounds which are incompatible with smaller firearms. A magazine box of heavy stubber rounds can only be used to reload heavy stubbers. Reloading a heavy weapon takes time, and takes an action instead of the typical maneuver.

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 rounds he uses in combat, with enemies running in fear from the inferno shells or bleeder rounds they know are coming their way.

Ammunition Type	Compatible Weapons	Price	Rarity
Amputator Shells	Stub revolvers, stub automatics, shotguns (all types), sniper rifles, hand cannons, autopistols, and autoguns	+125	+1
Bleeder Rounds	Stub revolvers, stub automatics, hand cannons, autopistols, and autoguns.	+75	+2
Dumdum Bullets	Stub revolvers, stub automatics, sniper rifles, and hand cannons.	+100	+0
Expander Rounds	Stub revolvers, stub automatics, sniper rifles, autopistols, and autoguns.	+175	+1
Gutter Ammo	All weapons.	Half	-1
Hot-Shot Charge	All las weapons except hell weapons.	+20	+0
Inferno Shells	Shotguns and bolt weapons.	+200	+3
Man-Stopper Bullets	Stub revolvers, stub automatics, hand cannons, sniper rifles, autopistols, and autoguns	+180	+2
Tempest Bolt Shells	All bolt weapons.	+220	+4
Tox Rounds	All bolt and solid projectile weapons.	+190	+3

Special ammunition modifies the characteristics of a weapon while it is in use. To load special ammunition, an Acolyte simply replaces their existing ammunition with the special ammunition using a maneuver or action as if they were reloading their weapon with standard ammunition. Special ammunition expires on an "out of ammo" ⊗ result.

To determine the price and rarity of special ammunition, add the values found in the special ammunition table to the price and rarity of a typical reload for the weapon of choice. Rarity may never be modified below 1.

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

Dumdum Bullets: Heavy and blunted, these bullets tear apart tissue and cause terrible carnage against softly-armoured targets. Weapons loaded with Dumdum bullets increase their damage by 3, but any soak provided by armour is doubled against them.

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

Gutter Ammo: More of a category than a specific type of ammunition, gutter ammunition refers to poorly constructed, scavenged ammunition that it 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. A weapon loaded with gutter ammo reduces its damage by 1 and suffers one level of damage on �⚥⚥.

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. 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 a **Challenging (◆◆) Tech-Use check,** taking five minutes.

Inferno Shells: These shells contain a phosphorous gel that ignites on contact with the target. 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 5 damage. The GM is encouraged to spend ⊗ and ↻ results to represent stray shots causing undesirable spot fires.

Man-Stopper Bullets: These densely tipped bullets are designed to punch through many forms of personal armour. Weapons loaded with man-stopper bullets gain Pierce 2, or increase their existing Pierce rating by 2.

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. Weapons loaded with tempest bolt shells gain Stun 3, increasing to Stun 6 against machine targets, or targets with four or more cybernetics installed.

Tox Rounds: Tipped with deadly poisons or loaded with pungent fungi, tox rounds inflict terrible harm when they pierce flesh. Weapons loaded with tox rounds reduce their damage by 3, but on a successful hit, force their target to take a **Hard (◆◆◆) Resilience check**. If failed, each uncancelled ✕ inflicts two wounds, ignoring soak. Each ↻ inflicts one point of strain.

Ranged Weapon Attachments

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Melee Weapons

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Chain Weapons									
Chainaxe	Light	+4	2	Engaged	3	2	740	6	Pierce 1, Vicious 4
Chainblade	Light	+2	2	Engaged	2	1	560	6	Pierce 1, Vicious 3
Chainsword	Light	+4	1	Engaged	3	2	910	5	Defensive 1, Pierce 1, Vicious 3
Eviscerator	Heavy	+7	1	Engaged	6	3	1,450	8	Cumbersome 4, Dangerous, Pierce 3, Vicious 5
Force Weapons									
Force Axe	Light	+3	3	Engaged	3	2	3,000	10	Force, Vicious 1
Force Sword	Light	+3	2	Engaged	3	2	3,200	10	Defensive 1, Force
Force Staff	Heavy	+2	4	Engaged	4	2	2,700	9	Defensive 1, Disorient 3, Force
Low-Tech Weapons									
Axe	Light	+3	3	Engaged	2	3	300	3	Vicious 1
Brass Knuckles	Light	+1	4	Engaged	1	1	180	3	Disorient 3
Greataxe	Heavy	+4	3	Engaged	4	3	300	6	Cumbersome 3, Pierce 2, Vicious 1
Greatsword	Heavy	+4	2	Engaged	3	3	300	6	Defensive 1, Pierce 1, Unwieldy 3
Hunting Lance	Heavy	14	2	Engaged	5	1	800	6	Breach 1, Disorient 5, Limited Ammo 1, See description
Knife	Light	+1	3	Engaged	1	2	150	3	-
Maul	Light	+3	4	Engaged	2	3	180	3	-
Shield	Light	+0	6	Engaged	2	3	150	4	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Spear	Heavy	+3	3	Engaged	4	3	390	4	Defensive 1, Pierce 2
Staff	Heavy	+2	4	Engaged	3	3	210	3	Defensive 1, Disorient 3
Sword	Light	+3	2	Engaged	2	3	360	4	Defensive 1
Truncheon	Light	+2	4	Engaged	1	2	210	3	Disorient 4, Stun Damage
Warhammer	Heavy	+5	3	Engaged	5	3	570	7	Cumbersome 4, Disorient 4, Knockdown
Whip	Light	+1	5	Short	2	2	300	5	Ensnare 2, Stun Damage
Power Weapons									
Omnissian Axe	Heavy	+7	2	Engaged	5	4	2,800	9	Breach, Cumbersome 3, Sunder, Vicious 2
Power Axe	Light	+6	2	Engaged	3	2	2,400	8	Breach, Sunder, Vicious 2
Power Blade	Light	+4	2	Engaged	1	1	1,300	8	Breach, Sunder
Power Fist	Light	+7	2	Engaged	4	2	2,400	8	Breach, Cumbersome 2, Knockdown, Sunder
Power Maul	Light	+6	3	Engaged	2	2	1,700	8	Breach, Sunder
Power Sword	Light	+6	1	Engaged	3	2	2,500	8	Breach, Defensive 1, Sunder
Thunder Hammer	Heavy	+8	2	Engaged	6	2	3,150	9	Breach, Cumbersome 4, Disorient 4, Knockdown, Sunder
Shock Weapons									
Shock Maul	Light	+3	4	Engaged	3	2	500	6	Stun 4
Shock Whip	Light	+4	5	Short	3	1	650	7	Ensnare 2, Stun Damage

New Melee Weapon Qualities

The following new item qualities are added in Dark Heresy, in addition to those already availiable in the Genesys Rulebook.

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

Dangerous: Some weapons are so unwieldy and destructive that every swing is a risk to the wielder. When attacking with a Dangerous weapon, ⊗ may be spent to deal the weapon's base damage to the wielder.

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.

Energy Cells: Chain weapons run on blessed power cells, keeping 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.
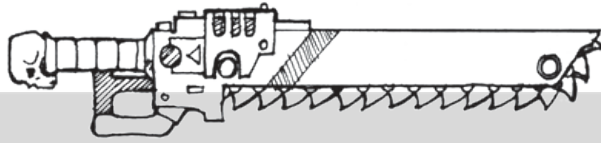
Force Weapons

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.
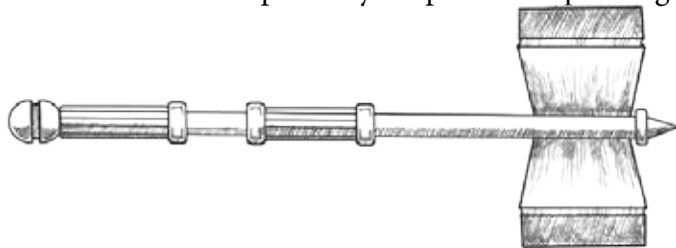
Hunting Lance: A mainstay weapon amongst the Rough Riders of the Imperial Guard, hunting lances mount a small but powerful explosive charge at the end of a metal spear. On impact, the charge detonates with enough force to rip apart armour and barricades alike, allowing the mounted riders to continue their assault. Once a Hunting Lance has been used, it cannot be rearmed; treat the remaining haft as a staff.

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 Fields: 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.

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.
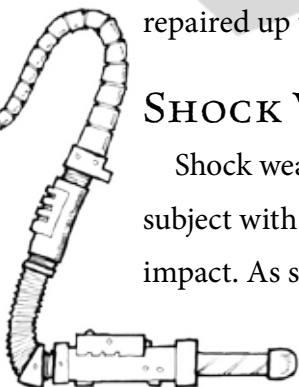
Melee Weapon Attachments

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Armour

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Basic Armour						
Armoured Bodyglove	1	1	315	2	0	6
Chainmail Suit	0	2	350	4	0	3
Feudal World Plate	0	3	630	6	0	4
Heavy Clothing	0	1	35	3	1	1
Flak Armour						
Flak Vest	0	1	80	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	0	2	780	2	1	7
Mesh Cloak	1	2	1,170	3	2	8
Carapace Armour						
Carapace Chestplate	1	2	800	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	4	8,000	8	3	9
Power Armour	2	6	13,000	12	4	10

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 concealed beneath 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 Athlethics and Coordination rolls.

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.

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.

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.

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 24 hours connected to some form of 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.

Armour Attachments

Coming Soon™

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

Bionic Replacement	Price	Rarity
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

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.

Cybernetics can be installed or removed with an **Average (◆◆) Medicine check**, taking 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 successfully, but the cybernetic may malfunction at some crucial moment, 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.

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.
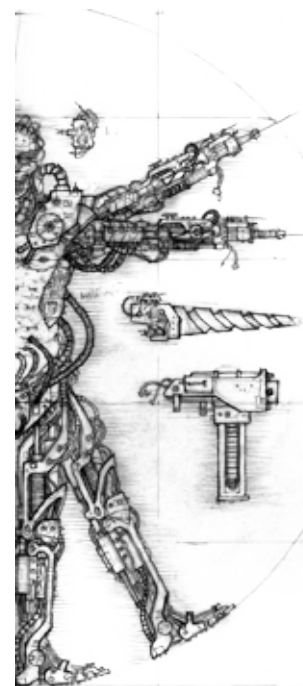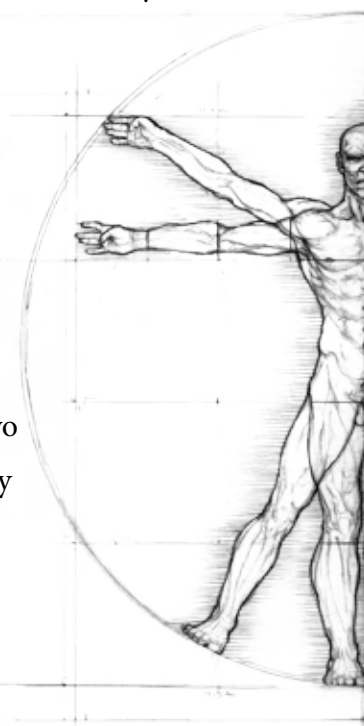
Bionic Organ: Bionic organs can take many forms, improving the body's ability to function, and providing an extra safety net against disease and injury. A bionic organ provides either +2 wound threshold (this is an exception to the +1 increase limit, but cannot be increased past +2), +1 Resilience, or +1 Athletics (you choose which when you purchase the organ).

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 XX). 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. Medicine checks to provide medical aid to an Acolyte with this cybernetic decrease their difficulty once, as do Resilience rolls to recover from a critical wound. When recovering wounds from natural rest, the character recovers twice as many wounds.

Bionic Augmentation	Price	Rarity
Augur Array	1,500	7
Autosanguine	2,700	8
Calculus Logi Upgrade	1,800	8
Cerebral Implants	4,500	8
Ferric Lure Implants	1,800	8
Interface Port	1,600	7
Locator Matrix	1,400	7
Luminen Capacitor	2,900	8
Maglev Coils	3,000	8
Memorance Implant	2,400	7
Mind Impulse Unit	2,800	7
Respiratory Filter Implant	1,600	7
Scribe-Tines	1,400	7
Subskin Armour	1,600	8
Synthmuscle	4,000	7
Vocal Implant	1,000	6
Volitor Implant	1,600	7

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 add a ▢ to any Scholastic Lore checks they make. This stacks with the bonus provided by scribe tines.

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.

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.

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 add a ☐ 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 once.

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 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 augmentic 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 add a ☐ 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.

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 implant allows the user to add ☐ ☐ to Resilience checks 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 add a ☐ to any Scholastic Lore checks they make. This stacks with the bonus provided by the calculus logi upgrade.

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 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 (see page XX).

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.
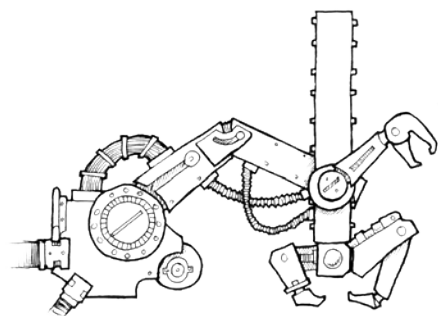
Mechadendrites

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

Mechadendrite	Price	Rarity
Ballistic Mechadendrite	1,500	8
Manipulator Mechadendrite	1,800	8
Medicae Mechadendrite	2,600	8
Optical Mechadendrite	2,100	8
Utility Mechadendrite	2,500	8

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.
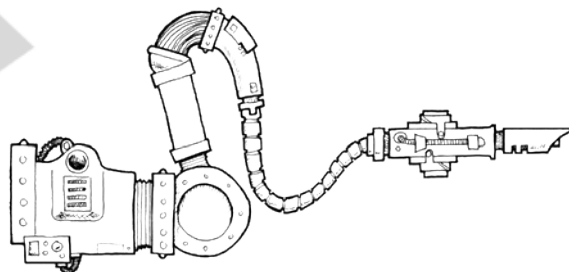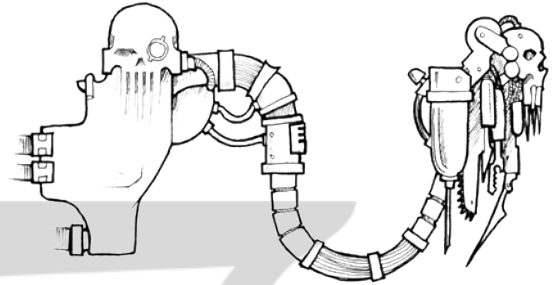
Manipulator Mechadendrite: A heavy and powerful attachment, this mechadendrite is designed for heavy lifting and handling of industrial gear. When using the manipulator, a character reduces the difficulty of any Athletics checks to move heavy objects once. As an incidental, the manipulator mechadendrite 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 model 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 a medical procedure, and adds ☐ ☐ to their Medicine rolls. 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, with ■ ■. 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 penalties due to darkness or smoke.
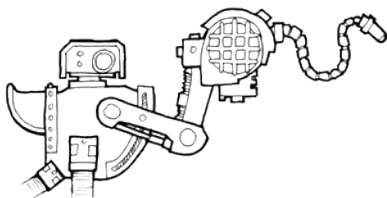
Utility Mechadendrite: The most common type of mechadendrite, these are tipped with a variety of mechanisms for the repair and succour of blessed technologies. A character with a utility mechadendrite always counts as having the tools needed to repair, modify or otherwise manipulate machinery, and adds ☐ ☐ to these Tech-Use checks. The limb also houses six injector pistons, each of which may be filled with one dose of a sacred unguent, administered to an engaged weapon or machine with a maneuever. 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.
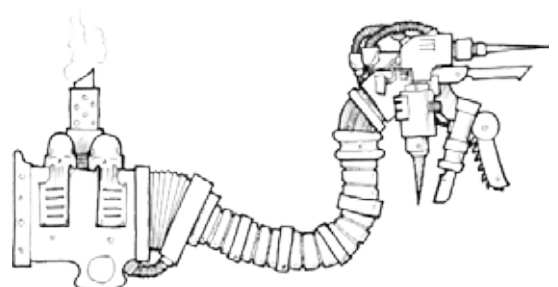
Chapter V - Corruption and Damnation

The corrupting taint of Chaos is ever-present in the galaxy, and even Acolytes 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. 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.

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 and mutation 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 difcult it is to shrug off the effects, as well as the potential amount of corruption that may be inflicted on the character's soul. Each exposure to a source of corruption results in a Discipline roll.

The difficulty of this Discipline roll is determined by the severity of the exposure. Exposure to a minor source of corruption, such as hearing the preachings of a cult leader, or being exposed to a Chaos mutant might only require an **Easy (◆)** check, while coming into conflict with a Chaos Daemon might require a **Daunting (◆◆◆◆)** check. 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 three points of corruption). Refer to the following table for suggestions on spending other symbols generated on a corruption check:

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.
⋎⋎⋎ or ⨂	The character adds ■ to all checks for the remainder of the encounter as whispering voices cloud their senses.
⨂	The character gains one extra point of Corruption.

Malignancy and Mutation

Once an Acolyte's accumulated corruption meets or exceeds their corruption threshold (10 + Willpower), the corruption has ravaged the character's body and mind and manifests as a malignancy, a sign of the Acolyte's Chaos taint given form. To determine the nature of the malignancy, make a d100 roll and refer to the malignancy table. For each point that an Acolyte's corruption exceeds their threshold, add 10 to this roll. Once a malignancy is gained, the Acolyte's corruption reduces to 0, and their corruption threshold is permanently decreased by 1.

If the d100 roll exceeds 100 after applying modifiers, the character instead gains a mutation, as the corrupting influence of Chaos warps his body in horrific, much more visible ways. While the taint of malignancies can often be hidden from others, for a time, mutation clearly marks an individual as tainted by the Warp. Any pious citizen of the Imperium will react with revulsion and violence when witnessing these mutations, so Acolytes must go to great lengths to hide these changes, assuming their companions don't do the responsible thing and put them out of their misery. To determine the specific nature of the mutation, make a d100 roll and refer to the mutation table. At the GM's discretion, mutations might not manifest right away, taking time to incubate and fester. As with malignancies, once a mutation is gained, the Acolyte's corruption reduces to 0, and their corruption threshold is permanently decreased by 1.

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 fully.

During periods of significant downtime, such as between missions, Acolytes may attempt to reduce their corruption commiting themself to prayer, self-flagellation and other religious rites. Roll a Discipline check, with one ◆ added for every two malignancies/mutations the Acolyte has suffered. Each uncancelled �֍ and 𐤀 on this roll reduce the Acolyte's current corruption by one. A ✪ reduces it by two. Negative symbols have no impact on this roll other than to cancel out successes and advantages.

Particularly exceptional deeds and circumstances 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 the table on this page provides some suggestions.

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, millenia old holy relic for the first time.
5	Being present during the manifestation of a Living Saint. Defeating a greater daemon.

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.

Damnation: If an Acolyte's number of accrued malignancies exceeds their Willpower, their soul is damned. The Acolyte ceases to be controlled by their player as their mind twists into a distorted shell of what it once was. The Acolyte may return as a future villain if their companions don't do their duty and cut them down before the taint can spread.

Oblivion: If a character accumulates more mutations than his Toughness rating, he is immediately transformed into a Chaos Spawn. 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 it can find.

Malignancy Table

d100 Roll	Effect
01-05	**Palsy:** The character suffers from numerous minor tics, shakes, and tremors with no medical cause. Add ⚅⚅ to all Agility checks.
06-10	**Skin Affliction:** The character is plagued by boils, scabs, weeping sores and other disgusting features across his body. Upgrade the difficulty of all Charm tests once.
11-15	**Night Eyes:** 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.
16-20	**Morbid:** The character finds it hard to concentrate as his mind turns increasingly macabre and he becomes prone to tortured, gloom filled trains of thought. Add ⚅⚅ to all Intellect checks.
21-25	**Witch-mark:** The character develops some minor physical deformity or easily concealable mutation. It is small, but perhaps enough to consign him to death if found out by a fanatical witch hunter.
26-30	**Fell Obsession:** This functions like the Obsession Trauma on page XX, but in this case the character is obsessed by something sinister or malign (such as collecting finger-bone trophies, ritual scarification, carrying out meaningless vivisections, etc.).
31-35	**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 make an **Average (◆◆)** Resilience test or add ■ ■ to all checks as long as he remains in its presence.
36-40	**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.
41-45	**Distrustful:** The character cannot conceal the distrust and antipathy he has for others. Upgrade the difficulty of all social checks when dealing with strangers.
46-50	**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.
51-55	**Ashen Taste:** Food and drink taste foul and provide little sustenance to the character, and he can barely stomach eating. This character may not roll to recover strain at the end of an encounter.
56-60	**Phantom Malady:** An ineffable illness plagues this character, causing him to weep blood, wracking him when he tries to sleep. Reduce the character's strain and wound thresholds by 1 each.
61-65	**Bloodlust:** Murderous rage is never far from the character's mind. Once this character has suffered wounds in a combat, he must succeed at a **Hard (◆◆◆) Cool** test to allow his enemies to flee, be captured, or incapacitated, rather than killing them outright, even if his intent is otherwise.
66-70	**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.
71-75	**Ill-fortuned:** Chance seems to mock this Acolyte at the most crucial of opportunities. Whenever a ⊗ result occurs on the acolyte's tests, roll a d10. On a roll of 7-10, the triumph's special effects are ignored (it still provides a ✦ to the pool).
76-80	**Blackouts:** The character suffers from inexplicable blackouts. ⊗ may cause the character to black out. What occurs during the blackout up to the GM, who should inform the player the details of what (if anything) he remembers on awakening.
81-85	**Twisted Compulsions:** The character is prone to bouts of bizarre behaviour outside of their control. The GM may spend ⊗ on a test to take control of the character for one round. The character is fully aware during these episodes, but has no control over their actions.
86-90	**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 character upgrades the difficulty of all Brawn and Agility checks once.
91-95	**Wasted Frame:** The character's pallor becomes corpse-like and his muscles waste away. Reduce the character's Brawn by 1 (to a minimum of 1).
96-100	**Dark-hearted:** The character's personality becomes deeply twisted, growing increasingly cruel, callous, and vindictive. Reduce the character's Presence by 1 (to a minimum of 1).
101+	**Mutation:** Roll on the mutation table instead.

Mutation Table

d100 Roll	Effect
01-05	**Bestial Hide:** The character's skin becomes toughened with layers of thick scales or chitin, and they increase their soak by 1.
06-10	**Unnatural Arms:** Twisted appendages (shriveled arms, hooked talons, or fleshy tendrils) emerge from the character's spine or torso. The character does not need to spend strain to take a second maneuver.
11-15	**Sightless Orbs:** The character's eyes become sightless, cracked windows into a soul afflicted with a growing corruption. They are blinded, but can "see" out to medium range using their other senses.
16-20	**Swollen Brute:** The character becomes bloated, their muscles expanding and their form becoming excessively corpulent or disturbingly muscular. The character's Brawn increases by 1 (to a maximum of 7), but the difficulty of all Coordination checks is upgraded once.
21-25	**Deathsight:** The character's mind becomes twisted, their eyes showing them countless possible annihilations of anything or anyone they gaze upon for more than a few moments. Once per session, the character may reduce the crit rating of any weapon they are attacking with to 1, and grant it a Vicious rating of 3 (or increase the existing rating by 3). Doing this causes the character to gain 1 corruption.
26-30	**Cursed Fleshmetal:** The character's armour and cybernetic implants become fused with their flesh, and even regenerate. Removing any of these items requires an Average (2P) Medicine test; if the test fails, the character suffers 3 wounds that ignore soak. They can make an Easy (1P) Resilience test to repair any items merged with their body by one step. Doing this causes the acolyte to gain 1 corruption.
31-35	**Razor Fangs:** The character's teeth grow long, turning into tearing fangs. The character may make biting attacks using Melee (Light) with the following profile; +2 damage, crit rating 3, Pierce 2.
36-38	**Excessive Legs:** The character develops extra legs that support their form, suspending the character's upper torso above a centauroid lower body. When making the move maneuver, the character can move twice as far.
39-40	**Serpentine Tail:** The character's legs wither while their spine elongates into a serpentine tail that supports their body. The character ignores the effects of most difficult terrain, and gains a Melee (Light) attack with the following profile; +3 damage, crit rating 5, Disorient 3.
41-45	**Wings:** Massive feathered or leathery wings erupt from the character's spine. The character gains the Flyer trait.
46-50	**Gilled Horror:** Gills sprout from the character's neck, their eyes become bulbous, and their face takes on a distinctly piscine appearance. The character gains the Amphibious trait. Perception tests receive ■ when out of water.
51-55	**Searing Blood:** The character's veins are filled with searing acids 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 takes 7 damage as the foul liquid erupts.
56-60	**Witch-Curse:** A small stigma in the shape of a maddening rune appears on the character's body, marking them as touched by Chaos. They become a psyker, and gain a rank in one randomly selected psychic discipline. Whenever they use this discipline, they gain 2 corruption. If the character is already a psyker, reroll this result.
61-65	**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.
66-70	**Cannibalistic Urge:** Blood and marrow become as wine and bread to this character, and normal food no longer sates the hunger of their soul. Once per day, the character can recover 5 wounds and 5 strain by consuming human flesh. Each time they do so, they gain 2 corruption.
71-75	**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.
76-80	**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, immediately gaining 3 corruption.
81-85	**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.
86-90	**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 Resilience check and recover one wound for each ✿, and one strain for each ⋀.
91-94	**Malleable**: The character's flesh becomes unnaturally fluid and his joints bend in directions they assuredly should not. The character's Agility increases by 1 (to a maximum of 7), and he finds himself able to fit through small gaps with ease.
95-99	**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 tests is upgraded twice, as is the difficulty of any melee attacks against the character.
100	**The Warp Made Manifest:** The character becomes a Daemon-like creature, capable of reshaping reality itself at their whim. 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.