

ROGUE TRADER™

THE NAVIS PRIMER™



A RESOURCE FOR WARP
POWERS IN THE EXPANSE

WARHAMMER
40,000
ROLEPLAY

ROGUE TRADER™

THE NAVIS PRIMER™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

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INTRODUCTION

"Of course humanity was meant to cross the void between the stars. It is our destiny, and it is for this purpose, the God-Emperor has seen fit to grant us the power necessary to ply the roiling Warp. The Navigator guides us by His light. The Astropath carries His torch to the darkest corners of space. We go in His Name, by His Will, for His Glory. And, of course, for the tidy profit we earn for our efforts in His grandest of plans."

—Rogue Trader Raol Straud

Rogue Traders make their fortune by travelling the cold gaps between the light of the stars. To do this, they require the assistance of Navigators, specialized, sanctioned mutants who use their pineal eye to guide vessels through the hostile Sea of Souls that is the Immaterium. They also call upon the services of Astropaths, who can cast their mind-voice through the stormy Warp to distant stars.

There are also countless other creatures with connections to the Warp that a Rogue Trader might encounter, from the savage Ork psykers known as "Weirdboyz" to the mysterious Eldar Warlocks and Farseers to the capricious denizens of the Immaterium.

WHAT'S IN THIS BOOK?

This volume contains resources for both Players and Game Masters interested integrating the psykers of the Koronus Expanse into their own stories. It has numerous new background options for Astropaths and Navigators to reflect their diverse origins. It also contains new Alternate Career Ranks, for those with a direct connection to the Warp and those who must merely cope with those in possession of such gifts. Finally, it contains a new Career Path, the Ork Weirdboy, for Players who wish to further explore playing as these erratic and boisterous xenos.

CHAPTER I: SCIONS OF THE IMMATERIUM

This chapter has information on the Navis Nobilite Great Houses active in the Calixis Sector and Koronus Expanse. It also includes new background options for Astropaths, to reflect their perilous journey to becoming beacons of the Emperor's Light.

CHAPTER II: PLYING THE WARP

This chapter contains expanded rules for both navigating the capricious realm known as the Warp, as well as casting astrotelepathic messages through it.

CHAPTER III: PATH OF THE MIND

This chapter is comprised of various new options for Players, such as new Alternate Career Ranks, Elite Advances, and the Ork Weirdboy Career Path.

CHAPTER IV: MENTAL ARSENAL

This chapter provides an "armoury" for characters gifted in the ways of the Warp, including new Navigator powers and new Psychic Techniques for Astropaths and other psykers alike.

CHAPTER V: PSYCHIC ADVERSARIES

The final chapter of this volume contains a plethora of new NPCs tied to the power of the Warp, from those who control it with unparalleled finesse to those who would see all who wield it burn in the fires of their piety.

TOUCHED BY THE FATES (TALENT)

Some of the adversaries presented here are extremely dangerous individuals, meant to be rivals or even nemeses to Explorers. An NPC with this Talent has a number of Fate Points equal to half his Willpower Bonus (rounding up). He may use these Fate Points in the exact same way as an Explorer, and may even "burn" a Fate Point to survive death and destruction. In addition, the rules for Righteous Fury apply to this character.





SCIONS
OF THE
IMMATERIUM



INTO THE VOID
•
NAVIGATOR
HOUSES OF THE
EXPANSE
•
ASTROPATHIC
CHOIRS

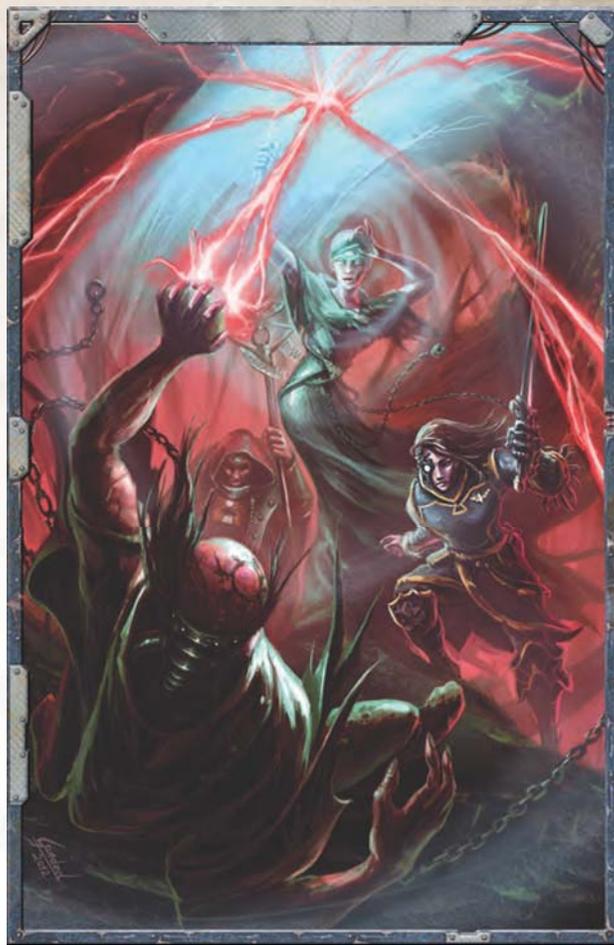
CHAPTER I: SCIONS OF THE IMMATERIUM

"What grand jest is it, that the very means of Mankind's journey to the stars should be the very stuff of his worst nightmares? The Warp! Always there. Always struggling to get out. Only a thought away! The Daemon populace ever ready to liberate themselves from the netherworld and take possession of ours. Measured by the years of a man's life, the Imperium is eternal. And so, therefore, must be our vigil. If we slip in our duty, the end will surely dawn and an eternity of darkness shall reign!"

—Inquisitor Silas Hand, Ordo Malleus.

There are few laws that apply across every one of the million and more worlds of the Imperium of Man, and those that do are mostly concerned with the duties and responsibilities of its subjects and never with their rights. Aside from veneration of the Emperor and obedience to His duly appointed representatives, each planetary commander must ensure his world renders the proper tithes or else be stripped of office and replaced by one who can do so. Perhaps the most onerous requirement is that every Imperial commander must conduct regular and painstaking sweeps of his world's population for those born into psychic powers. Those caught up in these regular pogroms are dragged away to the most secure of psi-shielded holding facilities, to be carried off when next one of the dreaded Black Ships appears ominously in orbit. Many of those found to have some latent ability are judged too weak to control it, their minds potential gateways through which the slaving denizens of the Warp might burst forth at any moment and bring about the planetary doom of Daemonic incursion. Many more are allowed to live only so long as the Black Ship takes to complete its grand circuit of the Emperor's realm and return to Terra. There, following ritual preparation, they take their place amongst the countless thousands of other psykers rendered up to the Emperor to fuel the psychic beacon that is the Astronomican. A scant few, a handful from the multitudes of wailing, filthy creatures dragged forth from the bleak holds, are judged worthy of life, albeit one in service to the Imperium as a Sanctioned Psyker or as an Astropath.

While the vast majority of those with the capacity to touch or behold the fearsome power of the Warp come into what is at once their vocation and their damnation in this way, for a rare class it is a matter of birthright and genetics. These are the Navigators, a unique strain of Humanity gifted with a third eye through which they can peer into the Warp without being driven utterly insane. By looking upon the Warp and reading the ebb and flow of its shifting, unknowable tides, Navigators can guide starships across impossible gulfs of



space. Without Navigators, Warp voyages of more than a few light years are impossible and vessels are doomed to become hopelessly lost, all souls on board consumed by the hungry things that scratch and claw at the hull. Without the capacity to voyage further than the nearest star, the Imperium would be no more than a scattering of worlds, each cowering in isolation from the formless things that gibber and writhe in the dark voids where only the oldest starlight falls.

Navigators are not the only humans with an innate connection to the Warp who are invaluable to humanity. Astropaths are also vital to the continued existence of the Imperium. These individuals are psykers and can cast their thoughts across the void to communicate with their kin on worlds far distant. But such communications are far from conventional, transmitting not words, but notions, emotions, and impressions. Even the strongest of astrotelepathic signals is little more than ritual and might very well cost the sender and the recipient their very souls. Both attempt to form a communion across gulfs of space haunted by soul-devouring monstrosities, formless minds as bloated as long-dead stars, and the death knell mind-echoes of alien empires turned to dust when the galaxy itself was still young. No law of reason or science governs such a process and it is only used when necessity dictates. Astropathic messages are hideously difficult to understand and sometimes even the greatest of Astropaths cannot unravel the layer upon layer of obscure allegorical allusion. Yet, aside from delivering messages by interstellar spacecraft, there is no other means by which the scattered worlds of the Imperium can remain in contact. Usually, they simply do not, marshalling their astrotelepathic resources for times of greatest desperation.

THE VOID BEYOND

"Mankind stands upon the brink; on one hand lies a realm of unimaginable power, on the other awaits darkness, death, and utter damnation. Only those that follow the guiding light of the Emperor may save their souls."

—Inquisitor Damarn, Ordo Malleus

While Navigators and Astropaths are critical to the continued existence of the cyclopean edifices of the Imperium, they are an order of magnitude more vital to those who seek to voyage beyond its borders. For Rogue Traders, Explorators, and others, exploration beyond those sectors the Imperium controls would be all but impossible. To plunge blindly into the abyss between worlds without the aid of the most skilled of Navigators is utter madness, risking a hundred thousand souls being cast adrift on the Warp for all eternity. Communication with the Imperium's outposts or with other explorers would be impossible too, the travellers passing into history the moment they leave port.

In the depths of the Koronus Expanse, as within the borders of the Imperium, psykers and Navigators are a necessary evil without which Mankind has no hope of fulfilling the destiny of which the Emperor so long ago dreamed. Every Warp-capable vessel numbers amongst its crew a cadre of Astropaths, generally formed into an Astropathic Choir and led by a Choir-Master Telepathica. Certain Astropaths are chosen to journey into the unknown void aboard Rogue Trader vessels; these are individuals able to face the awful void far from Terra without being driven utterly insane. To travel beyond the haven of the Emperor's light is, for an Astropath, a dreadful prospect, for the ever present song of so many other, similarly attuned minds is replaced with a limitless void, where the cold, alien thoughts of unknowable xenos species, some aeons dead, resound. Most vessels carry as many Astropaths as their masters can secure from the Adeptus Telepathica, for the majority inevitably perish or go mad amongst the alien stars beyond the Imperium's reach.

Also numbered amongst the crew of any significantly sized voidship is a cabal of Navigators, the senior among them known as a Navigator Primaris or Warp Guide. So exacting is the process of steering a vessel through the Warp for any length of time, especially beyond the relatively well known, if still perilous, routes within Imperial space, that no single individual is equal to the task. Instead, the Warp Guide undertakes the most dangerous portions of the voyage, such as the transition to and from the Warp as well as the navigation of particularly tumultuous regions within the Sea of Souls. Without the most skilled and experienced of Navigators, a thousand fates might befall a voidship and there are numerous tales of ships lost beyond the Maw. Most simply vanish, the merest of echoes discernible by others touched with the psyker's gift, hinting of a bad death far beyond the Emperor's grace. Some vessels break up upon dense stellar clusters, while others stray too near to a black hole or similar phenomenon. Some are becalmed within the Empyrean, the crews driven beyond sanity by the voices in the

STYCIAN FUTURE

Psykers first emerged amongst Mankind in the middle part of the long distant Age of Technology, a period of human history about which all but nothing is remembered in the 41st Millennium. Since that time, ever-greater numbers of humans have been born with the ability to wield psychic powers, and others still come into such powers later on in life. This phenomenon has been the subject of study, debate, superstition, intolerance, and even open warfare throughout the ages, and all manner of meanings have been read into it. Some claim that Humanity is undergoing the birth pangs of a new phase in its evolution, and can look forward to an age when the entire race transcends to an entirely different level of existence. Most interpretations are far less optimistic, however, and those with knowledge of such things point to the fate of the Eldar as a warning of what doom awaits Mankind. Others still hold that this gradual and ever-increasing evolution is the doing of the Emperor himself, who exists to shepherd the entire species into its new age. Those of a notably Puritan persuasion hold that for every psyker born, a thousand twisted mutants are spawned first, as if the process itself was abhorrent to the Emperor, to nature or to both.

Whatever the truth of the matter, it is evident that more and more psykers are being born or coming into their powers with every passing generation. The bleak holds of the Black Ships grow ever more bloated with those swept up in the psyker culls. With this increase, the risk of Daemonic incursion and Enslaver plague grows worse, for should one powerful psyker go undetected, the slaving denizens of the Warp might breach reality itself and come pouring in, bringing the doom of humanity with them.

darkness, while others follow siren-things to their souls' doom. The most unfortunate are devoured body and soul, their sundered spirits tormented for eternity by the slaving beasts of the Warp, a fate all the more fearful for Navigators and Astropaths, for they, unlike normal men, know full well its implication.

Aside from the Navigators and Astropaths, all of whom exist and operate under the sanction and protection of the Master of Humanity, others too wield the psyker's gift. "Sanctioned Psykers" wield their powers in the service of the Imperium, some as diviners of strategy, others as living battlefield weapons. There are those amongst the mighty Space Marines able to unleash blasts of arcane energy upon their foes with but a thought and there are some amongst the dreaded Inquisition able to rip the innermost secret from the mind of a heretic.

While psykers of all types are critical to the continued existence of the Imperium, they are also capable of bringing down terrible woe upon the domains of the Emperor. The denizens of the Warp slaver but a thought away from the psyker's mind, ever seeking a means of penetrating his psyche and using his body and soul to cross over into the material universe, if only for a while. Herein lies one of the greatest of the many

contradictions and incongruities of the Age of Imperium. In many quarters, psykers are dreaded, shunned, and even persecuted, the superstitious peoples of the Imperium instilled with all manner of tales of the doom these “witches” and “wyrds” can so easily bring about. Even the Ecclesiarchy—the galaxy spanning church of the God-Emperor of Mankind—preaches that psykers are intrinsically tainted and only those the Master of Mankind has sanctioned are to be tolerated, and even then with great caution. Little wonder that any suspected of harbouring latent psychic powers are often ruthlessly hunted down and slain by baying mobs of zealots, even on the most “civilised” of the Imperium’s worlds. Beyond the borders of the domains of the Emperor, no authority is present to enforce a psyker’s sanction. The laws that govern such things cease to apply and psykers must be strong, or well-defended by allies or employers, to survive. Little wonder that many fall victim to ruthless witch hunts, while others fall to the domination of the nameless things that lurk beyond the light of the Emperor, ever ready to enslave the souls of the unwary and the weak.

BEYOND THE EMPEROR’S GRACE

Any subject of the Emperor travelling beyond the borders of the Imperium is placing not just his life, but his eternal soul in terrible peril. Quite apart from the numerous human outcasts and heretics that lurk in the darkness beyond the Imperium, the void is plagued with all manner of xenos foes. Many are so at odds with Humanity that their very existence is a supreme blasphemy against the God-Emperor of Mankind, and there are worse things still slaving in the depths of interstellar space. Mankind is but one species amongst uncountable life forms to have crawled to sentience and survived long enough to break the bonds of its birth world. The Imperium is nothing more than the latest of a long line of stellar empires to lay claim to the galaxy, and the ten thousand years of its standing are as nothing compared to the length of time other galaxy-spanning realms once stood. Perhaps the greatest of these empires was that of the Eldar, but countless more have risen and fallen. Many have left scant evidence of their existence, while traces of others can still be found. Crumbling, aeons-old ruins mark the sites of once great cities raised by nameless masons while Holy Terra was still a molten, lifeless rock. Others linger still at the fringes of the galaxy and beyond, little more than primitive mud-dwelling savages ignorant of their once majestic inheritance. The worst exist in a blasphemous half life, haunting the dark places where only the light of dying stars falls, awakening periodically to draw the unwary into the most hideous of fates.

It is the lot of the psyker, no matter what type, to be awfully aware of such things. Normal men suspect little and know far less of the truth of the horrors waiting in the darkness beyond the Emperor’s grace. Even the most learned of savants, determined of Inquisitors, or ambitious of Rogue Trader lords perceives but a fragment of the truth. Those psykers in the employ of such men, however, are fully aware. The Astropath who stands attentively by his master’s command throne must constantly strive to block out the alien whispers that assail his consciousness, each a death scream or a



siren call of a long dead xenos species. To normal men, the void might appear achingly empty, but to the Astropath it frequently echoes to a vile alien cacophony. Only the most skilled Astropath is able to pierce this atonal din and cast his message back across the trackless void. Only the very strongest of minds and souls can make themselves heard by their compatriots in the Astropathic Choirs of the Imperium hundreds, even thousands, of light years distant.

Navigators too must contend with a range of perils quite different to those they face when plying the Warp routes of the Imperium. While there is no such thing as a routine Warp voyage, and even the shortest jump is a supremely dangerous undertaking, a Navigator guiding his vessel along the uncharted routes of the Koronus Expanse or similar regions face a range of threats massively worse still. Quite apart from unfamiliar tides and currents, any one of which could cast the vessel light years off course and wash it up out of its own time, the denizens of the Warp too might be altogether different. Many of the xenos empires that have fallen over the millennia have been brought low by their meddling with the power of the Warp and, while they themselves are long gone, often their taint lingers still. What Chaos-twisted alien monstrosities the Navigators of far-voyaging Rogue Trader vessels bear witness to must remain a secret only they may bear, for the souls of normal men may not know of such things and remain sane.

Aside from the risks unique to their calling, psykers and Navigators face numerous other dangers beyond the Imperium. On worlds ruled by primitives ignorant of the salvation afforded by the Emperor, those that show such powers are

often killed on sight. Indeed, as the 41st Millennium draws to a close and ever-greater numbers of psykers are spawned, this is often a simple survival mechanism. Without the League of Black Ships to carry away emergent psykers, these isolated worlds are at great risk of falling prey to damnation and must launch regular purges and witch-hunts. When visiting such places, Rogue Trader parties must be exceptionally cautious, or critical individuals such as Astropaths and Navigators might be condemned as witches and brutally murdered by those ignorant of the truth. On occasion, a distant colony thought never to have known the Emperor's Light has proven to be the haven of the most intolerant of puritan outcasts, and those who have come later have discovered this fact only too late. Several such settlements are thought to exist in the depths of the Expanse, places ruled by apostate cardinals and others cast out by the Ecclesiarchy having been judged too extreme to be allowed power. Woe betide the psyker that sets foot upon such a world, for the outcast puritans that rule them take literally the injunction to "suffer not the witch to live."

Quite apart from psykers operating in the employ of Rogue Traders and others, there are known to be some who have risen to power without ever knowing the dictates of the Imperium as they relate to the control of nascent psykers. These might be runaways from the primitive worlds of the Expanse, or escapees from the psyker culls of the Calixis Sector or nearby regions. Regardless, those with the strength to withstand the attentions of the denizens of the Warp often find themselves wielding such powers as normal men can only dream of. Very soon, they rise to power over whatever communities they dwell within, amassing an army of meat-puppet followers or deluded heretics. It is all but inevitable that such individuals must eventually be consumed by the powers they wield. But until such time, they might rise to become mighty warlords, sorcerers, pirates, or demagogues, and many dream of leading their armies through the Maw to exact vengeance upon the worlds of the hated Emperor beyond.

IN SERVICE TO THE GREAT DYNASTIES

The great Rogue Trader lines of the Calixis Sector and beyond employ huge numbers of psykers of all types, as well as Navigators of many linages, for it would not be possible to discharge their warrants without the services of Navigators, Astropaths, and others. The terms under which such psykers serve the Rogue Trader dynasties are couched in ancient pacts and subject to laws so complex that an army of Terran scribes is required simply to ensure they adhere to the ten thousand years of precedent and legislation that governs their terms.

The Navigators of the Navis Nobilite serve on Rogue Trader vessels under an incredibly complex contract negotiated at the very highest level between the Navigator House's Novator, or his most trusted agents, and the lord of the Rogue Trader clan. In return for the service of one or more Navigators, the Rogue Trader dynasty grants the Navigator House a portion of whatever profits it comes into throughout the term of the compact. The exact terms vary enormously, with each Navigator House imposing its own stipulations and requirements. In addition, it is not uncommon for the Navigator himself to impose additional clauses, especially regarding his status on board the vessel as

well as the manner in which new Warp routes are charted as the vessel explores the outer darkness. In reality, this is the source of the Navigator Houses' unimaginable wealth—in serving aboard a Rogue Trader vessel, a Navigator is amassing vast amounts of data in regards to new routes, which in turn makes him and his House able to command still greater shares of future endeavours. Over the millennia, each Navigator House has amassed a vast library of astrographic data, but to remain competitive, this must ever be expanded upon. New routes must be forged in order to maintain a lead over competing Houses, and so the Navis Nobilite and the great Rogue Trader dynasties share something of a symbiotic relationship, each needing the other to expand its own interests and gain ascendancy over its rivals.

In the case of Astropaths serving on board Rogue Trader vessels, the arrangement is not one of commercial interest, but of duty. The most ancient of laws requires the Adeptus Astra Telepathica to play its part in the ongoing expansion of the Imperium.

Even though both Navigators and Astropaths are, in effect, hirelings of the Rogue Trader dynasty, they often gain such high status on board its vessels that they become more like partners. Senior Navigators frequently become part of a competent Rogue Trader's inner circle, and it is a fool indeed who does not heed such an expert's counsel in matters of Warp travel. Indeed, once a vessel has plunged into the Sea of Souls, it is almost entirely under the control of the Navigator, not its captain. It is even within the power of a Navigator to override a captain's orders, for while it is possible to travel a light year or two without his guidance, only the most foolhardy or desperate of Rogue Traders would ignore a Navigator's word and enter the Warp without his acquiescence. It is rare, however, for a Navigator to override a captain's order to enter the Warp and unheard of for it to happen twice. A Navigator whose word is ignored in such a manner invariably takes his leave of the vessel at the first opportunity and abandons it to whatever fate awaits.

Astropaths, too, are often part of a Rogue Trader's most trusted entourage, for it is through their minds that the Rogue Trader's most valued secrets are transmitted. Even if the message is couched in such terms that the Astropath himself is unable to decipher its meaning, he nonetheless retains memory of it and its intended recipients. It is within the power of an Astropath to undermine or betray any endeavour or transaction his employer enters into and, as such, even the most haughty of masters show these psykers the utmost respect and consideration.

When in the service of Rogue Traders, many Navigators and Astropaths come to take on some of the qualities of their master. They might become every bit as adventurous and buccaneering as any Rogue Trader and sometimes develop their own flamboyant mannerisms or idiosyncrasies. Amongst the crew of a Rogue Trader vessel, this might go entirely unnoticed, for many vessels are served by a bizarre mix of outcasts and miscreants. If and when they return to the fold of their parent organisations, however, such individuals are likely to be regarded with a combination of distrust and horror. For this reason, those that become enamoured of the perilous freedom they enjoy beyond the borders of the Imperium are often reticent to return. In the case of the Navigators, though, they must eventually do so, for it is the curse of many of their kind to fall prey to such extreme mutation that none other than their own can tolerate their company.

OTHER PSYKERS IN THE EXPANSE

Astropaths are not the only types of psyker serving the Imperium or travelling beyond it into the Koronus Expanse and other such regions. So-called Sanctioned Psykers are a relatively common category of psyker and the term covers a broad range of individuals wielding incredibly diverse powers. Some seek out heresy and rebellion by reading the thoughts of others, while some scry the future in an effort to forestall the staggering range of calamities that confront Mankind. Some Sanctioned Psykers wield their powers as weapons in battle, unleashing fearsome blasts of arcane power or causing a victim's blood to boil in his veins with a single glance.

Though rare, there are some instances of already powerful individuals also being psykers. In some cases they were born that way and proved exceptionally able to forge their own path in life. In other cases, they came into their powers having already risen to high rank, almost as if receiving the blessing of the Emperor himself. Thus it is possible, though rare, to find powerful Rogue Traders, Inquisitors, and assassins able to wield psychic powers.

Needless to say, beyond the borders of the Imperium, where no law other than the strength of a man's arm holds sway, all manner of psykers exist. Some are ruthlessly exploited by pirates and outcasts, forced to act as living war machines until the Warp claims them, and often their masters. Others have mastered their powers, or so they believe, and sell their services as killers or counsellors to any willing to pay their exorbitant prices.

THE GREAT BEYOND

The galaxy might once have been looked upon as a realm where predictable and sane physical laws held sway, but in the 41st Millennium this impossibly myopic view of reality has long since been dispelled. Ever since the calamitous epoch of the Horus Heresy, Mankind has known that horrors beyond the capacity of science or progress to explain haunt the universe. The Eye of Terror is perhaps the greatest example of a stellar phenomenon that owes nothing to laws of reason or nature, for it is a place where the beyond and all its slaving denizens shape and reshape reality according to their own insane whims. Numerous other features are to be found across the entire galaxy, some taking the form of transient but incredibly destructive Warp storms, others apparently stable but nonetheless capable of swallowing whole entire star systems and condemning the souls of the lost to an eternity of infernal torment. Of all Mankind, Navigators and Astropaths are uniquely aware of such phenomenon. Without them, exploration beyond the Imperium's core sectors would never have been possible.

No region of space is immune to the incursion of the Immaterium, even the smallest of Warp storms making black holes, hypernovas, dark nebulas, and vacuum instability fronts appear pathetically insignificant. When a star dies, deadly gamma radiation scours the nearby worlds and, when a black hole is spawned, entire clusters might disappear down its light-

swallowing gullet. When a Warp storm comes into being, however, gods themselves might be birthed, or countless billions consigned to an eternity of anguish as the things that lurk in the Immaterium feast upon their immortal souls. Indeed, some Warp-blasted savants claim that the Eye of Terror was created when the Chaos God Slaanesh came into being and that almost the entire Eldar species was consumed, body and soul, in that one, cosmically disastrous instant. Countless smaller examples of Warp/realspace overlap blight the galaxy, no two identical in scope or nature.

The Koronus Expanse is host to a number of Warp storms and related phenomena. The Koronus Passage, also called the Maw—the hazardous route between the Calixis Sector and the Expanse—passes through the Great Warp Storms, a region that includes the cacophonous Screaming Vortex and the bewitching Void Dancer's Roil. Any vessel attempting to traverse the Maw is likely to sustain horrific damage as it is subjected tremendous tidal and ætheric stresses, unless it is under the control of the most skilled and experienced Navigator available. Even once through the Maw, no vessel is ever safe from the numerous perils that plague the Expanse. Those few, charted Warp routes within the Koronus Expanse are subject to upheavals that would leave them classified entirely unusable within the boundaries of the Imperium, yet there is no choice if one is to travel the depths of the Expanse. The very worst of all the esoteric perils of the Expanse are the so-called Rifts of Hecaton. Here, space appears torn asunder as by some unknowable cosmic entity, the void subject to forces witnessed nowhere else in known space. At times, the raging energies of the Rifts wax and seethe, expanding to overwhelm entire star systems. When they eventually recede, no life remains, once verdant worlds reduced to barren, haunted wastes.

To most Navigators and Astropaths, regions such as the Rifts of Hecaton are anathema, representing as they do the ultimate threat to the soul of Mankind. Those psykers that travel beyond the borders of the Imperium, however, are far from typical, and many are drawn by such places. Some Navigators dare to dream of penetrating places like the Rifts and mastering them, perhaps hoping to find routes no others have ever travelled. Some Astropaths become entranced by the psychic swan songs of long-extinct species, drawn to commune with godlike beings whose voices the rest of Humanity can never hear. A very few even act upon these unnatural compulsions, perhaps convincing some down-at-heel Rogue Trader to undertake a voyage in search of the unknown. Needless to say, most of these lunatics are never heard of again, while the few that return are likely to be changed, and never for the better. It is said that those who survive entrapment in the surging energies of the Rifts of Hecaton are subjected to such utter silence, such cessation of natural law, that life itself becomes unbearable and they are frequently driven to seek out their own doom. Yet, the Rifts of Hecaton continue to draw the mad and the foolhardy, for they form a barrier of sorts in the depths of the Koronus Expanse. What might lie beyond them no sane man can possibly say, but there are always a few driven individuals determined to find out, regardless of the doom that most discover.

NAVIGATOR HOUSES OF THE EXPANSE

“The Warp is a strange and terrible place. You might as well throw a traveller into a sea of sharks and tell him to swim as send him through the Warp unprotected. Better it is not to let the common man travel through the stars. Better still, let him not know such a thing is feasible.”

—Fra Safrane, 5th aide to Navigator Da’el

The Navigators first appeared amongst the scattered seeds of humanity in the long-forgotten past, their true origin obscured by the mist of ages. Their unique ability to perceive the tides of the Warp and guide a star ship safely through its otherwise inscrutable depths allowed the formerly scattered, largely autonomous fragments of the human race to unite into a single, star-spanning empire. The entire species entered a golden age of unity and enlightenment that, sadly, would last only a handful of millennia before the dark epoch of the Age of Strife descended and Mankind was plunged into five thousand years of despair.

Of the earliest histories of the Navigator Houses almost nothing is known, though some amongst the Holy Ordos suspect that the ancient stasis vaults beneath the mansions of the Navigator’s Quarter on Holy Terra must contain records and artefacts rivalling those of the Inquisition in age and significance. Whatever secret histories of Mankind’s darkest ages are hidden beneath these marble palaces are likely to remain obscured though, for the Navigators of the Great Houses are beholden to no other authority and even the most determined and relentless of Inquisitors would find it all but impossible to breach their closed society and force them to acknowledge any external law.

Whatever the details of their roots, the Navigator Houses appear to have enjoyed a special status since time immemorial. They must have been an established and powerful body at the beginning of the Emperor’s Great Crusade, which would have been impossible without their services. Were it not for the Navigators that guided each Expeditionary Fleet, the Great Crusade would have taken millennia to prosecute, not the scant two centuries it actually took before the calamitous events of the Horus Heresy plunged the nascent Imperium into galaxy-burning civil war. It must be presumed that a number of Houses fell to the insidious lies of the Warmaster, for it would not have been possible for Horus to deploy his fleets with the speed and cunning he did were this not the case. Whatever the truth, the Navigator Houses appear to have emerged from the Heresy with their power and reputation largely intact—confirmation, were it needed, of their critical role in the very existence of the galaxy-spanning empire that is the Imperium.

It is because of their sheer importance that the Navigator Houses have attained a vast degree of wealth and influence. The Navis Nobilite can draw its formal origins back to ages long past, and since that time the Navigator Houses have amassed unimaginable riches. Every starship that plies the Warp routes of the Imperium and beyond has at least one, and most likely an entire cabal of



Navigators, to guide it safely through the Immaterium. The Navis Nobilite uses the wealth that it accrues from this critical task to amass still more. None accept perhaps the Paternova—the most senior Patriarch of all the Great Houses—can have any true notion of just how much wealth the Navis Nobilite wields, and its influence and alliances stretch far beyond pure material riches. Certainly, they appear to have interests in sundry organisations the length and breadth of the Imperium; some have close ties with Rogue Trader dynasties, the Adeptus Mechanicus, and even the vaunted Chapters of the Adeptus Astartes. The Navigator Houses act as backers and investors in some of the most ambitious undertakings, especially those of the most powerful of Rogue Trader expeditions. Thus, as Rogue Traders employ Navigators to forge new Warp routes, the Navis Nobilite profits doubly, for even while establishing those routes, they can improve their charts, to their own benefit and that of the Imperium.

RESOURCES OF THE NAVIS NOBILITE

Despite the staggering wealth that the Navigator Houses enjoy, they do not generally maintain the sort of visible power structures most other Imperial institutions rely upon. Unlike Rogue Traders and Chartist Captains, nor do they operate fleets of starships bearing their livery and, unlike the great merchant combines, they do not maintain their own trading centres or industrial installations. Instead, they own part interests in all manner of such endeavours and sometimes the

hand of the Navis Nobilite is very well hidden indeed. They do not generally maintain large standing armies, although many Navigator Houses employ a cadre of highly trained, well equipped, and sometimes gen-hanced household troops utterly loyal to their bloodline. When circumstances dictate, the Navigator Houses draw on their vast wealth to employ the very best mercenary forces available and, with sufficient warning of impending war, can field composite armies rivalling an orbital defence force in size and resources.

What the Navigator Houses do maintain, however, are the most splendid palaces, exquisite estates, and gorgeous pleasure gardens it is possible to imagine. Most are located far from the eyes of the average man and woman of the Imperium, though they often maintain more utilitarian, if still richly appointed, chancelleries in most large star ports and capital cities.



From the outside, even the most modest Navis Nobilite palace is likely to be a rearing edifice dressed with marble and decorated by the most accomplished sculptors of the age. Beyond the walls, delicate towers pierce the sky while glittering domes hint at the untold riches within. What the casual observer might not note is the banks of unseen defences, from automated weapons turrets to the most impregnable of void shielding. Within, every visible surface is gilded with precious metal leaf or hung with sumptuous fabrics. The domes house vast libraries of ancient texts, sumptuous ballrooms, serene pleasure gardens, and luxurious harems. Lumens crafted from the rarest of cut jewels light dining halls that can accommodate thousands of guests, while serried ranks of liveried attendants stand to attention nearby. Entire armies of servants and menials attend to their masters' every conceivable whim, while the lower levels are hives of activity where the most skilled cuisiniers prepare feasts of delicacies imported from all over the Imperium.

Beneath the servants' levels lies something far darker. In armoured and warded dungeons are housed those spawn of the Navis Nobilite fated never to guide a star ship through the roiling Sea of Souls. These are the genetic rejects and hideous by-blows of the long millennia of intermarriage and genetic manipulation. They are mindless, puking monstrosities that bear precious little resemblance to anything born of a human womb. Many are destroyed soon after birth, while others are allowed to live so that the House genitors might study them in the hope of avoiding such mistakes in future generations.

Just as the lowest levels hide those of the Navis Nobilite that the Navigator Houses wish to keep from prying eyes, so there are areas where only the most highly ranked may pass. As a Navigator grows older and his body is ravaged by the curse of his bloodline and exposure to the Warp, so he slowly withdraws from the company of his kin and shuns contact with the outside world entirely. While his mind and his ability to navigate a Warp vessel remain unaffected, he continues to enjoy the luxury his status affords, albeit in his own private chambers attended by his own staff of servants, guards, and chirurgeons. Should his mind fall victim to the curse, however, then his fate is to descend to the lowest dungeons of his own palace where he takes his place amongst the other vile monstrosities of his House.

NAVIS NOBILITE OF THE CALIXIS SECTOR

Almost every Navigator House maintains an estate in the Navigator's Quarter on Holy Terra, a district entirely given over to some of the stateliest palaces the hand of Man has ever raised. By ancient tradition, even those piles belonging to disgraced or extinct Houses are left as they were when their last masters departed. Thus, amidst the opulence there can be seen tragic reminders of Houses cast down or lost to the passage of time and war, the skeletal ruins of their once majestic palaces crumbling away beside the still-standing splendour of those rivals remaining in existence. In many cases, however, Holy Terra is not the centre of a Navigator House's power and their mansions are maintained there only as a matter of form. The interests of most Houses

are spread far and wide across the entire Imperium, as befits an organisation whose fortunes depend upon their expertise traversing the countless Warp routes of the galaxy. It is not uncommon for various Navigator Houses to concentrate their resources more in one region than any others, and so most sectors are host to the central holdings of at least one, and possibly several dozen, Navigator Houses.

Many Navigator Houses serve the Warp routes of the Calixis Sector, but three of these dominate over all of the others. The Houses of Modar, Yesnar, and Rey'a'Nor form a triumvirate that traces its roots all the way back to the conquest of the Calyx Expanse by the Angevin Crusade over a thousand years ago. These three Houses were brought together by Lord Militant Angevin himself, their Novators pledging the services of their brightest scions to guide the ships of the crusade through the xenos-haunted depths of the Calyx Expanse. Though numerous other Navigator Houses were represented amongst the countless vessels prosecuting the crusade, in attending Angevin in person, the Novators of the Modar, Yesnar, and Rey'a'Nor Houses earned a special place in the history of the region. They served with such honour and distinction that each secured its fortunes for generations to come. It was only a millennium later that each of these mighty Houses suffered the reversals in fate that have allowed others to encroach upon their fortunes.

Houses Modar, Yesnar, and Rey'a'Nor still maintain vast, if crumbling, estates upon the world of Sinophia, the planet that so long ago served as the staging ground for the Angevin Crusade but which today is far fallen from its once great place in the sector's fortunes. Others now enjoy the favour once the preserve of the Angevin's inner circle of Navigators. House Xan'Tai has negotiated an all-but exclusive charter to provide its best Navigators to Battlefleet Calixis, while Houses Aleene and Vor'cle have profited greatly from the upheavals beyond the Periphery Sub-Sector. House Benetek has ascended to great wealth recently and it was "Mad" Abenicus of that House who first postulated a route through the Warp storms beyond the Calixis Sector, having made an exhaustive study of ancient texts as well as being wracked by a series of prophetic visions. House Nostromo is a name spoken only in whispers in the Calixis Sector and beyond, for it is linked to the cursed Rogue Trader line of Haarlock and the very first of the Navis Nobilitate to look upon the things that haunt the region's Warp routes.

There remains, however, one factor that continues to draw the interests of the Navigator Houses to the Calixis Sector, and that is the boundless opportunity afforded by the Maw. While the fortunes of Houses Modar, Yesnar, and Rey'a'Nor wane and others vie to pick over what remains, other Houses come from far and wide to exploit the Expanse.

THE CURSE OF HOUSE NOSTROMO

The ancient House of Nostromo is one whose fate has ever been entwined with that of the Haarlock Dynasty. Ever since Sebastian Thor himself bestowed the Haarlocks their Warrant of Trade, the line has been served by Navigators of House Nostromo and, when Solomon Haarlock—the Rogue Trader who discovered and named the Calyx Expanse—needed a guide to take his fleet where no other had ever passed, it was a Navigator of House Nostromo who promised to take him there. Yet, despite its links to such a glorious dynasty, the House of Nostromo has ever been considered ill-starred. It is said that they have a unique mastery and terrible knowledge of the Warp and are able to take a vessel far beyond the Emperor's light.

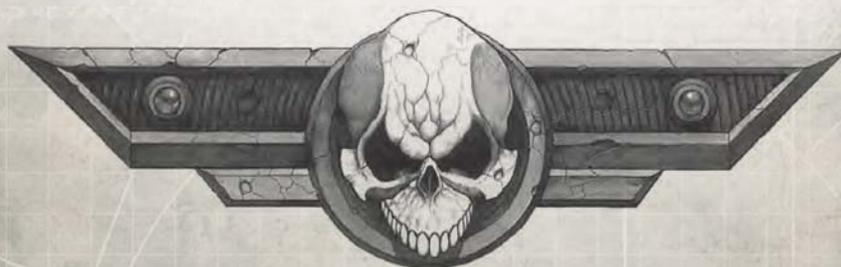
Very few scions of House Nostromo are thought to live still, for the House has suffered a terrible scouring. When Erasmus Haarlock slaughtered every one of his line, leaving himself as sole heir of the Haarlock Dynasty, so the Navigator that attended each was in most cases slain too. Thus, the doom that has befallen the Haarlock Dynasty is shared by House Nostromo.

Yet still, not all of House Nostromo can be dead. There must surely remain some lonely hermit, grey of beard and glittering of Warp eye, to continue the line and to pass on what made his house so great and so cursed.

INTO THE EXPANSE

The Koronus Expanse is a region of unimaginable potential, presenting as many ways of getting rich as suffering a hideous death. Countless Rogue Trader dynasties have been drawn to the depths of the Expanse and many of these have been backed by the wealthiest of Navigator Houses. Many of the largest Navigator Houses believe the region cursed and thus avoid it, while others, in particular those based in and around the Calixis Sector, see in its depths the opportunity to gain power and status.

Most of the Houses that operate in the Calixis Sector have interests in the Koronus Expanse too, but over the centuries since the Maw was first opened up, a number of others have risen to positions of great influence. Many hope to make their fortunes in the region, dispatching their finest Navigators to serve the most intrepid of explorers to chart its depths. Some have already won power in the Expanse and, as such, are rapidly growing in influence amongst their peers. There are even some Houses that the Navis Nobilitate has cast out, but which continue to operate beyond the borders of the Imperium. What shadowy agendas they hope to attain is a matter of some concern to the Paternova as well as to certain interested parties amongst the Holy Ordos.



HOUSE VISSCHER

One of the most ancient Houses operating in the Koronus Expanse, House Visscher maintains extensive holdings across the entire segmentum and its palace on Holy Terra is held to be one of the finest ever built. Despite its great wealth, House Visscher is not especially well known outside of the Navis Nobilite, and this due to the manner in which it has amassed its fortune. Instead of operating overtly, House Visscher specialises in the gathering of knowledge, in particular the specifics of new astrographics data. House Visscher always ensures that its Navigators are placed on vessels operating far from the borders of the Imperium, serving the great Rogue Trader dynasties and the far-ranging Explorator Fleets. When it is unable to directly place its Navigators in such positions, perhaps because other Houses have been bonded to service, Visscher finds other ways of gaining access to the navigational data gathered. To achieve this, the House's agents infiltrate the inner circles of numerous other bodies, including the crew of Rogue Trader, Imperial Navy, and Explorator vessels, as well as their rivals within the Navis Nobilite itself. House Visscher's colours are blue and crimson and its device is a stylised cardinal quill upon a blue parchment.

House Visscher uses the information its agents gather to identify the most lucrative regions of space and to back expeditions destined to exploit them. The House has made a series of formal alliances with other Navigator Houses, as well as notable Rogue Trader dynasties operating in the Koronus Expanse. Many of its sons and daughters have been married to those of House Cassini, and thus House Visscher has repeatedly rendered aid to this House in its time of need, presumably in the hopes of future returns. Visscher Navigators serve on the vessels of several dozen Rogue Trader dynasties operating in the Expanse, notably those belonging to the House of Ma'Kao under the noted Lady Sun Lee. The House was at one time allied to the famous Winterscale Dynasty, but the two suffered a very public falling out around a decade ago. The scuttlebutt in the voider bars of Footfall tells of House Visscher agents caught in the act of accessing their ally's most sacred data vaults. Some tales even going so far as to claim that a senior House Visscher Navigator was ejected from his position on the Dynasty's flagship, the *Emperor's Vow*, by way of its primary vacuum gate.

House Visscher Navigators are sought after across the Expanse and the House has established a chancellery in Port Wander on the Calixis end of the Koronus Passage. It does not maintain an official presence in Footfall, for to do so might adversely affect its standing with its peers in the Terran Court. Despite this, the House has several agents placed in key positions in Footfall as well as on the vessels of other Rogue Traders, meaning that little of consequence occurs without them knowing about it very soon afterwards. On several occasions, Rogue Traders have returned through the Maw to set in at Port Wander, expecting to receive a hero's reception having made some incredible discovery, only to find the news preceded them and that others are already mobilising to exploit their discovery. Needless to say, the blame can never be pinned squarely on House Visscher, for despite the upset with the Winterscale Dynasty, they are generally held to be the best in their shadowy business.

CREATING A HOUSE VISSCHER NAVIGATOR

Character Creation: Navigators from House Visscher are created using the rules for Magisterial Houses given on page 176 of the **ROGUE TRADER CORE RULEBOOK**. In addition, they gain the following Talents and abilities:

Extensive Contacts: The Navigator starts play with the Peer (Ma'Kao Dynasty), Good Reputation (House Cassini), Rival (House Ortelius), and Rival (Winterscale Dynasty) Talents.

A Tangled Web: House Visscher has provided services to numerous Rogue Trader Dynasties operating in the Koronus Expanse, some of whom they have double-crossed and others they have served faithfully. When the Explorers first encounter a potential rival with a Warrant of Trade or a member of another major Imperial organisation (excluding those covered by Talents), the House Visscher Explorer rolls on **Table 1-1: Debts and Betrayals**.

Signature Ritual: The Navigators of House Visscher favour a specific ritual, casting drops of their own blood and certain dyes into water and reading the coloured ripples to predict the influence of the Warp upon a prospective journey. When attempting to determine the status of a Warp route as described in **Stage 1: Divining the Auguries** on page 28, a Navigator of House Visscher adds a bonus of 2d10 to his Psyniscience Test if he performed this ritual beforehand.

TABLE 1-1: DEBTS AND BETRAYALS

1d10 Roll	Effect
1-2	House Visscher has betrayed this organisation in the past and the representative remembers their duplicity. The Navigator, and any Explorers who openly support him or House Visscher, suffers a -10 penalty to all Interaction Tests with this individual and his cohorts.
3-9	House Visscher long ago performed a great service for this organisation, and the representative thinks of House Visscher favourably. The Navigator, or any one other Explorer obviously associated with him, gains a +10 bonus to his first Interaction Test with this individual and his cohorts.
10	House Visscher recently performed a truly grand favour for this organisation and the representative has not forgotten this magnanimous gesture. The Navigator and his allies gain a +10 bonus to all Interaction Tests with this individual and his cohorts.

HOUSE ORTELLIUS

In wealth and status, House Ortellius is a substantial rival to House Visscher and its holdings in the Calixis Sector and the Koronus Expanse are far more visible to the populace at large. The House maintains splendid mansions and private estates on several of the wealthiest planets in the Calixis Sector, as well as an opulent chancellery on Scintilla adorned with its traditional maroon banners emblazoned with a grey orb. Despite its visibility in the region, the House actually engages in relatively little trade in the Calixis Sector, its Navigators having slowly withdrawn from its Warp routes over the last two to three generations. This decline has gone largely unnoticed in most quarters, and anyone who cared to ponder the matter would most likely conclude the House's Navigators have simply taken up more lucrative positions on vessels in the Koronus Expanse and elsewhere. That is what House Ortellius would want them to think, for the truth of the matter is far darker.

Around a century ago, the genitors of House Ortellius approached their masters with dire news indeed. They had noted a substantial decline in the purity of Ortellius genestock, and were concerned that by the close of the millennium, the House would be unable to sire any viable offspring at all. Faced with such a calamity, the House's Novator and his inner circle determined that new blood must be brought into the gene pool as a matter of urgency. Over several years, his blood-brokers arranged dozens of marriages between the sons and daughters of House Ortellius and those of numerous other Houses, sometimes accepting unexpected dowries and other terms clearly not in their best financial interest. Eventually, every available scion of House Ortellius was married off, but still, the genitors warned, the genetic curse was upon them. In a single year, House Ortellius produced a score of offspring, some to sons still in the House, others to daughters married off elsewhere. Every last one of them was a vile monstrosity of the very worst kind. Several were little but a large, black Warp eye with atrophied limbs, the genitors that delivered them slain in an instant. Others were a mass of thrashing tentacles that strangled their midwives before fully born. Needless to say, the curse of House Ortellius was now known by certain others of the Navis Nobilite, and soon bitter recriminations were flying back and forth as marriage contracts were torn in two and alliances rescinded.

To date, the curse of House Ortellius is known only to those Houses its scions have married into and it appears that their Novators would far rather contain the shame brought down upon them all than escalate matters further. However, agents of House Mercator, an ill-starred House not directly involved in any of the arranged marriages, has recently discovered something of it and their masters are actively using this knowledge in exchange for information useful to their own shrouded interests. Knowing it is only a matter of time before House Mercator or another organisation exposes their secret and their rivals move in for the kill, House Ortellius is withdrawing from areas such as the Calixis Sector, where its interests might be easily attacked, and moving into regions like the Koronus Expanse, where it might have more

scope to defend itself. The vast estates and palaces are now all but empty, the vast treasures held within moved secretly away. Though House Ortellius maintains all outward signs of normality, beyond the marble walls of its mansions and palaces silence reigns. The masters of the House, as well as their counsellors and household troops are all elsewhere, a few having taken up permanent residence in the Navigator's Quarter on Terra, many more scattered across the Expanse. All are preparing themselves for the oncoming storm, knowing that when House Mercator reveals the truth, countless rivals are likely to descend upon them in what will surely be the bitterest war of the House's long history.

CREATING A HOUSE ORTELLIUS NAVIGATOR

Character Creation: Navigators from House Ortellius are created using the rules for Magisterial Houses given on page 176 of the **ROGUE TRADER Core Rulebook**. In addition, they gain the following Talents and abilities:

Bitter Enmity: The Navigator starts play with the Rival (House Visscher), Enemy (House Mercator), and Good Reputation (Chorda Dynasty) Talents.

(Im)pure Genes: House Ortellius Navigators are subject to the Pure Genes rule presented on page 176 of the **ROGUE TRADER Core Rulebook**. However, the House's genitors are desperately trying to stem the line's underlying genetic instability, sometimes with catastrophic results. Whenever a House Ortellius Navigator would roll for a Navigator Mutation (on **Table 7-1: Navigator Mutations** on page 182 of the **ROGUE TRADER Core Rulebook**) he may choose before making the roll to avoid gaining the mutation and gain 1d5+3 Corruption Points instead.

Signature Ritual: The Navigator thrusts his hand deep into a blue flame that burns within his chamber. He interprets the pain coursing through his every vein to find the occult answers that he seeks. When he withdraws his hand, it is blackened and blistered. The Navigator immediately rolls 1d5+1 and suffers the Critical Damage effect equal to this roll on **Table 9-11: Energy Critical Effects—Arm** on page 252 of the **ROGUE TRADER Core Rulebook**. When attempting to determine the status of a Warp route as described in **Stage 1: Divining the Auguries** on page 28, a Navigator of House Ortellius adds a bonus equal to 5 times the result of his roll on the table to his Psyniscience Test if he performed this ritual beforehand. He ignores the effects of any Fatigue he gains from Critical Damage dealt to himself until he has completed the ritual.



HOUSE CASSINI

House Cassini was at one time a rising star within the Houses based in and around the Calixis Sector, its operatives ranging far and wide and its coffers swelling to overflowing. Cassini had interests in all the major trade routes within the Calixis Sector and was actively seeking a monopoly of Chartist vessels plying the Warp route between the Calixis and Scarus Sectors. Then, the events of the Chorda Succession laid House Cassini low, providing a salutary lesson in the dangers of becoming too embroiled in the dealings of those who acknowledge no limits to their ambition. Now, the fortunes of House Cassini are much reduced, and its scions have been forced to take to the Expanse in an effort to claw back something of their former glory. House Cassini's banner is black with the twin points of red callipers enclosing a pair of white stars.

The downfall of House Cassini came during the turbulent months when the Warrant of Trade of the Rogue Trader Chorda Dynasty was being disputed by its baleful daughter Aspyce. Having come into the warrant unexpectedly, Aspyce Chorda was determined to ensure that none of her kin would challenge her, no matter their station or standing within the line. She unleashed a ruthless campaign against her own, by the end of which not one was alive to dispute her claim.

The manner in which Aspyce's rivals had been dealt with varied from case to case, with some despatched by assassin and others by overt violence. Sadly for House Cassini, several dozen of their brightest sons and daughters were operating on

CREATING A HOUSE CASSINI NAVIGATOR

Character Creation: Navigators from House Cassini are created using the rules for Nomadic Houses given on page 176 of the **ROGUE TRADER CORE Rulebook**. In addition, they gain the following Talents and abilities: **Nemesis:** The Navigators of House Cassini harbour a dire hatred of the Chorda Dynasty. Because of their hatred of Aspyce Chorda, they have also earned the support of the Winterscale Dynasty, even if it frowns upon their association with House Visscher. Therefore, they begin play with the Rival (Chorda Dynasty), Enemy (Chorda Dynasty), Good Reputation (House Visscher), and Good Reputation (Winterscale Dynasty) Talents.

The Few: With their finest dead thanks to Chorda's ruthless ambition, House Cassini has poured massive amounts of resources into rebuilding this most valuable asset. However, mastery takes years to develop and many of the House's scions are still inexperienced. When selecting powers at character creation as described in the **Warp Eye** on page 72 of the **ROGUE TRADER CORE Rulebook**, Navigators from House Cassini select two Navigator powers in addition to the Lidless Stare power, but may not improve any of these powers at character creation.

Signature Ritual: The Navigator fuses his consciousness with the tech-enhanced skull of a revered ancestor containing the collective wisdom of his clan. This helps the more novice Navigators of House Cassini to tap into the collective knowledge of those lost in Chorda's purge. He enters a trancelike state where a torrent of conflicting imagery invades his mind. When attempting to determine the status of a Warp route as described in **Stage 1: Divining the Auguries** on page 28, a Navigator of House Cassini who spends a Fate Point to reroll his Psyniscience Test gains a +20 bonus on the second roll if he performed this ritual beforehand.

Chorda vessels at that time and many were slain in the vicious battles that ensued. Most Navigator Houses would be able to absorb such losses, for all are well-versed in the perils of dynastic succession, yet it was House Cassini's extreme bad fortune that its Novator, Sfor Cassini, had recently died and a successor had yet to be chosen. Thus, the House was struck at the most inopportune moment possible, its inner circle slain or scattered. Without even realising the collateral damage she had wreaked, Aspyce Chorda had caused untold harm to a Navigator House as ancient as the Imperium itself.

House Cassini was forced to consolidate, its surviving Navigators called home from whatever vessels they were serving on no matter where in the galaxy they were stationed. House Visscher provided invaluable aid to House Cassini by replacing many of these Navigators, and thus House Cassini finds itself in the debt of the shadowy House Visscher. Eventually, the remaining heirs of the House gathered to choose a new Novator, though in truth none present had ever expected to attain that rank and none had received the

requisite preparation. Debate and recrimination raged back and forth for long days, but eventually a new Novator was selected and a new course of action declared. House Cassini would withdraw from its previous activities, having suffered such drastic losses it could no longer maintain, and take to the Koronus Expanse in search of a new destiny. While there, the bitter scions vowed, they would seek out every opportunity to work against the interests of the Chorda Rogue Trader dynasty, no matter the cost.

HOUSE BRABAZON

The House of Brabazon is a far-ranging line that chooses not to abide in one single location. Its scions guide vessels the length and breadth of the Imperium, seemingly gripped by a wanderlust that keeps them from establishing the sort of permanent holdings most other Houses maintain. Despite this, House Brabazon is more active within the Koronus Expanse than any other single region, making the haunted depths beyond the Maw something of a homeland for this otherwise itinerant House. One can find its signature sky-blue banner with the brass outline of a voidship on countless vessels across the Koronus Expanse.

At one time, the Navigators of House Brabazon were counted amongst the most able in the entire Segmentum, their star charts the most accurate, and their ability to plot the ebb and flow of the Warp without rival. Then, overnight, something happened and House Brabazon appeared to lose its ability in one fell swoop. It was as if all of the House's charts, no matter where or how they were stored, became corrupted according to some grand and unreadable pattern bearing little resemblance to reality. Just what caused this is the subject of numerous tales and legends, some outlandish, others almost certainly bearing something of the truth.

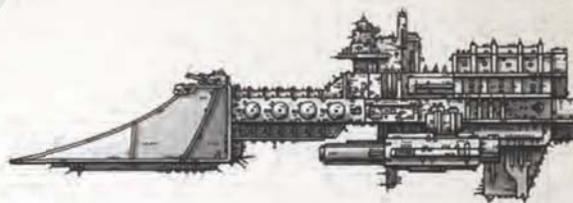
The more outlandish tales as to the apparent curse of House Brabazon whisper that the House's Novator, one Karkel Brabazon, was, or indeed still is, engaged in the pursuit of powers forbidden by ancient edict. Some say he has had truck with the most vile of xenos heralds, while others claim he is in the thrall of alien infiltrators. Some even claim that Karkel was long ago slain and replaced by a creature able to shift its features and assume those of any other being, though this seems unlikely in the case of so specialised a caste as the Navigators.

Other tales suggest that the charts of House Brabazon were corrupted by exposure to the fell powers of the Warp, the specifics varying from Gellar Field collapse to an attempt to wield sorcery in order to traverse regions of the Warp inaccessible to even the most gifted Navigator.

One tale commonly told in the less salubrious depths of Footfall holds that the charts of House Brabazon are not corrupted at all, but represent a previously unknown network of Warp conduits somehow hidden to the other Houses. Needless to say, those who spread such tales are often found dead at the hand of some unknown assassin, just another body littering the dark thoroughfares of Footfall.

Whatever the truth, House Brabazon has fallen far from its once lofty station, its Navigators unable to command the handsome prices that once sustained their House's fortunes. No longer able to trust to their own, once jealously

guarded, charts, they instead seek to forge new ones and pray the curse does not lay them low once more. House Brabazon Navigators are generally held to be eccentric at best, and downright mad at worst. They are known to harbour a range of bizarre phobias, the most common of which is a fear of their own kin, so that few can stand to be in the presence of another of his line for long, and making the brokering of marriages a monstrously difficult business. Nonetheless, the Navigators of House Brabazon are universally acknowledged as being quite fearless in the face of adversity and willing to attempt Warp routes no sane member of the Navis Nobilite would ever countenance.



CREATING A HOUSE BRABAZON NAVIGATOR

Character Creation: Navigators from House Brabazon are created using the rules for Nomadic Houses given on page 176 of the **ROGUE TRADER** Core Rulebook. In addition, they gain the following Talents and abilities:

No Path Too Dark: Thanks to their willingness to tread Warp-routes that others deem insane, the Navigators of House Brabazon have earned some alliances with Rogue Traders who follow similar philosophies, including one Sarvus Trask. Navigators of House Brabazon begin play with the Peer (Trask Dynasty) Talent.

Mad Fear: Navigators of House Brabazon begin with 1d10+5 Insanity Points and suffer from one Severe Phobia of other members of the Navis Nobilite and another randomly chosen Minor Phobia (see page 297 of the **ROGUE TRADER** Core Rulebook). However, this madness helps to stave off the worst of many other fears and torments; Navigators of House Brabazon begin play with the Jaded Talent.

Signature Ritual: Taking a brush coated in a mild hallucinogen to the canvas of his own flesh, the Navigator creates intricate and maddening patterns to predict the status of a Warp route. When attempting to determine the status of a Warp route as described in **Stage 1: Divining the Auguries** on page 28, a Navigator of House Brabazon adds a bonus equal to his total number of Insanity Points to his Psyniscience Test if he performed this ritual beforehand.

HOUSE MERCATOR

Very little is known of House Mercator, for its scions deliberately keep themselves very much to themselves. Unlike most Houses, they maintain very few obviously grandiose holdings, though as a Navigator House they must surely keep a number of defensible palaces and mansions somewhere. Over the millennia, the scions of House Mercator have come to be regarded as cursed in some manner, though not in any way that can be easily defined. They have suffered no obvious misfortune, or none that they can be blamed for at least. Rather, the House's name simply appears to be linked to numerous others who have met their doom beyond the borders of the Imperium, from the grandest of Rogue Trader dynasties to the most far ranging of Explorator fleets. As such, superstitious voidsmen in the Koronus Expanse are very wary of the distinctive amber flag with its dark silver lion that heralds the arrival of one of Mercator's heirs.

Behind the scenes, however, the Navigators of House Mercator are gripped by an insanity that few others can even imagine. Generations ago, a Novator by the name of Magulax declared that he would chart a route out of the galaxy towards one of the numerous smaller dwarf galaxies orbiting it and there establish his own stellar empire in the name of the God-Emperor of Mankind. Magulax was denounced as a fool and madman by the Novators of scores of other Houses and so raucous was the clamour of denunciation that the Paternova himself was forced to intervene and forbid House Mercator from attempting so foolish an endeavour. In response, Magulax renounced his station and disappeared with vast sums of his House's wealth. Though his replacement dispatched the most celebrated of manhunters to bring their fallen kinsman back to the fold, he was never seen again, the last reports having him vanish in the region once known as the Calyx Expanse and today labelled the Calixis Sector.

Most are unaware of this legend, for House Mercator has striven hard over numerous generations to suppress it. Some within their ranks have uncovered evidence that Magulax Mercator sank his stolen wealth into a joint venture with an outcast Rogue Trader and between them sought a passage out towards the Canis Major dwarf galaxy said to orbit the galaxy at a distance less than that between Terra and Kar Duniash. None believe that the rogue Novator could possibly have navigated the empty void between the two regions; nonetheless, the upper echelons of House Mercator have never stopped hunting for clues of their ancestor's fate, just in case he might somehow have done so. Most would denounce the idea that a stellar empire could have been founded a mere 25,000 light years from the seat of the Emperor's rule, but, over the years, small scraps of evidence have caused the House to continue its search. As recently as a century ago, evidence emerged that Magulax had been charting what he called the "Monoceros Conduit" just before he vanished, and the House's agents have been seeking details of it ever since.

Because of their veiled past, the Navigators of House Mercator exist in a shadowy world of service and espionage. Every post they serve and every venture they participate in is at once an opportunity to expand their own fortunes and a chance

CREATING A HOUSE MERCATOR NAVIGATOR

Character Creation: Navigators from House Mercator are created using the rules for Shrouded Houses given on page 176 of the **ROGUE TRADER** Core Rulebook. In addition, they gain the following Talents and abilities:

Price of Secrets: House Mercator's knowledge of House Ortellius' weakness has made it few friends amongst that illustrious lineage. Navigators of House Mercator begin play with the Enemy (House Ortellius) Talent.

Line of Madmen: Those aware of the hidden histories of House Mercator Navigators regard them to be as mad as a stasis casket full of Catachan Barking Toads, and even those ignorant of the stories sense something decidedly odd about them. Each time after character creation that a House Mercator Navigator gains a new Navigator power, he must pass a **Challenging (+0) Willpower Test** or gain 1d5 Insanity Points.

Dark Traces of Legend: When trading in forbidden knowledge or restricted information, the character's group gains a bonus of +50 Objective Points towards Criminal or Exploration Objectives.

Signature Ritual: Dark secrets are the power of House Mercator, but they are also its doom. By studying the way blood flows across an ancient, unreadable map, scions of House Mercator seek to unlock the veiled truths of Warp routes and their own past alike. When attempting to determine the status of a Warp route as described in **Stage 1: Divining the Auguries** on page 28, a Navigator of House Mercator adds a +20 bonus to his Psyniscience Test if he performed this ritual beforehand. However, studying dark patterns has its own costs, and so the Navigator gains 1d5-2 Insanity Points (to a minimum of 0).

to seek more clues as to their lost ancestor's fate. In their searches, they have uncovered many hidden facts about their counterparts—including the dark truth of House Ortellius. These secrets are dangerous, but also very powerful, and grant them leverage beyond their limited resources.

HOUSE MALASPINA

The Navigators of House Malaspina have always been held in a measure of distrust by certain bodies within the Imperium. While the matter is not common knowledge, not a single Space Marine Chapter of the First or Second Foundings ever allows one to operate on their vessels, nor do they ever embark upon a ship navigated by a scion of the House. The reasons for this prejudice are unknown even to the most senior members of the Adeptus Terra and the Holy Ordos, though a few suspect that the House's tenebrous origins lie in the shrouded past of the cataclysm called the Horus Heresy.

Since that distant time, House Malaspina has striven to expand its fortunes, though it has never truly succeeded in doing so. Its banner has changed numerous times over

its history and is currently a green flag cut by a red slash, but no changes of its livery have helped it to shake its dark reputation. Perhaps because of the lingering distaste many harbour towards the House, successive generations of Malaspina Novators have sought ever more shrouded means of swelling its coffers, leading inevitably to its involvement in a number of highly dubious endeavours. House Malaspina has also frequently found itself in conflict with the Paternova, most prominently during its notorious trade war with House Dakkar during the Angevin Crusade. Though it was eventually forgiven for its transgressions up to a point, House Malaspina Navigators are known to voice few objections to even the most questionable voyages, seeming all too ready to venture into regions of the galaxy long forbidden to human shipping. It is no coincidence that Malaspina Navigators served on many of the Warp vessels of the Meretek Clans, as well many of those of the doomed expedition of the Rogue Trader Kobras Aquarre. It is even rumoured that the House maintains close ties with the Adeptus Mechanicus sub-cult known as the Disciples of Thule, though no hard evidence has ever been presented to confirm it.

CREATING A HOUSE MALASPINA NAVIGATOR

Character Creation: Navigators from House Malaspina are created using the rules for Shrouded Houses given on page 176 of the **ROGUE TRADER** Core Rulebook. In addition, they gain the following Talents and abilities:

Held in Suspicion: Navigators of House Malaspina suffer -10 to all Interactions with Space Marines of First and Second Founding, and begin play with the Enemy (Inquisition) and Enemy (House Dakkar) Talents.

Courting Damnation: Though she has not disclosed why to even the most trusted members of her House, Lady Ambra desires her Navigators to plot the turbulent Warp routes near the Hecaton Rifts and other such dangerous regions within the Expanse. Exposure to these Warp storms have accelerated the mutation of many Navigators of House Malaspina in odd and unpredictable ways. Whenever a House Malaspina Navigator rolls for a Navigator Mutation (on **Table 7-1: Navigator Mutations** on page 182 of the **ROGUE TRADER** Core Rulebook) he may roll twice and take the more favourable result.

Signature Ritual: The Navigator infuses his chamber with psychotropic joss sticks that inspire weird visions within his psyche which give him clues concerning the ensuing journey. When attempting to determine the status of a Warp route as described in **Stage 1: Divining the Auguries** on page 28, a Navigator of House Malaspina adds a +20 bonus to his Psyniscience Test if he performed this ritual beforehand. However, exposure to these Warp-sensitive materials causes him to gain 1d5-2 Corruption Points (to a minimum of 0).

What is known of House Malaspina is that its Novator, Lady Ambra, has come to the Koronus Expanse in person. It is whispered that Ambra is seeking something out towards the Rifts of Hecaton, personally overseeing a crucial endeavour that many link to the loss of Kobras Aquarre's fleet deep within the rifts. There are those who would pay a handsome sum indeed to find out exactly why the Novator of House Malaspina has come to the Expanse in person, for surely she must be seeking something of unimaginable value. To date, none who have probed the matter have uncovered anything of value or, if they have, they have not survived to tell anyone.

HOUSE TYPHON

Once a mighty House with a Terran mansion designed by the celebrated archaeotect Delorius Khorresact, House Typhon has fallen as far as it is possible for a Navigator House to fall. The once glittering domes of the House's palaces are now dull and ramshackle, the halls caked in centuries of dust. The only occupants of these once mighty palaces are the descendants of its abandoned menials, who blindly maintain their custodianship of their lost masters' holdings in expectation of them one day returning. The chances of this happening are miniscule, certainly under the rule of the current Paternova. House Typhon's banner, a coiled black serpent upon an orange flag, only flies openly on a rare few worlds in the Calixis Sector.

Even before its fall from grace, House Typhon was known to have associations with a variety of undesirable factions within the Imperium's vast institutions. It had links to a number of Inquisitors of a decidedly Radical mindset, and when several of these were excommunicated, the House came under the scrutiny of the Paternova himself. Though cleared of any overt wrongdoing at that time, the House's already questionable reputation suffered still more and the trajectory towards its current status as outcast was all but assured.

Despite its numerous sins, House Typhon was immune to all but the most extreme censure, and so the only individual able to exercise any true power over it was the Paternova himself. Despite its increasing isolation from its peers, the House continued many of its former associations, entering a dark phase in its history in which its last Novator, Orthrus, is said to have delved into realms of thought forbidden to the bulk of Humanity. The exact nature of Orthrus' research remain obscured, but certainly he appears to have walked a dark path indeed, communing with those who hold the very bleakest of views regarding the future of the human species and who plot against all the Imperium stands for. Over time, Orthrus must have forged his own school of this vile philosophy, coming to believe that the Navigator gene represented the only true and ordained path of humanity, and that psykers reflected a divergent and impure detour from this road. As he plumbed previously unknown depths of forbidden knowledge, Orthrus grew ever more bitter and unable to contain his hatred. It seeped outwards to corrupt first his own House and then key members of other Houses. As more Navigators turned towards Orthrus' vile conceit, the foundations of what would eventually become known as the Elutian Confederacy were laid and the doom of House Typhon was ensured.

CREATING A HOUSE TYPHON NAVIGATOR

Character Creation: Navigators from House Typhon are created using the rules for Renegade Houses given on page 177 of the **ROGUE TRADER** Core Rulebook. In addition, they gain the following Talents and abilities:

Outcasts: Regarded as criminals by many of the institutions of the Imperium, Navigators of House Typhon have the Rival and Enemy (Ecclesiarchy, Inquisition, Navis Nobilitate) Talents.

Dubious Company: Forced to keep company with the outcast scum of the Expanse, the Navigator gains the Peer (Underworld) Talent.

Uncowed by the Warp: Having seen many terrible things that the Warp can throw his way, a House Typhon Navigator counts any Daemon's Fear Rating as being one point lower (for example, a Daemon with a Fear Rating of 3 would count as having a Fear Rating of 2 for the Navigator for the purpose of Fear Tests).

Signature Ritual: A number of members of the crew, drawn by lot, are brought to the Navigator's chambers, escorted by the captain. The Navigator frees his third eye and focuses its Lidless Stare at the hapless victim. The Navigator interprets the results of the ritual from the crew members' flailing limbs and manic screams as their minds are shattered by the power of the Warp. When attempting to determine the status of a Warp route as described in **Stage 1: Divining the Auguries** on page 28, a Navigator of House Typhon adds a +10 bonus to his Psyniscience Test for each crewman sacrificed this way (to a maximum of +30). However, the ship's suffers 1 Morale Damage for each crewman driven to madness by the Navigator as dark whispers circulate the ship.

If the beliefs of the so-called Elutian Devotees had remained a matter for esoteric debate, it is likely nothing would have come of it. In the event, however, Orthrus passed on much of the forbidden knowledge he had gleaned gazing for weeks on end into the Warp and something of the fell powers he had learned were passed on to those who accepted his vile creed. As the confederacy's practices were codified and developed, the Elutrian Devotees mastered previously unknown skills. They could turn a Daemon with but a glance and dispel the very worst of Warp-born horrors with a single word. Buoyed by this tangible evidence of their own supremacy, the Elutrians escalated their tactics and came into conflict with a Scintillan psyker cult called the Seekers of the Daybreak. Inevitably, blood was spilled, and the Elutrian Devotees became increasingly intolerant towards psykers at large as the two groups clashed for years.

Thankfully, the war never escalated out of control. The cult was ultimately purged, and the Paternova eventually pronounced House Typhon renegade, cutting the legs out from beneath the Elutrian Confederacy even as their hated rivals finally burned. The Navigators fled, though great numbers of

them were brought to justice by other Houses as well as the Holy Ordos before they could reach safety. Novator Orthrus vanished, though many hold that he lives still within the depths of the Koronus Expanse. The Elutian Confederacy was cast down, but, as with most pernicious creeds, refuses to die entirely. Though none can know the true number, there are said to be Devotees of Orthrus at large within the Expanse, and the most powerful and most hate-fuelled of these are those surviving members of House Typhon. Most of these operate on the vessels of outcast Rogue Traders, reavers, and heretics, and whisper their House's name only amongst the most trusted of company, lest the wrath of the Navis Nobilitate and the Inquisition seek them out once more.

HOUSE DAKKAR

Amongst the Navis Nobilitate, the name of House Dakkar is a byword for hubris. Just under a millennium ago, at the dawning of the rise of the Calixis Sector from the bloody battlefields of the Angevin Crusade, House Dakkar became embroiled in what appeared at first a fairly conventional trade war with another of the Navis Nobilitate—House Malaspina. At any other time or place, the matter might have been resolved within the terms of the Navigator Convention, but in the aftermath of so mighty an undertaking as the crusade, at the very moment of the consolidation of all the crusade had fought for, the effect was very nearly calamitous. What began as a quarrel over shipping rights into the newly conquered region soon escalated into outright assassination and sabotage. Because the region had yet to be formally constituted as a Sector of the Imperium, neither House considered the Navigator Convention to apply and the result was all-out, unrestrained war.

Were it not for the resolution and swift thinking of the man who would one day be declared Saint Drusus, the war might have plunged the entire region into an age of renewed bloodshed and destruction, for it is likely that the xenos threats that had haunted the Calyx Expanse still lurked nearby, their last remnants still able to mount one last, bitter attack. Ever the strategist, Drusus saw the peril and acted swiftly, despatching an emissary to Terra to beg the intervention of the Paternoval Envoy. Utterly shocked by the deeds of the two Houses, the envoy consulted with the Paternova and it was declared that both Navigator Houses would be outcast. While House Malaspina was eventually allowed back into the fold after some years of penance, however, House Dakkar was stripped of all its assets and holdings and cast into the darkness between the Calyx Expanse and the ill-fated Mandragora Sector. There the remnants stewed in the bitter juices of their own hatred until the forging of the Maw and the opening up of the Koronus Expanse.

Over the last century, the name of House Dakkar has been heard once more, though always amongst the outcasts of humanity. Nevertheless, there are always attentive ears listening in on such talk, and word that the House may have returned in some form has reached both the Paternova and various parties within the Holy Ordos. What little is known of the returned of House Dakkar suggests that they harbour a venomous hatred of the Imperium and their erstwhile brothers

CREATING A HOUSE DAKKAR NAVIGATOR

Character Creation: Navigators from House Dakkar are created using the rules for Renegade Houses given on page 177 of the **ROGUE TRADER** Core Rulebook. In addition, they gain the following Talents and abilities:

Bitter Souls: House Dakkar Navigators have the Hatred (Ecclesiarchy), Hatred (House Malaspina), Hatred (Inquisition), Enemy (Ecclesiarchy), Enemy (House Malaspina), and Enemy (Inquisition) Talents.

Gudges Remembered: A House Dakkar Navigator adds a +10 bonus to any Test made to use a Navigator Power against at least one member of a group for which he has the Hatred Talent.

Signature Ritual: A crew member is selected by the Navigator to be his next victim. The Navigator scours arcane sigils with a ritual blade on the unfortunate's flesh. By examining the patterns made by the running blood, the Navigator can glean prophecies from his ancestors. When attempting to determine the status of a Warp route as described in **Divining the Auguries** on page 28, a Navigator of House Dakkar adds a +10 bonus to his Psyniscience Test. Further, he is always aware of the status of the Astronomican, regardless of whether he succeeds or fails on the Test for **Stage 1: Divining the Auguries**, if he performed this ritual beforehand. However, the ship suffers 1 Morale Damage from his bloody tax upon the crew each time he performs this ritual.

in the Navis Nobilite, and are determined to act in any way possible against the interests of both. The House appears to be acting as patrons to all manner of insurgent activities, as well as directly aiding such actions by stationing its Navigators on all manner of vessels fighting in one form or another against the Imperium. What ultimate end these bitter remnants hope to achieve is not yet known, but needless to say there are many passing through the Maw who are determined, one way or another, to stop them. House Dakkar's emblem is a curved black blade set on a purple background, but it has not been seen in any Imperial port since their disgrace.

TRADE WARS

Though the numerous Houses of the Nobis Nobilite are united under the nominal rule of the Paternova, each is linked by an impossibly complex web of fealty and/or rivalry. The Navigator Houses are bitter rivals, with alliances and partnerships sometimes turning into open conflict on the signing of a single contract. Yet, despite their rivalries, the Houses need one another to survive, for without organised and highly formal marriages between bloodlines, mutation would bring the entire sub-species down in scant generations. Each House employs a veritable army of bonded genitors, blood-brokers, and chirurgeons, the sworn duty of which is to ensure the genetic purity of the Houses. Marriages between the scions of each House are often decades in the making, sometimes planned generations before either party has even been born. They are at once a solemn, binding

contract and the consummation of a grand alliance. Astronomical sums are invested in their celebration and festivals many weeks long attended by thousands of guests are held in their honour. Because of this complex familial web, it is highly unusual for two Navigator Houses to make open war upon one another and, when they do fall out, it is likely to be the result of some endeavour gone sour or one party renegeing on a solemn pledge. When such instances occur, a Trade War is often the result.

Trade Wars often begin with one Navigator House overstepping the bounds of some code or contract it no longer wishes to adhere to, or behaving in a manner considered detrimental to its peers. When this occurs, two or more Houses go to war with one another, but the process is actually highly ritualised and subject to a sprawling canon of ancient law, beginning with a declaration defining the belligerents and the scope of their conflict. The aim of the declaration is to contain the war so that the business of administering the Imperium is unaffected. Within the terms of the declaration of a Trade War, the participants may undertake whatever attacks they deem appropriate to settle the matter, so long as those not directly involved are unaffected. In most cases, a Trade War is carried out behind the scenes, with those Houses involved dispatching the most deadly of assassins to slay key rivals, or employing infil-traitors and saboteurs to destroy their holdings and disrupt their business. Occasionally, mercenary forces are engaged to launch raids or even full scale attacks on the estates of rival Houses, in which case matters can soon escalate as planetary law enforcement and defence bodies are forced to step in. It is perhaps inevitable that other parties will be drawn into the conflict, especially if an attack is aimed at a Navigator who is serving a vessel owned by a Chartist Captain, Rogue Trader, or similar. When this happens, the Paternova must often intervene to settle things, lest the Imperium be forced to deploy its own military forces to separate the combatants and restore order.

Very occasionally, a Trade War occurs beyond the borders of the Imperium in such regions as the Koronus Expanse. In such cases, any other organisation can be dragged into such a conflict and there are no extremes to which the parties will not go to win. In the past, warring parties have sabotaged the vessel a rival Navigator is serving on, destroying not just the individual target, but his master's vessel and all the crew as well. Holdings have been attacked with no regard to collateral damage, entire cities ravaged by orbital bombardment or depopulated by the release of toxic agents long forbidden within the Imperium. To date, Trade Wars beyond the Maw have been relatively brief, if bitter. The Rogue Trader dynasties, as well as certain less well known blocs, have good reason to contain any such outbreak, whether or not the warring Navis Nobilite want to do so themselves.



CHOIRS OF THE ASTROPATHS

"I see an angel in red, his eyes plucked from his skull and his wings torn from his shoulders. A hot wind blows from the north, bringing with it the scent of crushed lotus and rancid iron. I hear the drone of the blood wasp and the whisper of the third mad son. I see... I see... a warning!"

—Auto-crytaesthesicon transcript of the last words of Astropath Xhora, slain in a Chaos reaver attack hours later

Astropathic Dedications are a way of adding additional detail to an Astropath's background. They flesh out a prior stage in the character's history, a period when he was part of a larger Astropathic Choir and not yet fully able to perform an astrotelepathic sending on his own—certainly not over the vast distances of an uncharted region like the Koronus Expanse. Most Astropaths who survive their tenure in an Astropathic Choir go on to perform a more specialised role. Some ascend in the ranks and become masters at directing the mind-voices of their choirs. Others are scattered across the galaxy to serve as the personal Astropaths and advisors of powerful Adepts such as Inquisitors or Praefects, or are seconded to organisations such as the Administratum, the Adeptus Arbitres, the Imperial Guard, or even the Adeptus Astartes. A very few return to Terra to take up a role in the Scholastica Psykana, mentoring other would-be Astropaths and teaching them the inner secrets of their order's vocation.

Most Astropaths serving Rogue Traders in the Koronus Expanse come from amongst those serving in a Choir on the fringes of the Imperium. Such choirs are generally those found aboard Imperial Navy defence stations guarding the outer marches, or perhaps those sitting on the very fringes, in the anarchic grey area between the frontiers and the lawless wastes. Serving in Choirs in such places, Astropaths inevitably pick up on what is variably thought of as the psionic background field, the echoes of the death cries of long dead species or the resonant thoughts of slumbering things that bear no relation to humanity's field of existence. Service in frontier Astropathic Choirs exposes the Astropath to numerous dangers, not least of which is constant low-level exposure to half-heard alien whispers that drive many to burn out or break down. Those able to survive, however, are considered ideal candidates to serve as Astropaths aboard Rogue Trader vessels.

USING ASTROPATHIC DEDICATIONS

The new Astropathic Dedications presented over the next few pages each provide a background description of the type of Astropathic Choir in which an Astropath has previously served.

With the GM's permission, any Astropath character may select up to one of the following Dedications at character creation, paying the listed Experience Cost and gaining the associated abilities.



PORT WANDER

A traveller passing out of the Calixis Sector towards the Maw would be wise to layover at the Imperial Navy void station of Port Wander, if only because it represents one final opportunity to turn back. Port Wander serves numerous functions, acting as a naval depot, a defence station, and a port, as well as a refuge for numerous individuals of distinctly low character. The decks heave with crowds of off-duty voidsmen and the crews of Rogue Trader vessels. Its decks and companionways are at once violent and lawless and also subject to the brutal justice of the Imperial Navy provosts who prowls its depths in search of fresh meat to be press-ganged.

Like any other Imperial Navy frontier station, Port Wander is served by a substantial Astropathic Choir. Those serving in the choir must contend with a vast range of unique trials.

PORT WANDER CHOIR PACKAGE

An Astropath that has served at Port Wander gains the following abilities at character creation:

Fringe Astropath: Only those psykers able to block out the distant wail of the Screaming Vortex and the subtle blandishments of the Void Dancer's Roil survive service at Port Wander for long. When sending a message, the Astropath may roll twice on **Table 2-16: Warp Effects** and choose the more favourable result (see page 44).

Cost: 200 xp

Most significantly, the proximity of the Calixis terminal of the Koronus Passage, as well as the Great Storms through which the Warp route plunges, places huge strain upon the psyches of any Astropaths using their powers here. In particular, the storm known as the Screaming Vortex is said to emit a shrill dirge that, when it reaches a periodic crescendo, can cause dozens of Port Wander's Astropaths to fit and convulse, cutting off communications for days. To make things worse, the choir is subject to the capricious and tyrannical rule of a regent choir-master, as the Adept assigned that role has not been seen outside of his sanctum in living memory.

To ascend from service in the Port Wander Astropathic Choir, an Astropath must have proven himself able to survive the ebb and flow of tumultuous energies that are the result of the Great Storms raging nearby, as well as the incessant politicking of the choir's own masters. Such individuals are often held to be somewhat cold and jaded, as if inured to human suffering and able to shut out the feelings of others on a whim. They are valued by those willing to risk the outer edges of the Great Storms, as well as the numerous other raging ætheric tempests to be found within the depths of the Koronus Expanse, for such places appear to hold less fear for them as they do others of their calling. Oddly, this state of mind does not extend to the Rifts of Hecaton, a region that veterans of the Port Wander Astropathic Choir hold in the greatest of dread.

THE PIT OF VOICES

At the other end of the Maw from Port Wander can be found the void settlement known as Footfall. Unlike its opposite number, Footfall lies outside of the domains of the Emperor, and the laws of the Imperium hold no more sway there than the rule of the despots, recidivists, and assorted scum who call it their home. Without an official Adeptus presence, there can be no conventional Astropathic Choir in Footfall. Despite, and perhaps because of its outland status, Footfall is host to a group of Astropaths, though one quite unlike any within the Imperium's borders. The so-called Pit of Voices is a tragic, ramshackle imitation of a true Astropathic Choir, one served entirely by outcast or masterless Astropaths. While few are actual renegades, the majority of Astropaths serving the Pit of Voices are broken in some manner. Some have been judged wanting in their abilities, or perhaps unsuitable in some other way, and somehow escaped being shipped to Terra to fuel the Astronomican. Travelling incognito beyond the reach (or so they hope) of their erstwhile masters, these outcasts come to such places as Footfall in the hope of fulfilling their destiny. Like many psykers, Astropaths who do not exercise their abilities grow afflicted by a cruel malaise known as "psi-sickness," and so a position in the Pit of Voices is to them a blessed release. Even if they court madness and worse under the direction of the Pit's mistress—the soothsayer Attar Soloket—the Astropaths are content to be plugged into the rusty, blood encrusted psi-caskets and to add their voices to the atonal dirge of Footfall's Astropathic Choir.

On several occasions, the choir's Astropaths and their leader have come under attack or been subjected to brutal assassination attempts. Most are carried out by bounty hunter scum, while others are the work of highly proficient assassins. On at least three

PIT OF VOICES CHOIR PACKAGE

An Astropath that has served in the Pit of Voices gains the following abilities at character creation:

Hide in the Currents: The Astropath has learned how to mask his mind-voice so that in communing across the void he does not draw unwanted attention. He may encrypt his messages without spending the normal 1d5 hours, as described in **The Shrouding** on page 43.

Cost: 200 xp.

separate occasions, a force of highly professional warriors clad in black carapace armour and bearing no insignia have infiltrated the void settlement and assaulted the Pit of Voices. In each case, it was only the mobilisation of the various underworld organisations that rely on the outcast Astropaths that fought them off.

Very occasionally, Mistress Soloket recognises in one of her reject Astropaths a talent that, in her belief, should not have been rejected by the Scholastica Psykana. Though it is not actually within her power to do so, she lifts the choir-member from his station and declares him a "true" Astropath, perhaps using her celebrated powers to discern something in his future that may yet serve Humanity. How many Dynasties have unknowingly taken on an Astropath formerly rejected by the Imperium cannot be known, and most Rogue Traders who might have done so know better than to ask too many questions when taking on crew at Footfall.

EXPLORATOR CHOIR

Most examples of Humanity to be found beyond the borders of the Imperium exist there because they shun the light of the Emperor—pirates, rebels, heretics, and worse. Others are there because they know no other existence, including lost human worlds that have every reason to believe themselves the sole survivors of the wars that shattered the galaxy during the distant Age of Strife. Only a small number go beyond the Imperium's frontiers with the blessing of the High Lords of Terra, and these include the Rogue Traders, far-ranging Space Marines, and the Explorator Fleets of the Adeptus Mechanicus.

When the Adeptus Mechanicus travels into the outer void, they often leave behind them a trail of way stations. Staffed almost entirely by mono-tasked servitors overseen under the

EXPLORATOR CHOIR PACKAGE

An Astropath that has served in an Explorator way station gains the following abilities at character creation:

Cold Company of Steel: The Astropath has spent a vast amount of time alone with the mysterious Priests of Mars, and longs to communicate with anyone willing to exchange more than a few words and inscrutable gestures. The Astropath adds a bonus equal to twice his Intelligence Bonus to Tests to decipher Astrotelepathic messages (see **Table 2–19: Deciphering the Message** on page 46).

Cost: 200 xp.

care of aged Explorators approaching the end of their service to the Machine God, these way stations act as storage depots, repair facilities, data depositories, and often as Astropathic relays.

Those Astropaths seconded to service in choirs operating under the Adeptus Mechanicus are often left aboard the way stations seeded the Explorator Fleets seeded across the empty void as they plunge ever further into the darkness. They exist and operate in a very different way to their compatriots serving in more conventional Astropathic Choirs elsewhere in the Imperium. The way stations are almost exclusively served by mind-scrubbed menials and those few Tech-Priests attending them have often undergone the Rite of Pure Thought or are otherwise so advanced in their service to the Machine God they are incapable of interacting with those outside of their order. It is a lonely existence indeed and, to make matters worse, when the Choir does receive a message to relay back to the Imperium, it is inevitably formed according to the unique frame of reference of the Adeptus Mechanicus. Many of these Astropaths go mad through a combination of exposure to the soulless grating machine code of the Adeptus Mechanicus that drowns out all other sensory inputs and the sheer isolation of their existence. Those few that survive their service are changed forever, but are invariably stronger for their ordeal.

COLONY CHOIR PACKAGE

An Astropath that has served in a Colony Choir gains the following abilities at character creation:

Skill: Service beyond the frontiers of Imperial space grants the Astropath the Survival Skill.

Eye for Trouble: Astropaths that have served in the colonies have learned how to predict (and avoid) trouble. The Astropath begins play with training in the Divination Discipline in addition to the Telepathy Discipline, and knows one Technique of 200 xp or less from the Divination Discipline instead of the two Techniques from the Telepathy Discipline as described in **Astropath Transcendent Special Abilities** on page 72 of the **ROGUE TRADER Core Rulebook**.

Cost: 400 xp.

COLONY CHOIR

The Koronus Expanse is scattered with the ruins of colonies established as some grand endeavour and laid low by the countless perils that haunt the outer voids. Most of these settlements were built according to some Rogue Trader's vision of building a new society, even the foundation of a new empire, with himself as the sole ruling authority. Almost all colonies founded in this manner fail within a generation, most within a decade and a significant number within a single season. No planet is without some danger to Mankind. Hostile fauna and flora can wipe out a colony overnight, especially if the initial survey overlooked it due to some unusual migration or breeding cycle, but numerous other threats exist. Aggressive bacteriological factors can destroy even the most well prepared colony, as can environmental ones. Needless to say, the deathblow is often delivered by the hand of marauding xenos, in particular the Rak'Gol, but even more common are attacks by

other human factions, from brutal slavers to bitter isolationists.

Most of these colonies are little more than a few thousand "volunteers" desperately trying to survive in a hostile environment. A smaller number are provided with some basic resources, such as a light defence force, sub-stellar fleet assets, and, in some cases, a small Astropathic Choir. To acquire such a choir, a Rogue Trader dynasty must be exceptionally rich, influential, or just plain lucky, for the masters of the Adeptus Astra Telepathica are none too keen to risk their valuable Astropaths in such a way.

Astropaths who have served in the lonely Choirs beyond the frontier have lived a life of extraordinary privation and danger that few others of their order could imagine. Cut off from the greater Imperium by the Great Storms, they have led an existence finely balanced between survival and extinction. Tasked with communicating with their masters, they have had to learn when to send their mind-voice singing out across the void and when to fall silent lest reavers and xenos be drawn to them. These individuals are blessed of a taciturn self-reliance rarely seen amongst others of the Adeptus Astra Telepathica, and, as such, are highly prized by ambitious Rogue Traders.

ASTROPATHIC RELAY

The task of an Astropathic Relay is to serve as a conduit through which the astrotelepathic traffic of entire sectors is sent and received across the vast, trackless depths of the void between each sector. The psychic interchange is relentless and constant, and the burn out rate phenomenal. At times of all-out war or other calamity, dozens, even hundreds of Astropaths might be sacrificed each day, simply to keep the relay open and communication flowing to and from the affected region. Were the relay to fall silent for even the blink of an eye, untold thousands of lives might be lost and entire worlds could fall. Needless to say, such relays are vital to the continued existence of the Imperium and the members of the Astropathic Choirs are fortunate indeed to survive them.

An Astropath who has served, and indeed survived, in an Astropathic Relay is a rare individual indeed. He is able to withstand the raging torrent of the Warp, to shape it to his will, and send it onwards towards its ultimate destination. His mind-voice is strong and clear and other Astropaths find his messages much easier to rapidly comprehend than those of others with different histories.

ASTROPATHIC RELAY PACKAGE

An Astropath that has served (and survived!) in an Astropathic Relay gains the following abilities at character creation:

Drilled Routine: The constant psychic pressure of working in an Astropathic Relay has hardened this character to certain harsh realities and forced him to painfully hone certain skills. The Astropath gains the Jaded Talent and when he makes a Focus Power Test to define the coherency of his message, he may add a bonus equal to twice his Perception Bonus to the Test (see **Table 2-17: Message Coherency** on page 45).

Cost: 300 xp.



PLYING
THE WARP

WARP TRAVEL
•
MAP OF THE
KORONUS
EXPANSE
•
WARP ROUTES OF
THE EXPANSE
•
NAVIGATOR DUELS
•
ASTROPATHIC
COMMUNICATION



CHAPTER II: PLYING THE WARP

"We trespass on a realm of fever dreams, and hope that we are not lost in sickened sleep. We sail an ocean of insanity and hope that the things beneath the waves do not deign to notice us."

—Navigator Mahiro Kovos of House Malaspina

The Warp is anathema to the servants of the eternal Emperor, who strive to protect Mankind from its soul-tearing influence. Yet the very existence of the Imperium depends upon this swirling maelstrom of chaotic energy that boils beneath the surface of realspace. Travel across the unfathomable distances between Imperial worlds would normally be a practical impossibility. However, by entering the realm of the Immaterium, where time and space cease to exist as meaningful concepts, vessels can potentially travel between distant worlds in the blink of an eye.

High technology and sanctioned sorcery combine to make Warp travel possible. The Warp engines that allow vessels to shift from real space into the madness of the void and back again are barely understood constructs from the Dark Age of Technology, as is the Gellar Field that protects a Warp-borne ship's hull from being breached by the destructive essence of the æther. Machines alone, however, cannot ensure safe passage through the Warp. The mystical skill and psychic resilience of a Navigator is needed to pilot a ship through the æther and to deliver it safely to its destination. Without a Navigator's third eye for guidance, a vessel might blunder unprotected into the many dangers that await those who traverse these nightmarish wastes.

The Warp also influences communication between worlds spanning the Imperium and between vessels travelling between these worlds. This is the domain of the Astropaths, who stretch their minds deep into the Immaterium to connect with the psychic resonance of their own kind throughout the Imperium to pass information, messages, or warnings in an instant. Decades of training and the torment of the Soul Binding ritual strengthen the will of these psykers to withstand penetrating the terrors of the Warp.

INTO THE ÆTHER

The order to enter Warp space is the most dangerous command a starship's captain can give. Even a successful transition through the Warp can exact a horrific toll on the minds and bodies of the crew, and so a journey through the Warp is never undertaken lightly.

A journey through the Warp should be an adventure in itself. A GM who reduces Warp travel to a mere series of dice rolls is in danger of trivialising such a perilous and feared enterprise. The rules in this chapter allow the GM to describe in detail such a journey and bring the hazards of Warp travel to life.

If no player is playing a Navigator Explorer, these processes can be undertaken by an appropriate NPC aboard the vessel. In such a case, it is up to the GM to determine which of the tasks for Warp travel the Explorers must perform, and which can be reasonably handled in a more abstract, narrative fashion by an NPC Navigator, to allow the Explorers to pursue duties more tailored to their particular abilities.

STAGES OF WARP TRAVEL

Warp travel is divided into five stages:

- **Stage 1: Divining the Auguries:** The Navigator determines the auguries for the journey by consulting charts for the Warp route and performing esoteric rituals.
- **Stage 2: Translation:** Before issuing the command to translate into the Warp, the captain enacts various rituals to avoid misfortune during the journey and must attempt to quell rumours of bad omens among the crew.
- **Stage 3: Locating the Astronomican:** The Navigator attempts to detect the Astronomican. The Astronomican acts as a beacon for the Navigator, making it easier for him to evade the horrors of the Warp during the journey.
- **Stage 4: Steering the Vessel:** The Navigator uses his innate abilities, experience, and the power of his third eye to steer the ship through the Warp route, while attempting to detect and evade potential hazards.
- **Stage 5: Leaving the Warp:** Hopefully, the Navigator has successfully steered the ship to a point in the Warp where the vessel can translate to its intended destination in realspace.

NAVIGATION CHARTS

Charts plotting routes through the Immaterium are not at all like conventional charts of real space. They exist as abstract concepts, communicated between Navigators by psychic means. The information could be stored in a roll of psychically charged parchment, a staff impregnated with the navigational lore of the family, or a servo-skull fashioned from a revered ancestor. A Navigator can mentally retrieve this information by touch, often after reciting a secret mantra, and can instinctively hone in on the particular lore he is seeking, the knowledge of the Warp route flooding into his mind. To prevent rivals accessing the charts, the information is disguised by impenetrable ciphers.

A Navigator can automatically "read" a chart prepared by his own House. However, to crack an unfamiliar cipher, the Navigator must pass a **Very Hard (–30) Forbidden Lore (Navigators) Test**. Further, some charts are intentionally designed to mislead. The GM should make a secret **Hard (–20) Forbidden Lore (Navigators) Test** for a Navigator using such a chart to see if he recognises any discrepancies.

TABLE 2-1: ROUTE STABILITY AND RISKS

1d10 Roll	Effect
1-3	Stable Route: The Navigator gains a +10 bonus on any Tests to chart this route for future use (see page 34).
4-5	Indirect Path: Double the GM's Calculation of Duration.
6	Haunted Passage: Double the GM's Calculation of Duration and add +10 to any rolls made on Table 2-5: Warp Travel Hallucinations (see page 31).
7	Surly Route: Double the GM's Calculation of Duration and the Navigator suffers a -10 penalty on his Psyniscience Test in Divining the Auguries (see page 28).
8	Untraceable Trail: Double the GM's Calculation of Duration and the route cannot be charted (see page 34).
9	Lightless Path: Double the GM's Calculation of Duration and the Astronomican is obscured for the trip.
10	Byzantine Route: Triple the GM's Calculation of Duration.

GM'S VOYAGE CALCULATION

As soon as the captain declares his intention to travel the Warp, the GM secretly determines the approximate time the journey takes. He also determines the stability of the route, whether the Astronomican can be located during the journey, and whether the route has been charted or not.

The approximate duration for the main known Warp routes in the Koronus Expanse are given on pages 38-40. If the GM has to find this duration himself, he can roll on **Table 2-2: GM's Calculation of Duration** or choose a duration of his own devising. This calculation of duration represents the approximate journey length. Note that voyage lengths within the Warp do not correspond with the actual distance in realspace between the physical points connected by the Warp route. For example, a star system many light years away might be reached via the Immaterium in a matter of days in real time, but a planet in an adjacent system might take months to reach by Warp travel.

The journey one way through a Warp route might not take the same time the other way, so the GM should determine the approximate duration again for a return journey. Note that this approximation is not the actual duration of the voyage, but instead the most correct approximation of the length of the journey that a skilled Navigator could make under the best of circumstances (see **Divining the Auguries** on page 28). The actual duration of the voyage is determined as a function of this approximation and the Navigator's success leading the vessel through the Warp (see page 30).

TABLE 2-2: GM'S CALCULATION OF DURATION

1d10 Roll	GM's Calculation of Journey Duration
1-2	1d5 days
3-4	1d5+5 days
5-6	2d10+10 days
7-8	3d10+50 days
9	4d10+150 days
10	5d10+250 days

STABILITY

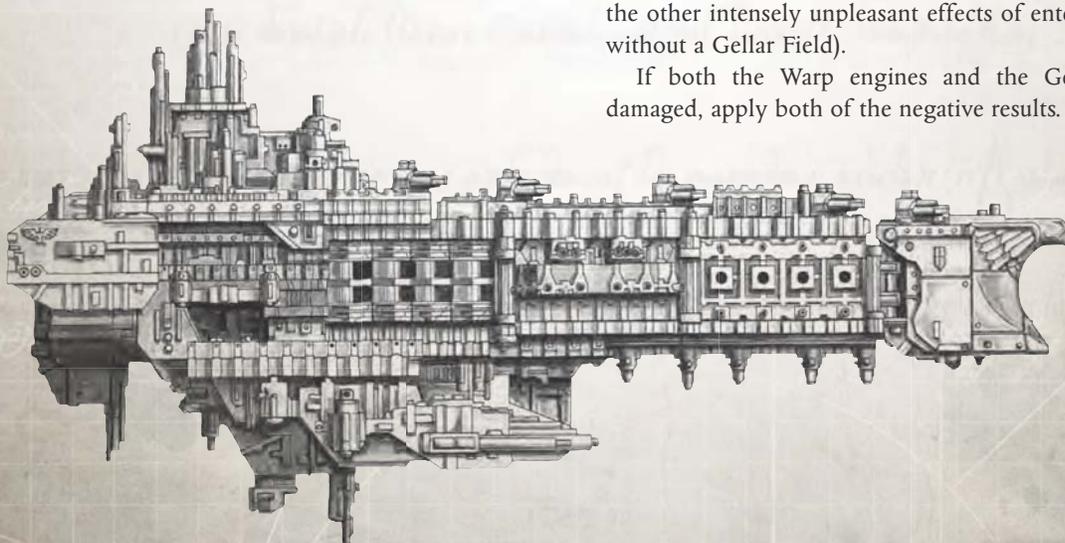
The GM now determines the Warp route's stability by rolling on **Table 2-1: Route Stability and Risks**, by looking at the relevant table in **Warp Routes Through the Koronus Expanse** (see pages 38-40 if the route's stability is detailed there), or by deciding based on his own criteria. If a particular Warp Route's stability is given in **Warp Routes Through the Koronus Expanse**, the duration multiplier is included in the profile, and so the GM need only apply the other effects of the route's stability.

DAMAGE

If the ship's Warp engines are damaged, double the GM's calculation of the journey's duration.

If the ship's Gellar Field is damaged, roll twice on **Table 2-1: Route Stability and Risks** and choose the worse result. If the ship has no Gellar Field, roll twice on and add 4 to each result, then choose the worse result (in addition to the other intensely unpleasant effects of entering the Warp without a Gellar Field).

If both the Warp engines and the Gellar Field are damaged, apply both of the negative results.



STAGE 1: DIVINING THE AUGURIES

Before a captain orders his ship to enter the Warp, his Navigator must perform a complex ritual, which includes perusing any existing navigation charts, to determine whether the auguries are favourable for a safe translation into the Warp.

The Navigator attempts a **Challenging (+0) Psyniscience Test** to interpret the ritual's results. He can also use any maps that he may possess at this stage, to help with his plan for traversing the Immaterium. Basic charts grant a +10 bonus to this Test, Detailed charts provide a +20 bonus, and he gains an additional +10 bonus in either case if the Navigator created the charts himself. Falsified charts or an interrupted ritual, in contrast, may inflict a penalty on the Test. The Navigator only ever benefits from the best set of charts that he has.

If he passes the Test, the auguries are good and the Navigator can confidently tell the captain to give the order for translation. The GM tells the Navigator the stability of the route, the clarity of the Astronomican, and the approximate duration from **Table 2–2: GM's Calculation of Duration** (see page 27).

If the Navigator fails this Test, the GM secretly rolls on **Table 2–3: Navigator's Estimate of Duration** and provides the Navigator with one of the following answers. A Navigator can try to divine the auguries at a later date to get a more favourable reading, but cannot do so for another 1d5 days as he must re-prepare for the ritual.

Rite of Appeasement

If any of the dice the Navigator rolls for his Psyniscience Test result in a 9, the Navigator senses a Warp storm brewing nearby.

The captain can decide to purify the vessel with sigils and alchemical incense to prepare it against the wrath of the Sea of Souls, which this takes 1d5 days. If the captain insists on translation without these precautions, the vessel translates in the fury of a Warp storm (see page 29). After any purification rites, the Navigator must again read the auspices.

NAVIGATOR CLAN RITUALS

When attempting to determine the status of a Warp route, as described in **Divining the Auguries**, a Navigator may first perform a ritual of prognostication to help him predict the turbulent and capricious flow of the Warp. These rituals vary greatly in scope and specifics based on a Navigator's clan, but often take roughly a half-hour to perform. A Navigator does not need to perform such a ritual, but many senior Navigators refuse to translate without performing one.

Each Navigator House has its own unique and clandestine traditions and rites meant to aid in reading the inscrutable tides of the Warp. The rituals favoured by some clans that operate within the Calixis Sector and Koronus Expanse are described below—rituals of the specific Navigator Houses detailed in this book are described in their individual entries.

Each of the rituals below grants a +10 bonus to the Test in **Divining the Auguries**.

SOME SAMPLE RITUALS:

- The Navigator casts human bones inscribed with runes and interprets the pattern of their fall.
- The Navigator enters a self-induced trance, during which he screams out prophecies of the ship's fate in a guttural tongue that can only be translated by a specially adapted servitor.
- The Navigator dissects an avian, hurling its entrails at the wall before reading the trails of blood that slide down the surface.



TABLE 2-3: NAVIGATOR'S ESTIMATE OF DURATION

1d5 Roll	Navigator's Duration Estimate	Navigator's Portent of Astronomican
1	1 x GM's Calculation of Duration (including modifications from Table 2–1: Route Stability and Risks)	The Navigator is unsure of the clarity of the Astronomican for this route.
2	1/2 x GM's Calculation of Duration (including modifications from Table 2–1: Route Stability and Risks)	The Navigator is unsure of the clarity of the Astronomican for this route.
3	2 x GM's Calculation of Duration (including modifications from Table 2–1: Route Stability and Risks)	The Navigator is unsure of the clarity of the Astronomican for this route.
4	3 x GM's Calculation of Duration (including modifications from Table 2–1: Route Stability and Risks)	The Navigator believes the Astronomican is obscured for this route.
5	3 x GM's Calculation of Duration (including modifications from Table 2–1: Route Stability and Risks)	The Navigator believes that the Astronomican is clear for this route.

STAGE 2: TRANSLATION

Once the captain has issued the order to translate into the Warp, the ship's void-masters relay the command to those work-crews responsible for bringing the Warp engines to life. Translation is more or less instantaneous. However, a wise captain should dedicate a few hours beforehand, taking extra precautions to preserve his vessel and crew against the Warp.

WARDING ILL-TIDINGS

Any wise captain harbours deep-seated superstitions concerning travel into the Warp. There are many tales of vessels that foundered in the æther because the captain failed to ward away bad luck. If a captain does not devote at least one hour to warding off bad luck before translation, then for the duration of the journey through the Warp, any Navigation (Warp) Test the Navigator makes counts as a failure if he scores a 9 on any die he rolls for the Test.

Each captain has his own superstitious practices. For example, some might insist on booming out hymns through the ship's vox-casters and require their crew to stand alert and sing fervently in praise of the God-Emperor. Others demand the flogging of the crew by their taskmasters, so that their mingled blood might strengthen the vessel's machine-spirit. Lots may be drawn throughout the ship and a single crewman selected to be jettisoned into space, so that his drifting soul might distract any Daemons lurking to ambush the ship as it translates. Some captains may consider it unlucky for the crewmen to have tokens representing chance, such as cards or dice, which might jeopardise Warp travel, and make a thorough search among the crew to locate and destroy such items.

OMENS

The collective psyche of the crew also has an effect on how well the vessel fares in the Warp. Weak morale can bring danger to a Warp-bound ship, for the denizens of the Immaterium are attracted to the collective fear of a ship's crew, like sharks to blood. A captain who fails to curb rumours of bad omens spreading among the crew risks his ship in the Warp.

Bad omens frequently appear just as a ship translates. When a ship translates, roll 1d100; if the roll is greater than the Crew's total Morale, dark susurrations of an ill omen echo throughout.

A captain can attempt to negate the effects of an omen by passing a **Challenging (+0) Command Test**, representing him castigating his crew for their weak minds or soothing their fears. If the vessel includes a missionary aboard, he can hearten the souls of the crew by passing a **Challenging (+0) Charm Test**, which also negates an omen's effect. The preacher's sermons reassure the crew that the God-Emperor protects them. Other characters may attempt to assist in their own ways, with the GM's permission.

If nobody negates the omen, it has a detrimental effect when the GM has to roll on **Table 2-6: Warp Travel Encounters** (see page 31).

TRANSLATING INTO A WARP STORM

If the ship has translates into a Warp storm, it immediately suffers the effects of a Warp Storm encounter from **Table 2-6: Warp Travel Encounters** upon entering the Warp (see page 31).

THE NAVIGATOR'S SOLITUDE

As soon as the captain gives the command for translation, the Navigator must be left alone (aside from the company of his kin), for he must open his third eye when navigating the Warp, and the baleful, green energy that washes from his forehead can kill a normal man. Any non-Navigator within 15 metres of a Navigator engaged with steering a vessel through the Warp counts as suffering the effects of his Lidless Stare power (see page 180 of the **ROGUE TRADER CORE Rulebook**) each Strategic Round.

THE NAVIGATION STATION

A navigation station is a highly sophisticated and little understood console of ancient tech. By plugging himself into this arcane throne via cybernetic implants in his skull or spine, a Navigator can meld his mind with the ship's machine-spirit. This allows him to interface his psychic penetration of the Warp with the cogitators on the bridge, so that his mental commands can be translated into signals that the officers on the bridge can recognise.

If a ship's navigation station is damaged, a Navigator must communicate his orders to the helm verbally, which is difficult for him to do coherently when he is in the trance state required to penetrate the Warp, and he suffers a -20 penalty to his Navigation (Warp) Tests. If a ship does not possess a navigation station for any reason, he suffers a -40 penalty to these Tests.

EFFECTS OF TRANSLATION

All characters must make a Willpower Test as soon as their ship translates to the Warp. The GM decides the Test's difficulty depending on how often the character has experienced translation. Experienced NPC crew and, at the GM's discretion, experienced Explorers may sometimes automatically pass this Test.

A character who fails the Test must roll on **Table 2-5: Warp Travel Hallucinations**, adding +10 to his roll on the table for each Degree of Failure on the Willpower Test. Unless stated otherwise, the effect lasts until the vessel re-enters realspace, even if it is an apparently physical effect such as a Malignancy. However, every time the GM rolls on **Table 2-6: Warp Travel Encounters** and receives an All's Well result, any characters suffering from a Warp travel hallucination can shake off the effects if they pass another **Challenging (+0) Willpower Test**.



TABLE 2-4: VOYAGE DURATION

Result of Test	Actual Duration of Passage
3+ Degrees of Success	1/4 x GM's Calculation of Duration (including changes from Table 2-1: Route Stability and Risks)
2 Degrees of Success	1/2 x GM's Calculation of Duration (including changes from Table 2-1: Route Stability and Risks)
1 Degree of Success	3/4 x GM's Calculation of Duration (including changes from Table 2-1: Route Stability and Risks)
Success	GM's Calculation of Duration (including changes from Table 2-1: Route Stability and Risks)
Failure	2 x GM's Calculation of Duration (including changes from Table 2-1: Route Stability and Risks)
1 Degree of Failure	3 x GM's Calculation of Duration (including changes from Table 2-1: Route Stability and Risks)
2+ Degree of Failure	4 x GM's Calculation of Duration (including changes from Table 2-1: Route Stability and Risks)

STAGE 3: LOCATING THE ASTRONOMICAN

After translation occurs, the Navigator's first task is to locate the Astronomican (see the **ROGUE TRADER** Core Rulebook, page 184). Most Navigators witness it as an ethereal, scintillating white light flickering on the horizon of their senses, accompanied by the distant threnody of a choir of thousands. The clearer the Astronomican, the brighter the light and the louder the choir.

The Navigator must make an **Routine (+20) Psyniscience Test**. If the route is not a Stable Route, the Test is a **Challenging (+0) Psyniscience Test**. If the Astronomican is shrouded for any reason, the Test is instead a **Hard (-20) Psyniscience Test**. If the Navigator succeeds on the Test, he gains a +10 bonus to any Navigation (Warp) Tests he makes during the trip. If he fails, he cannot find the Astronomican and suffers a -20 penalty to any Navigation (Warp) Test he makes during the journey.

A Navigator can continue to try to locate the Astronomican during the journey or improve his perception of it. Whenever the GM rolls an All's Well result on **Table 2-6: Warp Travel Encounters**, the Navigator can make this Psyniscience Test to locate the Astronomican again. If the result is worse than his original score, this represents the beacon becoming fainter due to adverse conditions within the Warp.

As with every stage of navigating through the Warp, the Navigator must perform various rituals to help ease the passage. Because he is communing with the very essence of the God-Emperor himself, the Navigator usually mutters holy incantations. A Navigator who cannot pray or perform an equivalent rite suffers a -20 penalty to his Awareness Test to locate the Astronomican.

STAGE 4: STEERING THE VESSEL

Whether or not he has located the Astronomican, the Navigator must now steer the ship through the Warp. He does this by peering into the Warp using the power of his third eye, scouting ahead into the æther to perceive the dangers lurking to ambush the vessel. Navigators are genetically bred to withstand the horrors of the æther. Their third eye allows them to construct a path through the Immaterium that their consciousness can rationalise. If a Navigator traverses these dangers during this reconnaissance, he "steers" the ship safely past the threats. If he does not avoid the challenges that he perceives, the Warp may manifest as a physical reality aboard ship. In one of many worst-

case scenarios, the ship's Warp drive might even be destroyed, leaving it to drift aimlessly through the Immaterium, only to re-enter reality at the whim of fate (or the GM).

NAVIGATION

The number of possible encounters the Navigator must face is determined by the actual duration of passage. To determine this duration, the Navigator makes a **Challenging (+0) Navigation (Warp) Test**, including any modifiers previously incurred, and refers to **Table 2-4: Voyage Duration**. He gains a +10 bonus to this Test for Basic charts, a +20 bonus for Detailed Charts, and an additional +10 bonus if he drew them himself.

The GM modifies the approximation of the length of the voyage in **GM's Voyage Calculation** (see page 27). The Navigator modifies the duration he estimated in **Divining the Auguries** (see page 28).

HAZARDS OF WARP TRAVEL

The GM uses the actual duration of passage to determine the number of encounters the vessel might potentially face. For every five days of travel, the GM rolls on the **Table 2-6: Warp Travel Encounters** (for a journey of less than 5 days, he rolls once on this table). If the ship has an operational Warpsbane hull (see page 199 of the **ROGUE TRADER** Core Rulebook) or other, similar warding, he rolls twice and allows the Navigator to choose the result. If the captain has failed to dampen any omens spread by the crew, a result of doubles on any roll on **Table 2-6: Warp Travel Encounters** counts as a Psychic Predators result instead of its normal result.

WARP TRAVEL ENCOUNTERS

As the vessel passes through the Immaterium, the Navigator psychically roves the æther, seeking and (ideally) avoiding each hazard before it ensnares the ship. If he fails to evade an encounter, it manifests aboard the vessel. The strength of the vessel's Gellar Field affects the deadliness of the encounter.

There are two types of encounter the Navigator might face. A physical encounter is one which affects the fabric of the vessel itself, such as a Warp storm, reef, or shoal. The Navigator must use his enhanced senses to locate the perils and instruct the helmsman (via his navigation station) on how to evade the threats. More dangerous are psychic encounters, where the Warp attempts to trick or beguile the Navigator's consciousness, or overcome it in order to manifest aboard ship. This is a battle of wills between the Navigator and the Warp itself, and the strain can prove detrimental to the Navigator's psyche and body.

TABLE 2-5: WARP TRAVEL HALLUCINATIONS

Roll	Result
01–40	Phobia: The character suffers from a severe Phobia (see page 297 of the <i>ROGUE TRADER</i> Core Rulebook) and whenever he scores a 9 on any die he rolls, he believes that he sees the object of his Phobia until the vessel leaves the Warp.
41–70	Malignancy: The character's tormented psyche bubbles to the surface as a physical effect. He rolls on Table 10–8: Malignancies (see page 300 of the <i>ROGUE TRADER</i> Core Rulebook). This Malignancy disappears once the ship exits the Warp.
71–90	The Horror! The Horror! The character experiences visions that reveal the true horror of reality. This creeps up on him gradually; he gains 2 Insanity Points immediately, plus 1 Insanity Point per 30 days in the Warp this journey.
91–110	The Flesh is Weak: At the end of any Warp encounter, the character sees the Warp's mark on his flesh and must make a Challenging (+0) Willpower Test . If he fails, he believes he is mutating, and tries to cut away the corruption, dealing 1d10 Rending Damage to himself, plus an extra 2 Damage for every Degree of Failure on his Willpower Test.
111–130	Mutants, Mutants Everywhere! The character must make a Perception Test every time he interacts with another friendly character, unless he has already made such a Test for that character. If he passes the Test, and at least one of the dice he rolls results in a 9, he becomes convinced that the character is hiding a mutation acquired during translation and must react to him accordingly. Otherwise, he finds no "evidence" of the character's mutation—for now!
131–150	Dreams of Corruption: Whispered dreams beguile the character during the journey, tempting him to serve the dark gods into whose realm he has trespassed. These dreams chip away at his soul as he progresses through the Warp; he gains 1d5 Corruption Points immediately, plus 1 Corruption Point per 60 days he spends in the Warp this journey.
151–170	Doom and Despair: The character is overwhelmed by the utter despair of his situation. Knowing that the entire vessel is doomed, he seeks to end his life by his own hand rather than be torn apart by Daemons. The character becomes morose and fearful, and at the start of any Warp travel encounter, the character must make a Challenging (+0) Willpower Test . If he passes, he musters enough will to carry on, but if he fails, he must attempt to commit suicide at some point during the encounter. His attempt might endanger other crewmen or even the entire ship if he tries to blow up the Warp engines or open an airlock! The GM should give other PCs plenty of opportunities to restrain the character. His self-destructive tendencies evaporate at the end of the Warp travel encounter that triggers them.
171+	Infernal Delusion: The character believes he has become possessed by a Daemon and acts as though he is now a puppet of one of the Ruinous Ones (chosen by the GM). His actions to serve Chaos should be subtle enough to escape detection if he is careful, even if the GM decides he thinks he has become a minion of Khorne (he achieves his aims through selected assassination, for example). Exorcism should cure him of the delusion, just as if he was really possessed, except that in this case the character does not gain any Corruption as he was never truly under the sway of a Daemon.

TABLE 2-6: WARP TRAVEL ENCOUNTERS

1d100	Encounter Type
01–20	All's Well (No Encounter): The Navigator can make a Psyniscience Test to locate the Astronomican again (see page 30). Any characters suffering from a Warp travel hallucination can try to shake off the effects (see page 29).
21–30	Delusion Mirage (Psychic Encounter): If this encounter manifests aboard a vessel, each Explorer and relevant NPC must make a Challenging (+0) Willpower Test or be afflicted with a Warp Hallucination (as during Translation , on page 29). If the Gellar Field is fully operational, each character gets a +30 bonus to his Test; if it is offline, each character suffers a –30 penalty to his Test.
31–40	Psychic Predators (Psychic Encounter): If this encounter manifests aboard a ship, roll once on Table 2–8: Warp Incursions (see page 33) and apply the effect. Reduce the result of the roll by –30 if the ship's Gellar Field is fully functional (to a minimum of 01). Add +30 to the result of the roll if the ship's Gellar Field is offline.
41–50	Stasis (Physical Encounter): If the Navigator cannot guide the ship to evade this encounter, the ship becomes stuck in a Warp rift before drifting free, adding 1d5 days to the journey's duration.
51–60	Spontaneous Inhuman Combustion: The GM chooses one component if this encounter manifests aboard a vessel. That component is suddenly and inexplicably set on fire (see page 223 of the <i>ROGUE TRADER</i> Core Rulebook).
61–70	Warp Storm (Physical Encounter): If the Navigator does not avoid this encounter, the vessel is pounded by a Warp storm. If the ship's Gellar Field is fully operational, the GM rolls 1d10 twice on Table 8–12: Critical Hits (see <i>ROGUE TRADER</i> Core Rulebook, page 222) and chooses the lowest result. If the Gellar Field is damaged, he rolls 1d10 once on the table. If it is not operational, he rolls 1d10 once on the table and adds +2 to the result.
71–80	Ætheric Reef (Physical Encounter): If the Navigator cannot prevent this encounter, the vessel's hull screeches against a jagged fragment of false reality, and takes 1d10+2 Damage, ignoring void shields. If the Gellar Field is damaged, the ship suffers 2d10+3 Damage. If the Gellar Field is not operational, the ship suffers 4d10+5 Damage.
81–90	Warp Rift (Physical Encounter): If the Navigator does not circumvent this encounter, the vessel slews into a nebula of unreality for 1d10 days. Each day the ship is within this nebula, the GM rolls on Table 2–8: Warp Incursions (see page 33).
90–100	Temporal Hole (Physical Encounter): If the Navigator cannot lead the vessel away from this encounter, the vessel is sucked from the Warp and translated back into reality. Refer to Leaving the Warp on page 34. The duration of passage is the length of the journey through the Warp so far. The vessel counts as being Severely Off Course.

DETECTING ENCOUNTERS

A Navigator can detect an oncoming encounter by making an **Ordinary (+10) Psyniscience Test**. If he passes the Test, he can try to avoid the encounter as described below. His perception of the danger ahead might manifest as a sudden fever, bleeding from the eyes, nose, or mouth, a scratching sensation deep within the core of his mind, or any other unpleasant physical or mental effect. The Navigator has time to prepare himself for the encounter, perhaps by chanting hymns to steel his concentration, or entering a brief state of meditation to clear his mind. He gains a +20 bonus to his Navigation (Warp) Tests when facing this encounter.

If he fails the Test, he detects the hazard, but not in time to prepare for the encounter. If he fails the Test by two or more Degrees of Failure, he is unaware of the danger until it is too late. If he does not manage to steer the ship past the encounter, it immediately manifests aboard the vessel.

AVOIDING PHYSICAL ENCOUNTERS

A Navigator who detects a physical encounter in time can use his navigational skills to help the officers on the bridge to steer clear of the danger. He senses the approaching danger, rationalising the turbulent force of the Warp as a raging seascape, perhaps, or a desert storm or ice-lashed tundra. His unique ability is to picture the unfathomable force of the Immaterium as something understandable, to bestow order upon his perception of utter chaos.

The Navigator must make a **Challenging (+0) Navigation (Warp) Test**. If he succeeds, he communicates the necessary adjustments of the ship's Warp drives to the bridge, linking his mind with the cogitators of the vessel using the arcane power of the navigation station into which he is plugged.

Once this information is relayed, it is up to the vessel's helmsman to steer the ship as dictated by the Navigator. The helmsman must make an **Ordinary (+10) Pilot (Space Craft) Test**. If he passes, the ship avoids the hazard. If either character fails his Test, the ship becomes embroiled in the encounter and must overcome it before it can continue.

AVOIDING PSYCHIC ENCOUNTERS

When a Navigator faces a psychic encounter, the GM rolls on **Table 2-7: Trials of the Soul** to find what he must endure.

The GM should run a psychic encounter from the perspective of how the Navigator perceives the Warp. For example, the Navigator's mind might rationalise the Warp as a dark forest of tall trees. He might have to run through this forest, perhaps searching for a way out, while being hunted by a pack of ravenous, mutated wolves. He can either try to flee or stand and fight, or trick his way to safety. The wolves might represent the Daemonic entities of the Warp, attempting to wear down the Navigator's psyche, so they can breach the physical reality of the ship.

The GM should keep these encounters short, perhaps with a single obstacle that the Navigator must overcome to achieve his task, otherwise the other players in the group risk becoming observers for an entire session. Alternatively, to get the others involved, the GM can rule that the Navigator has actualised the presence of his shipmates to help him on his quest. The

TABLE 2-7: TRIALS OF THE SOUL

1d100 Roll	Trial
01-25	Temptation
26-50	Contest of Strength
51-75	Trial of Endurance
76-100	Conundrum

other PCs act within this vision world as normal, but are only figments of the Navigator's imagination. Any injuries, insanities, and other maladies, that anyone sustains during this vision vanish once the encounter is over unless otherwise noted.

When the Navigator acts in this vision-world, his actions are rationalised representations of the way his psyche is manipulating and evading the Immaterium to make the ship avoid the potential hazard. As such, he uses his Navigation (Warp) Skill for all Skill Tests he makes (even if the other Skill is higher).

Temptation

The Navigator is assailed by whispered temptations offering him all he ever dreamed of. He perceives the Warp as a place of beguiling sights, fragrances, tastes, and music; perhaps an ivory palace, a fragrant garden, or a golden starship. This alluring paradise beckons with fresh temptations around every corner. If the Navigator succumbs, he opens a door for the horrors of the Warp to flood aboard his vessel.

This encounter should involve plenty of social interaction with the beguiling denizens of the vision-world, who try to lure him from his path. The culmination of the encounter should involve the Navigator making a Skill Test to avoid succumbing to a great temptation, modified according to how he dealt with the denizens. If he passes the Test, the vision dissolves and the danger is gone. If the Navigator fails, the encounter manifests aboard ship. Failure also means that the Navigator has succumbed, even if only in some small way, and so he suffers 1d5 Corruption Points.

Contest of Strength

The Navigator must test his fighting skills against enemies lusting for his blood. He perceives the Warp as a place of conflict, such as a war-torn city, a gladiatorial arena, or a gargantuan chessboard.

He must survive all opponents who challenge him, and the culmination of the encounter should involve him battling with a terrifying beast or expert blademaker. If he defeats this final foe, the vision dissolves and the vessel avoids the encounter. If the Navigator "perishes," the encounter spills partially into reality; the encounter manifests aboard ship. The Navigator's experience in the Warp also materialises as physical injury and he suffers 1d10+2 Damage, ignoring armour and his Toughness Bonus.

Trial of Endurance

The Warp constructs itself in the Navigator's perception as a bleak, inhospitable wasteland, perhaps a marshland with foetid pools and swarming flies, an ancient ruin with crumbling walls, or a gloomy fungus forest crawling with oversized worms and insects. The Navigator must journey through this wasteland, surviving poisonous plant life or hiding from the slithering beasts that are hunting him down.

TABLE 2-8: WARP INCURSIONS

1d100 Roll	Incursion
01–20	Swarming Malice: The ship is plagued by a swarm of vicious Warp manifestations that wreak havoc on the structure of the ship, hurling objects to and fro, but scuttling into the shadows when confronted. The GM chooses one component to infest. This component is rendered inoperable until the presence is eliminated, by faith or by fire. If the Gellar Field is damaged, these malicious shadows infest one extra component. If the ship has no Gellar Field, they run rampant through an extra 1d5 components. The ship's Morale decreases by 5 for each infested component until the crew or Explorers banish the vile manifestations. The shadows can be banished with an exorcism (such as with the Purge the Unclean Talent), by bathing an affected Component in fire, or by some other appropriate means.
21–40	Possession: Each Explorer and major NPC on board the ship must make a Willpower Test . Characters with the Pure Faith Talent automatically pass this Test. The Test is an Easy (+30) Willpower Test if the Gellar Field is fully operational, Challenging (+0) if it is damaged, or Very Hard (–30) if it is not functioning. The character who fails his Test by the most Degrees of Failure is possessed by a Daemon (in the case of a tie, the GM decides). If all characters pass the Test, the crew resists the Daemon's efforts and it melts back into the Warp harmlessly. A possessed character must carry out a secret mission to destroy the ship or fulfil some other logical goal before it re-enters real space. Assuming the Explorers realize that a character is possessed, they may perform an exorcism (such as with the Purge the Unclean Talent) to expunge the evil from their comrade's heart.
41–60	Plague of Madness: Insanity spreads through the ship. It begins with the weak-minded first, but gradually consumes the entire vessel, over a period of 1d5 days. Until the madness ceases, every minor NPC the Explorers interact with aboard the ship count as having a mental disorder chosen by the GM from the list on pages 297-298 of the ROGUE TRADER Core Rulebook. Explorers and major NPCs must make a Challenging (+0) Willpower Test to avoid the effects of the plague. If they fail this Test, they are likewise afflicted with a mental disorder. Any orders issued by the officers require a Hard (–20) Command Test before the insane crew carries it out. If any officer fails a Command Test by more than three Degrees of Failure during this time, the crewmen he was addressing rise up in violent rebellion—whether this is a few mad voidsmen or the entire crew depends on the scale of the order and the discretion of the GM. The madness lasts for 1d10 days. If the Gellar Field is damaged, it lasts for 2d10 days. If the Gellar Field is offline, the madness lasts for 4d10 days.
61–80	Daemonic Incursion: Warp predators materialise within the ship, intent on preying upon the vulnerable crew. These creatures use the profile for the Ebon Geist, found on page 378 of the ROGUE TRADER Core Rulebook. So long as the Gellar Field is active, only 1d5 Daemons slip through; if the Gellar Field is damaged, 2d5 Daemons slip through, and if it is completely offline, then 2d10 of these creatures invade the vessel. Each Daemon immediately begins slaughtering the crew, preferring to ambush vulnerable voidsmen instead of attacking large groups. The vessel loses 1 Population and 1 Morale per day per Daemon, so long as the invaders are not expunged by exorcism or the blade of the righteous.
81–90	Warp Sickness: Disease spreads through the ship, starting among the lowest and dirtiest crew members spreading to the bridge rapidly. This disease can manifest with whatever bizarre symptoms the GM decides, the stranger the better. Each day, the GM rolls 1d10. On a 1–5, reduce the ship's Crew Population and Morale by that amount. On a 6–10, the disease has no effect that day. If the Gellar Field is damaged, the disease causes double Damage to Population and Morale. If the Gellar Field is offline, it causes quadruple Damage. The Explorers can seek a cure to the vicious malady; this requires researching the disease, and then making an Arduous (–40) Medicae Test . Each Explorer may not make more than one such Test per day.
91–100	Warp Monster: The fury of the Warp manifests as a monstrous, tentacled thing that wraps itself around the ship and tries to tear the hull apart. The crew train all available guns against the creature to try and blow it away before it consumes the vessel. The monster attacks each turn with an automatic hit at Strength 3, causing 1d10+2 Damage, and with a Critical Rating of 5. Its attacks ignore void shields. It counts as having Armour of 12 and a Hull Integrity of 50. If the Gellar Field is damaged, the creature has Strength 4, causes 1d10+4 Damage, has a Critical Rating of 4, Armour 14, and a Hull Integrity of 60. If the Gellar Field is not functioning, the creature has Strength 6, causes 1d10+8 Damage, has a Critical Rating of 3, Armour 16, and a Hull Integrity of 80.

The culmination of the encounter should involve the Navigator testing the extremes of his endurance, such as climbing a crumbling skytower or crossing a turbid, toxic river. If he passes the Test, the vision dissolves and the vessel is safe. If he fails, the encounter manifests aboard ship. Failure also means that the Navigator's very being has been ravaged by his experiences, and he gains 1d5 Insanity Points.

Conundrum

The Navigator finds himself lost in a place of confusion and deception, such as the never-ending corridors of a labyrinthine library, the dark alleyways of a vast, unmappable city, or a bewildering maze of mirrors. He must find a way out, solve a

series of puzzles to avoid traps and locate a hidden artefact, or perhaps find clues to help him answer an impenetrable riddle.

Once the Navigator has the answer to the conundrum, the vision dissolves and the ship evades the encounter. If the Navigator fails, the encounter manifests aboard ship. Failure also means that the Navigator's soul has been wracked by his experiences and he temporarily loses one of his unspent Fate Points. He recovers this Fate Point immediately upon re-entering reality, but cannot regain it or "burn" it before then. If he does not have an unspent Fate Point, he gains 1d5 Insanity Points.

STAGE 5: LEAVING THE WARP

The unwritten law of the void is that a captain is not supposed to give the order to re-enter realspace until signalled by the Navigator. It is the Navigator's duty to ensure that the vessel arrives at its intended destination and as close to the intended time as possible. However, sometimes a captain may demand an emergency re-entry, perhaps because of a damaged or destroyed Gellar Field, or to evade a particularly dangerous encounter. Doing this virtually guarantees that the ship is catapulted into reality far from the intended destination and perhaps years, decades, or even centuries away from the intended time.

ACCURACY OF RE-ENTRY

To determine how accurate re-entry into realspace is, the GM compares the Navigator's estimated duration of passage from Stage 1 (and modified in Stage 4) with the actual duration of passage determined during Stage 4 (see page 30). If the ship exited the Warp early for any reason, it is always Severely Off-Course.

On Target

If the Navigator's estimate is equal to the actual duration of passage, then the Navigator has maintained a steady and accurate course. If he can perceive the Astronomican, it acts as a beacon to guide him to safety and the vessel re-enters realspace in the desired location. The number of days that has elapsed in reality is equal to the actual duration of passage.

If he cannot perceive the Astronomican, he can attempt to do so one final time (see page 30) but if it still eludes him, he must make a **Hard (-20) Navigation (Warp) Test** to bring the ship safely to the correct destination. If he fails this Test, the Navigator has veered slightly off-course (see below).

Slightly Off-Course

If the Navigator's estimate is more than half and less than double the actual duration of passage, the Navigator has veered slightly off course. If he can perceive the Astronomican, it can guide him to his desired destination; he needs to make a **Hard (-20) Navigation (Warp) Test** and, if he passes, he counts as being on target, arriving as described above.

If he fails the Test, or cannot perceive the Astronomican, the GM should roll on **Table 2-9: Inaccurate Re-entry** to determine the exact location and time of arrival of the vessel.

Severely Off-Course

If the Navigator's estimate is less than half or more than double the actual duration of passage, the Navigator has veered severely off-course. If he can perceive the Astronomican, he can make a **Hard (-20) Navigation (Warp) Test**, and if he passes, he counts as being slightly off-course, arriving as described above. (he may then attempt to correct his course further, provided that he has time, as determined by the Game Master).

If he fails the Test, or cannot perceive the Astronomican, the GM should roll on **Table 2-9: Inaccurate Re-entry**, adding +40 to the result, to determine the exact location and time of arrival of the vessel upon re-entry.

RITUALS UPON RE-ENTRY

A wary captain performs further rituals just before the ship attempts to re-enter realspace in order to ward away misfortune (see **Omens** on page 29). Upon safe re-entry, it is also customary for the officers and crew to offer prayers to the God-Emperor for surviving the journey. Individual crew members might also promise offerings to the next shrine or temple of the God-Emperor they visit, or vow to perform a pilgrimage on their next available leave.

CHARTING THE ROUTE

A Navigator who successfully plies an uncharted Warp route can attempt to chart that route for future reference. This requires an **Ordinary (+10) Navigation (Warp) Test** if his vessel arrived on target, a **Difficult (-10) Navigation (Warp) Test** if it was slightly off-course, or a **Very Hard (-30) Navigation (Warp) Test** if it was severely off-course. A Warp route that shifts from voyage to voyage cannot be charted.

If he passes the Test, he creates a Detailed chart. If he fails, he creates an Basic chart, but if he fails by three Degrees of Failure or more, he fails to create a chart at all.

A Navigator is duty-bound to present a new chart to his House, and providing his House with such valuable knowledge grants him considerable prestige. The Explorers' Profit Factor increases by 1, plus an extra 1 for every full 180 days duration of passage of the journey that the Navigator charted.

TABLE 2-9: INACCURATE RE-ENTRY

Roll	Final Point of Arrival
01-25	1d5 days of realspace travel from destination.
26-50	1d10 days of realspace travel from destination.
51-75	Nearest significant location neighbouring the destination.
76-100	Randomly determined location within the same region.
101-120	Randomly determined location in a randomly determined neighbouring region.
121-140	Randomly determined location in a randomly determined region in the same sector and 1d5 years before or after it originally departed.
141+	The vessel is lost to the Warp! The easiest option is for the GM to state that it is never seen again. However, if he is feeling up to the task, he can say that it re-appears in a completely different part of the galaxy, perhaps several hundred or even thousand years in the past or future—although this could severely derail his campaign!



THE DESPERATE AND THE DAMNED

The Warp is an unrelenting sea of half-dreams made real and mad desire given form that defies comprehension and makes a mockery of sanity itself. Navigators are the Imperium's only means of traversing this horrifying realm, and to enter the Warp without one not to court damnation, it is to guarantee it. The Gellar Field still provides some protection, but without the dark miracle of the Navigator's Warp eye, a ship flies blind through the realm of Chaos.

Still, sometimes vessels end up stranded in the Warp without a Navigator to bring them home safely. The Navigator's task is fraught with danger, and more often than most captains would like to consider, Navigators perish in the line of their

duty. Further, the Warp can be unpredictable, and sometimes peels away reality seemingly of its own accord, pulling in anything unfortunate enough to be in the area. The fate of vessels lost to the Warp forever is unknown—perhaps they are annihilated, or perhaps doomed to wander the trackless void forever as phantoms. None can say with certainty.

Should a vessel end up stranded in the Warp without an individual capable of finding the threads of relative safety in the writhing tapestry of unreality, consult **Plying the Warp without a Navigator**. The GM is also encouraged to remember that there are some capricious intelligences within the swirling Sea of Souls that are willing to offer passage through their domain—at an unthinkable cost.

PLYING THE WARP WITHOUT A NAVIGATOR

This is extremely risky and many starfarers would say it is tantamount to suicide. However, what happens if the ship's Navigator perishes halfway through a journey through the Warp? Refer to the rules below if a stage of Warp travel is carried out without a Navigator (or equivalent guide through the Warp) overseeing the process:

- **Stage 1: Reading the Auspices.** With no Navigator aboard, no estimated duration of passage can be made.
- **Stage 2: Translation.** Because a Navigator plays little role in this phase, this stage is carried out as normal. However, the GM rolls 1d10 to determine whether the ship translates into a Warp storm; on a roll of 6 or higher, the ship has translated into a raging maelstrom (see page 29 for translating into a Warp storm).
- **Stage 3: Locate the Astronomican.** This stage is skipped. The Astronomican cannot be located.
- **Stage 4: Steer the Vessel.** The actual duration of passage is automatically four times the original duration. Physical encounters cannot be avoided and psychic encounters automatically manifest aboard ship.
- **Stage 5: Leaving the Warp.** The vessel is catastrophically off-course. This means the GM adds +75 to the roll on Table 2–9: **Inaccurate Re-entry**.

RIFTS OF
HECATON

HEATHEN
STARS

ACCURSED
DEMESNE

CINERIUS
MALEFICUM

UNBEHOLDEN
REACHES

Phainal Echoes

Vaporius

Delectus Nox

Naduesh

Raakata

Seven Dooms

Agusia

Zayth

Rune

Sarator Prime

Lathimon's Death

Solace Encarmine

Stompgit

Tusk

Snagrutz

Falcon's Fall Gamma

Illisk

Kraskull

Delorium

Cobalt

Melbethe

Chasmed World

Marwolv

Hemelshot

Laeristy

Cinderhall

Ntharis

Concanid

Processional of the Damned

Orn

Yamakor

Callopius Magnus

Ramien

Silverhammer

Choir

Frozen Sisters

Repton IV

Teef
Undep-Undepu



RAGGED WORLDS

Aubray's Anvil
Gallant
Seldon's Folly
Valcetti's Salvation
Redemption
Burnscour
Serpentis Minor
Serpentis Major

WINTERSCALE'S REALM

Maleziel
Egarian Dominion
Jerazol
Lucin's Breath

THE CAULDRON

Footfall
The Temple
The Battleground
The Hermitage
Witch-Cursed World
Port Wander

FOUNDLING WORLDS

Foulstone
Corpse-fortune
God-Emperor's Scourge
Damaris
Magoros
False Hope
Rain
Grace
Ritammeron
Septagonic Voids
Salvar II
Iniquity
The Tempest of Scorn

WARP ROUTES THROUGH THE KORONUS EXPANSE

"A safe route!? A safe Warp route!? Better to ask me for an Ork who can pass for Scintillan Nobility, for I am far more likely to find one of those! No Warp route is safe. But some are merely dangerous, unpredictable, and a peril to the very soul, and those are the ones we seek."

—Navigator Tiresias K'nal of House Mercator

It is impossible to plot the many Warp routes that connect the planets of the Koronus Expanse, as these passages through the Immaterium do not exist in reality and the normal concepts of linearity, time, and location have no bearing on them. Only a Navigator could visualise these routes, and in terms that he could not describe to a human who does not share his unique and supernatural abilities. The approximate position of these routes has been rendered on the map on previous pages in a manner that the human mind can comprehend, though this crude two-dimensional attempt bears no true resemblance to how they exist in unreality.

The information below details the known Warp routes that connect the major locations in the Koronus Expanse. There are dozens of other less well-known routes and even more to be discovered, so Explorers should not be limited to the ones described below. If they want to explore a Warp route not mentioned here, then the route's stability, the presence of the Astronomican, the existence of charts, and the duration of the voyage are determined by the GM as described in the following section, unless noted otherwise in the table for each region.

NAVIGATING THE KORONUS PASSAGE

The Koronus Passage is the only known Warp route into and out of the Koronus Expanse. See page 341 of the **ROGUE TRADER** Core Rulebook for more information on the Koronus Passage.

Entry Points: Port Wander; Footfall.

Stability: Stable.

Astronomican: The Astronomican is normally visible in this region unless obscured by the caprices of the Warp.

Charts: All Navigator Houses who ply the Koronus Expanse

own highly accurate charts of the Koronus Passage. These charts are Rare if for any reason a Navigator needs to acquire a copy at a port of call.

Rough Duration: 5 days in either direction.

The Great Warp Storms: When a Navigator is divining the auguries for this route, if any of the dice he rolls for his Psyniscience Test score an odd number, the ship translates directly into a Warp storm, on account of the close proximity to the Great Warp Storms. All Willpower Tests to avoid the **Effects of Translation** suffer a –20 penalty (see page 29).

The Stations of Passage: At any time during this journey, a Navigator can drop from the Warp at one of the Stations of Passage described on page 342 of **ROGUE TRADER** Core Rulebook. To reach one of these stations from this Warp route, the Navigator must pass a **Hard (–20) Navigation (Warp) Test**. If he passes the Test, he can choose which Station of Passage he translates near, otherwise the GM decides the point of arrival. A Navigator can do this up to four times during the journey, but cannot visit the same Station of Passage more than once during the same journey. The Navigator can lead the vessel back into the Warp to continue its journey from where it left off; he must make an **Ordinary (+10) Navigation (Warp) Test** and for each Degree of Failure, the Navigator's blunder adds one day to the journey.

NAVIGATING WINTERSCALE'S REALM

There are numerous charted Warp routes into Winterscale's Realm, many of them attributed to the legendary Sebastian Winterscale himself. Of course, the veracity of these charts is dubious, at best, and this is a realm where fortunes are made and lost in the blink of an eye. See pages 343–345 of the **ROGUE TRADER** Core Rulebook for more information on Winterscale's Realm.

Entry Points: Footfall; Burnscour; The Egarian Dominion; Jerazol.

Stability: All main Warp routes are **Stable** (see **Table 2–1: Route Stability and Risks** on page 27).

Astronomican: The Astronomican is normally visible in this region unless obscured by the caprices of the Warp.

Charts: Various Navigator Houses own charts of questionable accuracy, which often conflict with those of other clans. Charts to this region are Rare, but whenever a Navigator uses a chart to travel a new route in this region, roll 1d10; on a roll of 7 or higher, the information pertaining to that route has been falsified and the Navigator treats the route as being Uncharted.

TABLE 2-10: WINTERSCALE'S REALM ROUTES

Starting Location:	To Footfall	To Burnscour	To The Egarian Dominion	To Jerazol
Footfall	–	3 days	9 days	30 days
Burnscour	6 days	–	6 days	10 days
The Egarian Dominion	10 days	8 days	–	7 days
Jerazol	30 days	1 day	9 days	–

TABLE 2-11: FOUNDLING WORLDS ROUTES

Starting Location	To Footfall	To Grace	To Rain	To Iniquity	To Damaris
Footfall	—	90 days	60 days	90 days	150 days
Grace	60 days	—	8 days	4 days	40 days
Rain	120 days	5 days	—	50 days	75 days
Iniquity	90 days	40 days	2 days	—	60 days
Damaris	200 days	25 days	No Route	3 days	—

NAVIGATING THE FOUNDLING WORLDS

Even known routes in this region are prone to sudden violent Warp storms, and so the Foundling Worlds are often called cursed, despite their proximity to the Koronus Passage. These worlds play host to a myriad of strange and unique phenomena, time and space twisting because of the whirl of the Cauldron, a nearby Warp storm. See pages 345-347 of the **ROGUE TRADER** Core Rulebook for more information on the Foundling Worlds.

Entry Points: Footfall; Grace; Rain; Iniquity.

Stability: A route to or from Footfall is treacherous, on account of its proximity to the Warp storm known as the Cauldron. For any other route in this region, roll randomly to determine stability each time it is travelled, even if it is charted.

Astronomican: The presence of the Cauldron sometimes obscures the presence of the Astronomican in this region. Roll 1d10 each time that the Explorers travel in this region. On a roll of 9, the Astronomican is obscured for this journey.

Charts: Only the most powerful of the Navigator Houses who ply the Koronus Expanse possess charts of this region; the charts are Extremely Rare, but any member of House Visscher, House Ortellius, or House Cassini treats them as Rare instead. Navigators without these charts count all routes in this region as uncharted. Any route taken other than the ones described here count as uncharted and may be unchartable at the GM's discretion.

Cursed Endeavours: A journey into this region always inspires **Omens** amongst the crew, regardless of the results captain's Test to prevent this (see page 29).

The Charnel Stars: A route to the Charnel Stars has never been discovered. Thus, any attempt at reaching these stars involves travelling a **Lightless Path** (see **Table 2-1: Route Stability and Risks** on page 27) for which no charts exist. Any attempted journey to this area has a duration of 1d100 + 250 days.



NAVIGATING THE ACCURSED DEMESNE

A voyage into the Accursed Demesne is a true voyage into the unknown. Home to inexplicable catastrophes, ghost-ships, and the countless Orks of the Undred-Undred Teef, the Accursed Demesne brims with danger for even the most experienced of Explorers. See pages 347-349 of the **ROGUE TRADER** Core Rulebook for more information on the Accursed Demesne.

Entry Points: Footfall; Lathimon's Death; Dolorium; Processional of the Damned.

Stability: The known routes into this region are **Stable** (see **Table 2-1: Route Stability and Risks** on page 27).

Astronomican: The Astronomican is normally visible in this region unless obscured by the caprices of the Warp.

Charts: Charts to the Accursed Demesne are Extremely Rare, but Navigators of certain disgraced lineages, such as House Typhon and House Dakkar, already possess charts to these regions thanks to various unsavoury activities their ancestors undertook here. Navigators without these charts count all routes in this region as uncharted.

Evil Reputation: A journey into this region always inspires bad omens among the crew, and any Command or Charm Tests made to negate **Omens** (see page 29) suffer a -20 penalty.

Tusk: The Ork world of Tusk sits somewhere in the Undred-Undred Teef, brimming with Orks and surrounded by the carnage of aeons of conflict. Orks feel a natural pull towards this realm of violence and, while few imaginable Rogue Trader crews would choose to go to this world, Ork Weirdboyz always count as having a mental equivalent of a chart of the route to this particular world and always treat the route to Tusk as an **Indirect Path** (see **Table 2-1: Route Stability and Risks** on page 27). It takes 1d10 + 40 days to reach this world from anywhere in the region with a Weirdboy's "guidance."

TABLE 2-12: ACCURSED DEMESNE ROUTES

Starting Location	To Footfall	To Lathimon's Death	To Dolorium	To Processional of the Damned
Footfall	—	10 days	6 days	8 days
Lathimon's Death	150 days	—	9 days	10 days
Dolorium	90 days	60 days	—	10 days
Processional of the Damned	10 days	7 days	50 days	—

TABLE 2-13: HEATHEN STARS ROUTES

Starting Location	To Jerazol	To Agusia	To Naduesh	To Zayth	To Raakta	To Vaporius
Jerazol	–	No Route	120 days	120 days	No Route	No Route
Agusia	No Route	–	10 days	5 days	6 days	10 days
Naduesh	90 days	4 days	–	2 days	2 days	30 days
Zayth	60 days	6 days	40 days	–	50 days	20 days
Raakta	No Route	4 days	2 days	3 days	–	10 days
Vaporius	No Route	8 days	3 days	3 days	20 days	–

NAVIGATING THE HEATHEN STARS

Tenuous routes have been discovered from Winterscale's Realm to this mysterious region where numerous human civilisations flourish beyond the Emperor's light, growing ever more distant and strange without His guidance. See pages 349-351 of the **ROGUE TRADER** Core Rulebook for more information on the Heathen Stars.

Entry Points: Jerazol; Agusia; Naduesh; Zayth; Raakta; Vaporius.

Stability: The route to or from Jerazol is a **Surly Route** (see **Table 2-1: Route Stability and Risks** on page 27). All of the other known routes are **Stable**. Note that the only known routes from Jerazol go to Naduesh and Zayth.

Astronomican: visible throughout the region.

Charts: Only a few Navigator Houses that are influential in Winterscale's Realm have charts to the Heathen Stars. These charts are Very Rare, but any upstanding member of House Ortellius, House Cassini, or any other House with close ties to the Winterscale Dynasty should already possess such maps. Those without these charts count all routes in the region as uncharted.

NAVIGATING THE UNBEHOLDEN REACHES

Very few visit this region that is connected by legend to the mysterious Disciples of Thule, and the only known routes through the Unbeholden Reaches are described below. See page 351 of the **ROGUE TRADER** Core Rulebook for more information on the Unbeholden Reaches.

Entry Points: Dolorium; Concanid; Illisk; Orn.

Stability: A route to or from Dolorium is a **Surly Route** (see **Table 2-1: Route Stability and Risks** on page 27). A route to or from Illisk is a **Haunted Passage**, on account of its proximity to the Rifts of Hecaton. All of the other known routes are **Stable**.

Astronomican: When travelling to or from Illisk, roll 1d10; on a roll of 6 or higher, the Astronomican is obscured by

Warp activity from the Rifts of Hecaton. For all other known routes, the Astronomican is normally visible.

Charts: Only those Navigators who possess the charts of the Disciples of Thule can make use of the known routes in this region. These charts are Near Unique, although they are ingrained in the data-tracks of most members of the Disciples of Thule. Any member of House Malaspina already possesses a copy of these charts. Navigators without these charts count all routes in this region as Uncharted.

NAVIGATING THE RIFTS OF HECATON

A forbidding, eldritch realm beyond human reach, no explorer from the Imperium has ever returned from a voyage to the Rifts of Hecaton. No known routes have been discovered. See page 352 of the **ROGUE TRADER** Core Rulebook for more information on the Rifts of Hecaton.

Entry Points: None known.

Stability: All routes through this region are **Haunted Passages** (see **Table 2-1: Route Stability and Risks** on page 27).

Astronomican: Always obscured in this region.

Charts: All routes through this region are uncharted.

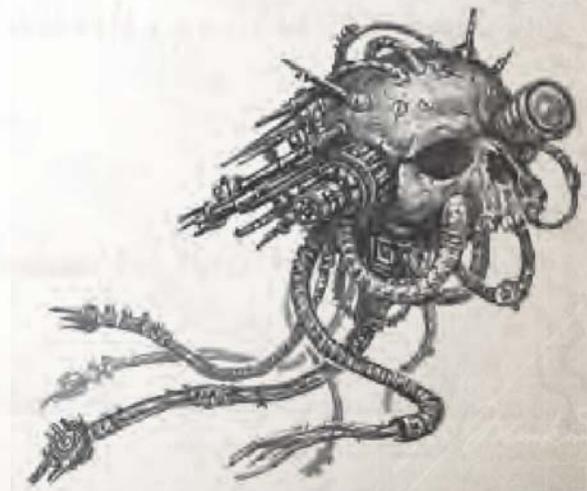


TABLE 2-14: UNBEHOLDEN REACHES ROUTES

Starting Location	To Dolorium	To Concanid	To Illisk	To Orn
Dolorium	–	50 days	90 days	30 days
Concanid	40 days	–	240 days	10 days
Illisk	120 days	60 days	–	240 days
Orn	50 days	7 days	18 days	–

NAVIGATOR DUELS

"I thank you for this lavish meal and for all of your hospitality this evening. As such, I regret—most deeply regret—that I must put forth this filthy accusation of duplicity against your most illustrious House. I am afraid that nothing short of a challenge to a duel of honour will sate my House now. You have until Scarus eclipses the Banestar to select the champion who will most certainly exonerate you."

—Aristide de Balafre, before his 23rd victorious honour duel

Navigator Houses are highly secretive, highly competitive organisations. They jealously guard the knowledge of safe Warp routes from each other. A House's fame and fortune depends on its ability to safely guide vessels through the Warp and the reputation for doing so that it maintains. The greater its reputation, the more influence and wealth its clients possess. The Imperial Navy, the Space Marine Chapters, and other Imperial organisations seek the services of the most reliable Houses. Rogue Traders also demand only the finest Navigators.

Each House's reputation is dependent on the Warp charts it has recorded and amassed over millennia and each House protects these charts from their rivals. The various Houses employ entire private armies and servitor security systems to protect the data secured deep within the bowels of a major Navigator House's headquarters. Still, various individuals and organisations still occasionally attempt to steal from rival groups, even if few actually succeed, and many Houses employ agents skilled at such subterfuge. Rival Houses also employ more insidious means of undermining each other. In the loftiest spires, the palaces, and courts of the highest echelons of Imperial society, whispered rumours and hints of dark secrets can bring one Navigator House to its knees and raise a rival in its place. The sullied reputation of a single Navigator can stain his entire line.

Sometimes, however, back-room dealings and silent wars are not enough, one Navigator House openly challenges another in some fashion. In the Calixis Sector and the Koronus Expanse, this often takes the form of a Navigator duel—a contest between two massive organisations, settled by two individuals. Though the exact origin of Navigator duels is unknown, the practice of using them to settle disputes between Houses became common in the Calixis Sector during the rise of the so-called Elutrian Confederacy. During this time, Navigator Houses associated with the Elutrian Confederacy, such as House Typhon, claimed that they alone knew the true path to perfection and the champions of this movement began calling for Navigator duels to prove their supposed superiority. When the Elutrian Confederacy was disgraced and House Typhon fell into ruin, the traditions that they had established for Navigator duels remained prevalent in the region and are still used to settle many of the disputes between the Navigator Houses of the Calixis Sector.

First comes the formal challenge—Navigator duels are public affairs within the secretive realm of the Calixis Navigator Houses and a family loses much face if it does not accept the

challenge. This, and the fact that the loser is expected to pay a hefty fine of money, resources, and knowledge to the winner, means that duels are never issued for frivolous reasons.

After the challenge has been issued, each House then has a number of days to select a champion to upkeep their honour and choose a second to act as witness and potential replacement. It is considered a great honour to be chosen as a duellist and a chance for a young Navigator to increase his standing among his family and other Navigator clans.

The location of the duel is remote, such as an abandoned spire, the bridge of an empty ship moored in deep space, or a windswept mountaintop on a wilderness planet. The only witnesses are the duellists' seconds. The Navigators prefer to cloak themselves with an aura of mystique, and also prefer that no one outside their secretive society witnesses the full force of their powers.

The duel takes place with careful formality. The participants bow to each other and then slowly uncover their third eye. At a prearranged signal from the seconds, the duellists unleash the full force of their powers, locked together as they gaze unflinchingly into each other's Warp eye, enduring the horror of the boiling chaos. It is a duel of physical and mental strength, as each tries to subdue the other with their horrific gaze, and can last seconds or hours. The first to succumb on bent knee yields victory to his opponent. The duel is rarely to the death, for the lives of most Navigators are precious even to their bitter rivals. Even so, one or both duellists might face long months of recovery, their minds wracked by the strain.

When the duellists return to their respective Houses, the seconds report the results of the duel and a representative of the losing House must attend a feast held in the victor's honour, where he formally signs over the promised compensation. His House suffers loss of face and a besmirched reputation, which may have vast repercussions.

PLAYING A DUEL

Each Navigator uses their Lidless Stare power (see page 180 of the **ROGUE TRADER** Core Rulebook) to try to overpower their opponent. They make an Opposed Willpower Test against each other, but do not follow the normal rules for this power. To represent the protracted battle between the two, they make a series of Tests, and the first Navigator to beat the other by 3 or more Degrees of Success subdues his opponent and wins the duel. Each time a Navigator makes a roll, he suffers one level of Fatigue, and a Navigator who succumbs to Fatigue before his opponent does wins. If both Navigators succumb to Fatigue at the same time, their seconds revive them and the duel continues once both parties have recovered enough to continue.

A Navigator who is subdued does not suffer any further effects, apart from his tarnished honour, if his opponent only used the Novice mastery level of the Lidless Stare power. If his opponent used the Adept level of this power, the loser suffers the effects of being struck by the Novice level (see page 180 of the **ROGUE TRADER** Core Rulebook). If his opponent used the Master level, he suffers the effects of being struck by the Adept level of the power. This represents the Navigators dampening their powers to avoid causing unnecessary harm. Should a Navigator look away from his opponent's Lidless Stare, he forfeits immediately.

A BEACON IN THE VOID

The cold depths of the void far beyond the outer limits of Imperial space are a lonely place indeed. Were a ship to rely only on mere technology, it would be isolated; even the strongest vox-caster would take years, decades, or longer to transmit a signal, and its reception, if it arrived at all, might be faint or garbled from astral interference or void anomalies.

Therefore, the Imperium must resort to more esoteric practices to enable the long-range communication that is vital to its survival. Just as the Warp provides a dimensional short cut between planetary systems, so it provides a link between the distant worlds and galaxies that comprise the sprawling Imperium of Mankind. Astropaths reach their minds across the madness of the æther, relaying messages to each other across unthinkable distances, and their minds must be strong, for always the denizens of the Warp scabble for a handhold that allows them to slither into reality, bringing Chaos and woe in their wake.

Rogue Traders consider Astropaths essential members of their crew. Operating beyond the protective wings of Imperial space, the Astropath is a Rogue Trade's only link to Imperial civilisation. A Rogue Trader's forays into the unknown are usually the first tentative steps of Imperial rule into uncharted space and it is vital that the secrets he unveils find their way back to the authorities so that they can plan the annexation of new worlds for the glory of the Emperor.

It is also important for a Rogue Trader to keep tabs on his holdings back home and instruct his proxies how to divert crises or deal with challenges to his influence. No doubt his rivals seek to undermine his business interests and political influence while he is gone. In addition, keeping the officers and crew abreast with matters from home is good for their morale. If one severs that link, despair very often settles upon a ship—a captain should broadcast news of the Imperium's latest victories to his crew to keep their spirits high when possible.

Finally, in times of extreme danger, the Astropath is the ship's only means to summon help. Aid might never be forthcoming because of the vast distances from Imperial space that Rogue Trader vessels often operate, but at least the Astropath can give hope to an otherwise doomed ship. It might take many months, or even years, for a stricken ship to be rescued, but a captain and his crew can cling on to that desperate chance of survival. At the very least, the Rogue Trader can send out warnings to other would-be explorers of what perils they might face should they attempt the same passage.

The rules found in this section for the sending of astrotelepathic messages are meant to augment those that describe the Psychic Technique Astral Telepathy found on page 162 of the **ROGUE TRADER** Core Rulebook. At any time, for especially difficult messages, or simply when dramatically appropriate, these rules can be used in place of the ones provided for that power to deepen the experience for GMs and players alike.

RITEs OF THE SOUL-BOUND

Each Astropath has his own different way of utilising his power. An extensive ritual has to be performed to ensure that the Astropath is fully protected against the rigours of the Warp before he can impart his message, and he has to mentally shroud his message to protect it lest it be intercepted by the malign intelligences that traverse the æther.

THE CONTEMPLATION

Ideally, the Astropath should remove himself to a quiet retreat to prepare for the projection. He must centre his mind, unperturbed by the material world. Most Astropaths insist on having their own quarters separated from other officers and crew, to which they can retire to perform their talent. These quarters are set out according to the individual's taste. Some might be little more than ascetic cells, a brilliant white from floor to ceiling, sealed from sound to allow no sensory interference. Or they might be cavernous grottos draped with tapestries decorated in esoteric designs, the floor etched with hexagrammatic wards to keep the ravenous Warp at bay, brilliantly lit by an array of candles and choked with heavy incense that cleanses the Astropath's mind as a prelude to projecting a message. A certain Astropath might prefer to inhabit echoing libraries whose walls are crammed with tomes and scrolls, brimming with arcane knowledge. Vox servitors might line the walls, reading aloud from selected grimoires, their monosyllabic chants sending the Astropath deep into a hypnotic state. Another might surround himself with the iconography of the God-Emperor, his quarters decorated with sacred statues and the relic-bones of martyrs and heroes, with servo-skulls droning incessant hymns to bring his mind to peace.

The setting prepares the Astropath's frame of mind for his task, and helps him clear his psyche of all distractions. He must spend time contemplating the mental odyssey ahead, cleansing his mind of all unnecessary thought. Many Astropaths find that external stimuli help with this process and resort to practices such as physical deprivation, bodily punishment, the ingestion of psychotropic substances, or the incantation of religious dogma. Some Astropaths might have servitors suspend his fleshy frame on hooks swinging from the ceiling, or plunge their places of meditation into extremes of heat or cold, so that the physical anguish focuses their mental effort. Others might consume rare poisons that lift their mind free of physical baggage, leaving their bodies twitching and drooling during their meditative state. They might achieve a similar effect by inducing religious ecstasy with sacred mantras and hypnagogic prayers to the God-Emperor.

When the Astropath finds himself in a heightened state of consciousness, he can begin to strengthen his mind against the dangers of the Warp and prepare himself for the psychic journey ahead of him.



TABLE 2-15: ASTROPATHIC SIGNALS AND BROADCASTS

Time	Distance to Recipient	Required PR	Base Difficulty (Focused)	Base Difficulty (Broadcast)
Instant	Orbit	2	Routine (+20)	Challenging (+0)
1d5 Rounds	Nearby Solar	2	Ordinary (+10)	Difficult (-10)
1d10 Rounds	Distant Solar	3	Challenging (+0)	Hard (-20)
1d10 Minutes	Nearby System	6	Difficult (-10)	Very Hard (-30)
1d5 Hours	Sub Sector	10	Hard (-20)	Arduous (-40)
1d5 Weeks	Sector	15	Very Hard (-30)	Punishing (-50)
1d5 Months	Segmentum	18	Arduous (-40)	Hellish (-60)

Achieving Contemplation

An Astropath must make a **Challenging (+0) Willpower Test** to determine how long the process of contemplation takes. This Test is **Difficult (-10)** instead if the Astropath is unable to meditate within his preferred surroundings, or **Very Hard (-30)** if he is surrounded by events that make it difficult for him to concentrate.

The Astropath adds a bonus to his Willpower for this Test if he is able to perform an act that helps him achieve psychic focus. This act should have some sort of detrimental physical effect on the Astropath. If the act inflicts 1d5 Fatigue on him, he gains a +20 bonus (he ignores any effects of Fatigue that he gains from this until after emerging from his trance). If it inflicts 1d5 Wounds (ignoring Armour and Toughness Bonus), the bonus increases to +30.

The base amount of time he spends is 5 hours, minus 1 hour per Degree of Success he achieves (to a minimum of 1 hour), or plus 1 hour per Degree of Failure he scores.

An Astropath can attempt to send out an astro-telepathic signal immediately, without recourse to any of these rituals. If he does so, he finds it much more difficult to send out a coherent message and the risks of projecting his mind into the Warp increase significantly.

THE SHROUDING

Before an Astropath sends out his signal, he should cloak his message in psychic wards to protect it from interception. The creatures of the Warp can pick up stray thoughts projected through the æther. Mindless entities might simply consume the signal, feeding on its psychic residue, especially if its sender instilled fear or panic within the message. More cunning denizens delight in twisting the message to cause confusion and disorder upon its receipt. If the message contains information that might be of use to the enemies of the Imperium, it is vital that it should not fall into their hands. It is not just Daemonic intelligences that can prove a problem—xenos and heretic sorcerers are known to scry the Warp precisely to apprehend Imperial signals, and even another Astropath might attempt to tamper with the contents of a rival's message.

As well as attempting to hide their signals from the prying Warp, Astropaths encapsulate their messages in obscure mental ciphers known only to other Astropaths. Signals are often not just relayed as simple images or sentences. Information might be projected as whispered, coded messages, bewildering hallucinogenic visions, psychic puzzle boxes that must be

mentally solved and unlocked, prophetic dreams masked in obscure allegory, solemn hymns whose sanctity repels the unclean, or even grand operatic performances whose subtle metre and notation hide clues to the meaning of the experience.

Encrypting the Message

An Astropath shrouding his signal does so as part of the ritual described earlier and the base amount of time spent performing his contemplation increases by 1d5 hours.

If he does not encrypt his message, there is a greater chance that his signal is intercepted by a malign intelligence within the Warp, as described later, and of its meaning being understood if it is intercepted.

THE PROJECTION

The final stage of the Astropath's act of astral telepathy involves the projection of his thought-signal into the Warp. To do this, he must open his psyche to the Warp—an extremely hazardous act that might lead to madness, Daemonic possession, or death. However, a Soul-Bound psyker is strengthened against the dangers of Chaos as long as he maintains his composure.

Focused or Broadcast?

Before determining the effectiveness of his projection, an Astropath must decide whether he wants to send a focused message or a broadcast message. A focused message must be sent to a specific Astropath (or group of individual Astropaths) known to the sender. A broadcast message is simply projected out into the Immaterium in the hope that it is picked up by any Astropath.

Focused Signals

Focused signals are intended for a specific recipient. This individual is almost always another Astropath and, at the very least, must be trained in the Psyniscience Skill and have a Psy Rating.

Broadcast Signals

The signal strength of a broadcast message is equal to the Psy Rating used to send it, just as with a focused signal. However, broadcast signals grow unstable much more quickly than focused signals. A broadcast signal must cover a massive area, while a focused signal need only find a path between two points. As with focused signals, broadcast signals can only be picked up by individuals and entities which have the Psyniscience Skill and a Psy Rating.

Sending the Signal

Once the Astropath has completed his preparations, he can launch his mind-missive into the Warp, hopefully into the waiting consciousness of an ally and not an enemy. He must make a Focus Power Test. The difficulty of this test is defined by his distance from the intended recipient (or the area he wishes to cover with the message) as described on **Table 2-15: Astropathic Signals and Broadcasts** (see page 43). If the Astropath has not performed the necessary rituals of contemplation, then he suffers a -20 penalty on the Focus Power Test on top of the base difficulty. If the Immaterium in the area from which he sends his message is particularly unstable or is suffering the effects of a Warp storm, the Astropath suffers a -10 penalty on his Focus Power Test in addition to any other penalties.

Warp Effects

When he opens his mind to the Warp, an Astropath endangers his physical body as well. The deluge of swirling energies assaulting his psyche can manifest as bizarre and disturbing effects on his recumbent form. An Astropath has little control over this, and when he enters the first stage of projection, the GM should roll on the **Table 2-16: Warp Effects**.



TABLE 2-16: WARP EFFECTS

1d100	Result
01-07	The Astropath remains in calm repose except for the odd twitching finger, a nervous tick above the eye, or drip of spittle from his slack mouth.
08-14	The Astropath sweats an unusual substance: blood, honey, stinking pus, fragrant oil, sour milk, or some other unexpected secretion.
15-21	The Astropath vomits a torrent of anomalous objects from his screaming mouth: for example, a swarm of tiny insects or maggots, a clatter of metal objects such as pins or razors, a flood of gore (not his own), or a seemingly endless flow of long human hair. Anyone else who witnesses this bizarre occurrence must make a Routine (+20) Willpower Test or gain 1 Insanity Point.
22-28	The Astropath's body lifts itself up and begins dancing liked a crazed marionette. Unless he is secured by others, he suffers 1d5-2 Fatigue (to a minimum of 0) as soon as he emerges from his trance.
29-35	The Astropath claws at his own flesh, screams blasphemous invective, and gnashes his teeth wildly. Unless he is stopped, he suffers 1d5 Rending Damage that is not reduced by Armour or Toughness Bonus by the time he emerges from his trance.
36-42	The Astropath's flesh erupts in pustules and boils and his body writhes as though in agony. When he emerges from his trance, he suffers a -10 penalty to all Toughness Tests he makes for the next 1d10 days, representing the effects of this mysterious illness.
43-49	The Astropath's body jerks to its feet and begins flinging itself at walls, smashing into nearby objects as though to dash itself to pieces. Unless restrained, the Astropath suffers 1d10 Impact Damage that is not reduced by Armour or Toughness Bonus by the time he emerges from his trance.
50-56	The Astropath yells out a stream of gibberish in an unknown tongue. Any character listening to the entire diatribe can attempt an Arduous (-40) Logic Test to try to work out the general meaning of the words, but the effort might take a toll on his sanity and he must also take a Fear Test against a Fear Rating of 0 (Disturbing). The GM should decide the meaning, but the words are usually some sort of prophecy that might help or hinder the Explorers as he sees fit.
57-63	The Astropath's features seem to melt into a horrific parody of a human face. Anyone witnessing this event must make a Fear Test against a Fear Rating of 2 (Horriying). The Astropath's features return to normal as soon as he emerges from his meditation.
64-75	The Astropath's muscles contort in weird angles. His head might slowly swivel 360 degrees, his arms or legs might twist as though he had no bones, his torso might arch until he is literally bent double. Anyone else witnessing these supernatural contortions must take a Fear Test against a Fear Rating of 0 (Disturbing). The Astropath suffers 1d5 Rending Damage that is not reduced by Armour or Toughness Bonus and 1d5 Fatigue as soon as he emerges from his meditation.
76-00	The Astropath's body begins to rise and levitates on the spot, lifting 1d5 metres off the ground as Warp energy pours from his blind eyes and screaming mouth. The Astropath drops when he emerges from his trance, and may suffer falling Damage unless lowered gently to the floor by others (see page 261 of the ROGUE TRADER CORE Rulebook), but anyone who touches the Astropath while he is in this state must make a Hard (-20) Willpower Test or gain 1d5 Insanity Points.

TABLE 2-17: MESSAGE COHERENCY

Test Results	Coherency of Astrotelepathic Message
2+ Degrees of Success	The message is crystal clear. The recipient Astropath gains a +10 bonus to his test to decipher the message.
1 Degree of Success	The message is clear.
Success	The message is understandable, but a few concepts might be slightly confusing. The recipient Astropath suffers a -5 penalty to his Test to decipher the message.
Failure	The message can be understood only by careful analysis. The recipient Astropath suffers a -10 penalty to his Test to decipher the message and adds 1d5 hours to the time he must spend to decipher it.
1 Degree of Failure	The message is garbled and very difficult to interpret. The recipient Astropath suffers a -20 penalty to his Test to decipher the message and adds 1d5 hours to the time he must spend to decipher it.
2+ Degrees of Failure	The message is almost impossible to understand and requires great effort to unpick the conflicting interpretations. The recipient Astropath suffers a -30 penalty to his Test to decipher the message and adds 1d10 hours to the time he must spend to decipher it.

Coherency

The result of the Focus Power Test determines the Astropath's effectiveness at sending the message. Refer to **Table 2-17: Message Coherency**.

Psychic Phenomena

The Astropath manifests psychic phenomena as normal (**Table 6-2: Psychic Phenomena** on page 160 of the **ROGUE TRADER CORE Rulebook**). However, if he did not perform any ritual of contemplation, he is unprepared for any assault by Chaotic energies or entities, and any roll on **Table 6-2: Psychic Phenomena** is automatically treated as a Perils of the Warp result.

Interception

There is a chance that the message might be intercepted by malign forces. Frequently, these are Warp entities, but sometimes mortal agents such as sorcerous renegade psykers or even other Astropaths might attempt to intercept a message. If the Astropath shrouds his message and he fails his Focus

Power Test for Astral Telepathy, a malicious entity intercepts the message on any roll of a double on the Focus Power Test. However, if he does not shroud his message, an unfriendly presence intercepts the message on any roll of a double, even if the Astropath passes the Focus Power Test.

The GM must decide what sort of hostile entity has intercepted the message. Whatever has intercepted the message must make a **Challenging (+0) Opposed Intelligence Test** against the Astropath who sent the message (this represents the interceptor attempting to grasp the meaning of the message encoded by the Astropath). The GM can assume that the interceptor has an Intelligence of 5d10+5 unless he has a specific enemy in mind.

If the message was shrouded, the interceptor suffers a -20 penalty on this Test. If the message was broadcast, the interceptor adds a +10 bonus on this Test, representing the comparative ease of intercepting a broadcast message.

If the interceptor beats the Astropath on the Opposed Test, the GM refers **Table 2-18: Message Interception**. The GM should not reveal the result of the Opposed Test to the players unless the Interceptor loses by 2 or more Degrees of Failure.

TABLE 2-18: MESSAGE INTERCEPTION

Results of Opposed Test	Effect on Message
Interceptor wins by 2+ Degrees of Success	The interceptor decodes the message and understands it completely. He (or she, or it) either simply destroys the message or corrupts it, changing as much of the contents as he sees fit.
Interceptor wins by 1 Degree of Success	The interceptor only partially understands the message, and either ensures that it never reaches the intended recipient or changes part of the message as he sees fit.
Interceptor wins	The interceptor does not understand the message, but still ensures that the intended recipient never receives it.
Interceptor loses	No effect.
Interceptor loses by 2-3 Degrees of Failure	The sender is alerted to the interceptor's presence, and may make a Challenging (+0) Perception Test to learn something about the would-be interceptor's identity.
Interceptor loses by 4+ Degrees of Failure	The sender becomes aware of the interceptor, and may make a Routine (+20) Perception Test to learn something about the would-be interceptor's identity and his general position (if he is in the Materium) <i>or</i> make an Opposed Willpower Test against the interceptor. If the sender wins the Opposed Test, he inflicts 1d5 + Willpower Bonus Energy Damage on the interceptor, ignoring Armour and Toughness Bonus..

RECEIVING ASTRAL SIGNALS

The way that an astral signal is received depends on whether it has been sent as a focused message or a broadcast message.

Focused Messages

If a focused message gets through to the intended recipient (after an amount of time determined by **Table 2–15: Astropathic Signals and Broadcasts** on page 43), the recipient must pass a Psyniscience Test in order to “pick up” the signal. The recipient can make this Test once each day (either when he declares he is searching for signals or at the end of the day) until he either receives the signal or fails the Test by 3 or more Degrees of Failure, at which point the signal dissipates into the æther. The difficulty of the Test is outlined on **Table 2–15: Astropathic Signals and Broadcasts**.

If the recipient is in a meditative state when he attempts this Test, the recipient receives a +20 bonus. In contrast, if he is in a dire situation where he cannot focus on the signal, he suffers a –20 penalty to the Test. If the recipient is beyond the message’s signal strength, he suffers a further –20 penalty to his Psyniscience Test for each additional range bracket.

Broadcast Messages

In contrast to a focused message, a broadcast message is sent to every possible recipient within the range of the signal’s strength. Unless a recipient is specifically awaiting a broadcast signal, he has only one chance to receive it and must pass a **Challenging (+0) Psyniscience Test** to sense the pattern of the message in the randomness of the Immaterium (see **Table 2–15: Astropathic Signals and Broadcasts** on page 43). If he fails this Test, he simply never recognises the message as such, dismissing it as more meaningless static bubbling up from the depths of the Warp. If he is expecting a broadcast message of some sort from a particular individual or place, he may repeat his search once per day, as with focused messages, until he either receives the signal or fails the Test by 3 or more Degrees of Failure and the signal dissipates.

If the recipient is in a meditative state when he attempts this Test, the recipient receives a +20 bonus. If he personally knows the sender, he receives an additional +10 bonus. In contrast, if

TABLE 2-19: DECIPHERING THE MESSAGE

Test Results	Time Required/Other Effects
2+ Degrees of Success	1d5 hours; the message is clear
1 Degree of Success	1d10 hours; the message is clear
Success	2d10 hours; the message is mostly clear with only a few pieces lost
Failure	2d10 hours; the receiver only understands 1/2 of the message
1 Degree of Failure	2d10 hours; the receiver only understands 1/4 of the message
2+ Degrees of Failure	1d10 hours; the Astropath cannot decipher the meaning of the message

MAYDAY! MAYDAY!

The Explorers might send a broadcast message—especially an urgent call for help—in regions unknown to both the players and the GM. If an Astropath Explorer attempts to broadcast a signal but the GM has no idea how far it is to the nearest recipient or even who that might be, he can roll on **Table 2–20: First Responders**, adding the Psy Rating used by the Astropath for his Focus Power Test (and an additional +20 bonus if the Explorers are within a populated area) to decide if anyone is within range. If the potential recipient is farther away than the signal strength allows, then the message simply fades in the lonely void. Whether the responder is friendly—or hungry—is up to the GM.

TABLE 2-20: FIRST RESPONDERS

1d100 Roll	Time Elapsed	Recipient is...
01-10	1d5 months	...in a nearby segmentum
11-25	1d5 weeks	...in a nearby sector
26-40	1d5 hours	...in a nearby sub-sector
41-60	1d10 minutes	...in a nearby system
61-80	1d10 Rounds	...in a distant solar system
81-100	1d5 Rounds	...in a nearby solar system
101+	Instant	...in the same orbit

he is in a dire situation where he cannot focus on the signal, he suffers a –20 penalty. If the recipient is further away than the message’s signal strength, he suffers a further –30 penalty to his Psyniscience Test for each additional range bracket.

Deciphering the Signal

An Astropath who picks up the signal may still not understand the message encrypted within it. He might receive it as a blur of conflicting images or a faint whisper in the back of his mind. His mind may have to sift through the message and make sense of any hidden meanings or puzzling oracles contained therein. This might involve not just strenuous mental agility, but also the perusal of arcane lore. A powerful Astropath can employ an entire army of scribe-servitors to pore through an archive of tomes, ancient data-slabs, and oracle-bones to interpret the garbled utterances he pronounces as he imparts his visions into words. Less influential Astropaths might only have a few scraps of parchment recording obscure prophesies that may or may not help decode the signal.

The Astropath receiving the signal must determine whether he can make sense of it and how long that takes. He must make a **Routine (+20) Psyniscience Test**, modified by bonuses or penalties from **Table 2–17: Message Coherency** (see page 45). For shrouded messages, he must make a **Hard (–20) Psyniscience Test** instead. If he has access to a sufficiently large repository of astro-telepathic lore, he can add a +30 bonus to his Psyniscience Test.

Refers to **Table 2–19: Deciphering the Message** to determine how quickly and effectively the Astropath decodes the message he has received.



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- ORK WEIRDBOY
CAREER
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- ALTERNATE
CAREER RANKS
-
- ELITE ADVANCES
-
- PSYCHIC
FAMILIARS

CHAPTER III: PATH OF THE MIND

ORK WEIRDBOYZ

*"Too much noise! Too much! I fink I'z gunna... I'z gunna...
WAAAGH!"*

—Gazrog, Weirdboy

"In the end, the mind is our greatest weapon. Like any other weapon, we must bolster it, that it not shatter against the anvil of war, and hone it, that we may use to lay low the enemies of the Emperor."

—Jerros the Sage, Chief Astropath of the *Brand of Terra*

This chapter contains new character options related to those granted the gift of the Warp in the Koronus Expanse. It includes the Ork Weirdboy Career, plus Alternate Career Ranks and Elite Advances for psykers and non-psykers alike, and contains options tailored for Explorers of all kinds, from those who wish to exploit the incalculable might of the Immaterium to those who would see it eradicated forever to those who delve into forbidden, tenebrous places to unlock its secrets.

The power of the Warp is compelling, and there is a great deal of profit to be made by using it or exploiting those who can, for those daring—and some say reckless—Rogue Traders willing to take the required risks, gambling their very souls in the name of ultimate gain and glory.

Ork lives are governed by a very small set of rules. Fight for fun. Fight to live. Fight to get better stuff to use in the next fight. Loud things are good. Red ones go faster. Most important of all, the biggest ones are the best ones. That they form societies based on these rules is actually somewhat remarkable. The fact that Ork societies expand to other worlds is regarded by many as nothing short of amazing.

Despite the rules of Ork life, it is not the biggest, the strongest, or the most brutal Orks that allow them to spread to new systems. It is the strangest and most volatile—the Weirdboyz.

Perhaps their ability to create huge explosive balls of green destruction is what keeps other Orks from pounding them into piles of glowing green goo. It could be that locked somewhere deep in the savage Greenskin psyche is a genetic instruction that tells other Orks to let Weirdboyz live. Regardless of the reason, it is fortuitous for Ork-kind that they restrain their urges to pummel Weirdboyz—at least most of the time.

Weirdboyz have two primary roles in Ork society: battlefield support in the form of psychic powers and “guidance” in space travel. In either role, they are isolated from the rest of their brethren.



AN ALIEN MIND

Just as an Ork body is different in many ways to a human one, so an Ork mind is different to that of humans. Aside from their innate lust for battle, the minds of Orks possess a number of quirks that make their psychology quite different to that of humans. The three most significant differences are described below. All other issues that come up should be discussed with the GM.

DA BOYZ

Orks are fundamentally genderless. Their reproductive system is based on the spores they shed from their skins all through their lives and in the moments of their deaths, so the notion of gender common to many other species is of absolutely no concern to Orks, nor is it something they bother to understand. Throughout this section, Orks are referred to as “he,” but this is a simple convenience—Orks are not male, nor are they female, because such things are physiologically and psychologically irrelevant to Orks. This combined with their warlike outlook and the fact that they’re not at all human, means that it is fundamentally impossible to seduce an Ork, even if someone wanted to. They’re simply not built that way, physically or mentally.

KAOS AN’ KURRUPSHUN

Orks in service to the Chaos Gods, or even succumbing to the corrupting influence of the Warp, are so rare as to be essentially unheard of. Simply put, Orks aren’t so easily tempted by Chaos and they are far more resistant to the warping influence of Chaos than humans, for reasons that nobody has been able to accurately define. Orks don’t gain Corruption Points.

MADBOYZ

Orks do, however, accrue Insanity Points. Like any other creature, an Ork’s mind can be damaged or broken by sufficiently traumatic experiences. Initially, the quirks an Ork will pick up as he faces all manner of horrors are of little concern to other Orks; they might mutter about him behind his back, but so long as an Ork is big and strong enough to threaten and pummel those who disagree with him, it isn’t a big deal if he’s a little “Eksentrik.” Of course, fully mad Orks are another matter and the Orks themselves collectively refer to them as Madboyz. These insane Orks tend towards extremely unpredictable behaviour, particularly when gathered into groups with other Madboyz. Sometimes they take things normally considered “Orky” to their furthest extreme, such as gathering scrap metal to “make sumfing important,” but just as frequently they can be found rummaging around dung-heaps pretending to be a Snotling or engaging in a six-hour shouting match with their own echo.

WEIRDBOYZ IN A SCRAP

When Orks gather, they generate Waaagh! energy. This energy draws more Orks, which in turn, leads to a build-up of more Waaagh! energy.

Weirdboyz act as conduits for this energy. They draw it in, concentrate it, and release it to aid other Orks in battle. Sometimes they don’t properly handle the flow of power, holding onto it for too long. This can lead to the heads of nearby Orks spontaneously exploding. While this is a good laugh for those Orks who see it happen, they know it could be their own heads next time. Because of this, Weirdboyz are tightly controlled. They are sequestered on the edge of camp, often given towers in which to dwell. Minderz watch over them in case they get the urge to wander.

When the time comes to fight, however, Weirdboyz are unleashed. Their powers are often random and chaotic. They can open their mouths impossibly wide and vomit forth raw power, blasting foes into green oblivion. Nearby Orks can be filled with a portion of the Weirdboy’s power, giving them massive strength and increasing their ferocity. No matter how the power of Waaagh! energy erupts from a Weirdboy, the result is sure to be spectacular, dangerous, and impressive to his fellow Orks.

WEIRDBOYZ IN SPACE

Battlefields, street fights, and other combat zones are not the only places where Weirdboyz prove valuable to the Orks. When Orks travel through space, be it to seek battle or resources, it is Weirdboyz who allow them to reach their

destination. Other races have navigation systems that rely on precise calculations and technical execution, faith in gods, or even eldritch incantations. Each of these systems of travel has some coherent, reproducible, understandable method that makes sense on some level, at least to the races that employ them. What Orks do makes no sense, not even to them.

Like much of the rest of Ork technology, their space travel systems just seem to work. There’s no rhyme or reason to it other than the one thing that holds true for all of it—Orks believe it will work, so it does.

For Weirdboyz, it couldn’t be simpler. The same things that apply to their lives on the ground, apply in space. They are still kept isolated from other Orks, still watched over by Minderz, and still grounded by copper. When called upon to use their powers, they are pushed into position and things just happen.

Most of his time is spent in the navigation room. This chamber is a usually a sphere with an array of horns, probes, rods, and other devices attached to the walls. When a Weirdboy wants to guide his ship to its next destination or wants to communicate with other ships, he starts plugging himself in to the various gizmos he sees. From one session to the next, there is no consistency. The Ork never stops to make sure things are arranged just so. He just instinctively knows which bits and bobs he needs to use to get the job done. Just about the only consistent element is a horn or other funnel-like device into which the Weirdboy shouts and to which he listens. Other Orks on the ship don’t hear the response that comes back, but when the Weirdboy tells them that he has heard where to go, they go where he says.

TRAINING VS. INSTINCT

With so much of an Ork's knowledge being instinctive—a quirk of his genetics rather than something learned—the matter of Ork training and development becomes a little more muddled. Do Orks learn, or are their skills something that continue to develop as they grow and age? The truth of the matter is probably something between the two, with aptitudes and physical traits becoming more evident and more pronounced as the Ork ages, grows, and wages war and learns new things. Certainly, Ork leaders seem to demonstrate increased cunning and ruthlessness compared to their lesser kin, and nobody can confidently say whether or not this was the nature of that particular Ork all along or something gained as size and confidence grew.

In rules terms, this is all treated in the same manner: the Ork character gains experience, and spends it to gain Characteristic Advances, Skills, and Talents, a number of which are unique to Orks. As he fights his way across world after world, he grows in strength and size and generally becomes more deadly, as Orks are wont to do.

ALIEN BIOLOGY

Orks, like all xenos, differ from humans in a great many ways, some of which are more noticeable than others. About the greatest differences, a variety of tracts have been written—their inhuman resilience, their genetic knowledge, their craving for violent conflict, and so forth are all covered in this manner. However, there is a massive variety of ways in which the particular genetic and biological makeup of an Ork reacts differently to that of a human. A few examples of these differences are covered below. All other possible issues that come up should be discussed with the GM.

MEDICAL ATTENTION

Ork anatomy is more than a little different from humans and, while many equivalent organs exist, the details of their function differ. Given that the average Medicae will be trained first and foremost to treat humans, treating a xenos creature of any kind is a challenge. With Orks, however, this is alleviated by their resilient anatomy, so that mistakes in treatment are rarely damaging, let alone life-threatening.

This issue also covers the use of drugs and stimulants: with a different physiology, human drugs may not have an effect on Orks and may in fact have a completely different effect. For simplicity, assume that human drugs have no effect whatsoever on an Ork unless he passes a Toughness Test, though the GM can rule differently at any time for a particular drug.

Similarly, bionics and implants can be problematic, not only because of Ork biology, but because of the way in which Orks interact with technology (the details of which are subject of many wild theories). Simply put, a bionic built for humans won't necessarily work in the way it is intended, if it works at all, and all cases of Ork characters attempting to use bionics and implants of human manufacture should be subject to the final decision of the GM. Ork "Bioniks" are a different matter, of course, but just as a human bionic won't work on an Ork, an Ork Bionik won't work for a human.

IF THE GLOVE FITS...

The other matter of significance is Orks using non-Ork technology. Orks actually have little difficulty using the devices of a number of other races, humans included, though their bulky, fairly clumsy hands may find small switches and dials fiddly in some cases. However, their distinct shape makes it difficult for Orks to make use of armour made for other species, particularly if the armour is rigid like carapace or power armour—an Ork simply can't fit his body inside a suit of Stormtrooper Carapace made for a human being, as the intended wearer is a different size and shape. Customising equipment for Ork use is an expensive process, normally requiring specialist artificers to perform the alterations. Orks tend not to bother, favouring the devices of their own species in most cases, and most commonly using non-Ork technology as nothing more than spare parts for new Ork-made items. If an Ork finds a suit of armour he can't fit into, for example, he'll likely either ignore it or tear the choice bits off and use those individually rather than bothering with the whole suit.

WEIRDBOYZ ON A VOIDSHIP

Orks are strange and alien creatures to start, but (appropriately enough) Weirdboyz take the oddity of their kind to impressive new levels. Below are a few of the many adventure seeds that could tie particular Ork Weirdboyz in **ROGUE TRADER** Campaigns:

- The search for a particular item, to which the Weirdboy feels inexplicably drawn, might bring him into an alliance with a Rogue Trader seeking the same object—at least until the two have to decide which of them gets to keep it.
- The desire to travel to a particular place, such as the Ork world of Tusk in the 'Undred 'Undred Teef could motivate a Weirdboy to work alongside a Rogue Trader, whose mighty voidship might well be the Ork's only hope of arriving at such a specific destination.
- A Freebooter Kaptin might "gift" a Weirdboy who has steered his vessel one too many times into debris fields, asteroids, and Warp storms to a Rogue Trader who had hired his forces—and, after all, who could turn down such an "honour?"



ORK PLAYER CHARACTERS

Orks are strong, resilient, enthusiastic, and aggressive. They are alien creatures driven by a lust for violence and a physical need to assert their strength and power over those they see as enemies. More than almost any other character type, the truth of who and what they are dictates their actions and responses to situations they find themselves in. Because of these factors, Ork Weirdboy characters are recommended for experienced players familiar with the Warhammer 40,000 Universe and do not use the standard character generation methods described in the **ROGUE TRADER** Core Rulebook.

In order to create an Ork Weirdboy character, you must first obtain your GM's permission. GMs should consider carefully the kind of campaign and adventures he intends to run before allowing his players to use Ork Weirdboy characters. This is because, quite aside from their inhuman and virtually unparalleled ability to withstand damage, an Ork is focussed very much towards violent methods and violent activities, and is ill-suited towards games of political intrigue, social niceties, and subtle investigation. In addition, being aliens, their presence may not be tolerated by more puritanical characters within the campaign, creating further difficulties and complications. However, there are a myriad of fascinating ways in which an Ork Weirdboy can join a Rogue Trader's crew, ranging from desperate alliances to strange circumstances of mutual gain in the lawless Koronus Expanse. And, of course, there are endless interesting possibilities once a Weirdboy has actually become a member of the crew—and the other Explorers must now cope with this fact!

The method of character creation is similar to, but not quite the same as, that used for human characters in the **ROGUE TRADER** Core Rulebook. The following sections describe the many bizarre traits and innate abilities of an Ork, covering the matters discussed earlier in this chapter.

Information and details regarding different of Ork Player Characters, including the Ork Freebooter Career Path and the Kommando and Mekboy Alternate Career Ranks, can be found in other **ROGUE TRADER** books, such as **INTO THE STORM**.



ORK CHARACTERISTICS

As with human characters, characteristics are generated one at a time for Orks. However, where human characteristics are all generated in the same way, by rolling 2d10 and adding 25 to the total, Orks have different basic values for each characteristic. These are detailed in **Table 3-1: Ork Characteristics**.

TABLE 3-1: ORK CHARACTERISTICS

Characteristic	2d10+
Weapon Skill	25
Ballistic Skill	10
Strength	30
Toughness	30
Agility	20
Intelligence	15
Perception	20
Willpower	20
Fellowship	15

Starting Wounds: Ork characters roll 1d5+1 and add twice their starting Toughness Bonus to the result to determine their starting number of Wounds. They do not take the effects of Unnatural Toughness into account for this purpose.

Starting Fate Points: Roll 1d10 to determine an Ork character's starting Fate Points. On a 1-5, he begins with 1 Fate Point. On a 6-10, he begins with 2 Fate Points.



TRAITS AND ABILITIES

The following Traits and abilities are common to all Ork characters, and reflect certain aspects of their alien nature:

Common Skills

Each Ork's genetic code contains an instinctive knowledge of language and culture, along with an exuberantly violent personality. All Ork characters gain Common Lore (Orks) (Int), Intimidate (S), and Speak Language (Ork) (Int) as Trained Basic Skills.

'Ard

Orks are extremely resilient, their bodies capable of withstanding and surviving injury that would kill humans, and recovering swiftly enough from even the most grievous wounds to get back into the fight within days. Orks gain the Unnatural Toughness (x2)

and Sturdy Traits, and the Iron Jaw and True Grit Talents. Additionally, all Medicae Tests to treat the injuries of an Ork gain a +20 bonus, due to the Ork's robust physiology.

Made Fer Fightin'

Battle is natural to the Orks and many of the basic abilities needed to wage war are a part of them from birth. Orks gain the Brutal Charge Trait and the Furious Assault and Xenos Weapon Training (Ork) Talents.

Make It Work

For reasons still baffling to the Imperium, Orks seem to be able to make their own technology function when by all rights it shouldn't. Any Ork weapon with the Unreliable Quality is not considered to be Unreliable when wielded by an Ork.

Might Makes Right

Amongst Orks, size and authority are synonymous. When dealing with other Greenskins (Gretchin, Snotlings, other Orks), an Ork may use the Intimidate Skill to perform all the normal functions of the Command Skill, affecting a number of subordinate Greenskins equal to his Strength Bonus. When dealing with non-Greenskins, the Ork does not get this bonus.



Mob Rule

Orks grow in confidence and brutality in the presence of their own kind, their enthusiasm for violence heightened by every other Ork nearby. For each friendly Ork within 10m, the Ork receives a +10 bonus to Tests to resist the effects of Fear and Pinning.

Non-Imperial

This character was not raised amongst humans and knows little about the culture and history of the Imperium. The laws, traditions, religion, and superstitions of Mankind are unfamiliar and alien to characters with this Trait.

The character suffers a –10 penalty on all Common Lore, Forbidden Lore, and Scholastic Lore Tests relating to the Imperium of Man.

Ork Origins: Clans

Orks are not all the same by any stretch of the imagination, and even when considering only the common mass of “Boyz” that make up the overwhelming majority of Orks, significant variations exist. These broad groupings, commonly seen wherever Orks gather, are collectively known as clans, each of which has their own tendencies and predilections. On some level, all Orks possess an affinity for one or other of these clans, demonstrating the common tendencies that define them.

Select a single one of the clan entries below:

Bad Moons: These are the richest of the Orks and tend to be the most inclined to flaunt their wealth and status. Their great fang-like teeth and tusks—collectively known as “Teef” and used as currency by the Orks—grow faster than those of the Orks of any other clan, leading to Bad Moons having greater wealth and a greater inclination to trade and barter than most. Bad Moons gain a +20 bonus on all Barter Tests when dealing with other Orks and grant a +10 bonus to any Acquisition Test made to deal with Ork traders or obtain items of Ork equipment.

Blood Axes: Largely distrusted by other Orks, Blood Axes have adopted many human ideas and tactics in their way of war, such as wearing camouflage, and are notable for having traded with humans at various points in history. Blood Axes gain Common Lore (Imperium) (Int) as a Trained Advanced Skill and Concealment (Ag) as a Trained Basic Skill.

Death Skulls: Justifiably considered to be thieves and looters by most other Orks, Death Skulls are superstitious plunderers who gleefully strip the fallen (and anyone else not looking) of their possessions. They’re notable for wearing copious amounts of blue warpaint, blue being considered to be a lucky colour amongst Orks in general and Death Skulls in particular. Death Skulls gain Tech-Use (Int) and Sleight of Hand (Ag) as untrained Basic Skills, and the Runtz Talent. Their blue warpaint and various talismans and lucky charms are collectively considered to be a Charm.

Evil Suns: Addicted to speed almost as much as they are to violence, Evil Suns love loud, fast-moving vehicles, often saving up their Teef to obtain a bike or another ramshackle vehicle, so as to get to grips with the enemy even faster. Evil Suns gain Drive (Ground Vehicle) (Ag) and Tech-Use (Int) as untrained Basic Skills.

Goffs: Typically the largest, most aggressive, and most violent of a species renowned for its size, aggression, and propensity for violence, Goffs are intolerant of the other clans, whose methods they consider to be entirely Un-Orky. Goffs increase their Strength Characteristic by +3.

Snakebites: Tending to be primitive in outlook, Snakebites disdain the use of technology in favour of what they see as traditional methods. Their name comes from their initiation rites, where a venomous snake is goaded into biting a young Ork (known as a “Yoof”). Given the Orks’ natural resilience, this rarely has a significant effect other than making the Ork more tolerant of poisons. Snakebites gain the Resistance (Poison) Talent and gain one of Survival (Int), Tracking (Int), or Wrangling (Int) as an untrained Basic Skill.

Ork Origins: Orky Know-Wotz

To some degree or another, all Orks possess useful genetic knowledge. In some, this knowledge becomes a driving force in their lives, resulting in Orks known as “Oddboyz” whose obsessive focus makes them valuable specialists within Ork society (though they may be regarded as somewhat crazy by other Orks). As Weirdboyz are already Oddboyz in their own right, they do not gain any benefit from this Trait—their natural psychic abilities are the unique genetic quirk that defines them.

Speak Not Unto The Alien

This creature is a member of an alien species, viewed with a mixture of fear and loathing by those of other species, and significantly different in form and thought as to make any kind of social interaction a great challenge.

This creature suffers a –20 penalty on all Fellowship-based Tests when dealing with creatures of a species other than its own. Equally, those of other species suffer the same –20 penalty to their Fellowship-based Tests when dealing with him. These penalties do not apply when dealing with individuals who have come to trust him, for whatever reason. Finally, the presence of any xenos aboard a human vessel is unsettling for the crew and, as rumours spread, discontent about the alien becomes noticeable. The continued presence of one or more xenos player characters aboard a ship reduces its Morale by 2.



SKILLS AND TALENTS

"Ere's 'ow it'z gunna go! I'z got da power of da Waaagh! and you'z all gotta deal wif it!"

—Orakk Zapcrusha, Ork Weirdboy

This section describes the new Skills and Talents for Ork Weirdboyz in **ROGUE TRADER**.

SKILLS

The following new Skill Groups are intended for use with Ork characters.

COMMON LORE (ADVANCED, INVESTIGATION)

Intelligence

Skill Group: Orks

The Common Lore Skill allows the Explorer to recall general information, procedures, divisions, traditions, famed individuals, and superstitions of a particular world, group, organisation, or race. The following additional Skill Group has been added to those available. The manner in which this Skill functions is unchanged.

Ork: Knowledge of Greenskin "Kultur," covering their caste system, their approach to law, and the basic nature of their clans, along with an understanding of the nature of Greenskins themselves.

SPEAK LANGUAGE (ADVANCED)

Intelligence

Skill Groups: Ork

Speak Language is used to communicate with others using the same language. The following additional Skill Group is described below. The manner in which this Skill functions is unchanged.

Ork: Known to the Orks themselves as Bark-og-Orky (literally meaning "Shout of Orks"), this language consists of speech, grunting, broad gestures, and violent emphasis of words. The language itself isn't particularly difficult to learn, but it can be painful to converse in this "tongue," as much of the body language associated with it is sufficiently brutal to break the ribs or leave severe bruising on a human body.

TALENTS

The following new Talents are intended for use with Ork Weirdboy characters.

ANNUVA POWER

Prerequisites: Ork, Da Power of Waaagh!, Da Nekst Best Fing

The Weirdboy feels the aggression and violent desires of creatures other than Orks. While not

as potent as the Waaagh!, these energies are nonetheless a useful source of power. When determining the bonus Psy Rating gained from the Power of Da Waaagh!, the Weirdboy counts every two friendly non-Orks (who may not have the Machine Trait, as they're not really people, or be wild animals, or members of any lesser Orkoid species like Gretchin, Squigs, or Snotlings, which are "too puny") within 5 metres as a single Ork. Additionally, his familiarity with non-Orkoid species allows his to extend any of his beneficial powers that normally only affect other Orks to any non-Orks who he considers "not too bad fer squishy gitz" (this does not include Gretchin and other lesser Orkoid creatures).

DA BIG SHOUT

Prerequisites: Ork, The Power of Da Waaagh!, Psy Rating 2, Willpower 35

The Weirdboy has found that he can project his voice out across the cold, dark void for others like him to hear. The Weirdboy gains the Astrotelepathy Psychic Technique, but when using it, he may send messages of no more than one word per point of Willpower Bonus. When he makes his Focus Power Test, the Weirdboy must also shout the message as loudly as possible (the player may choose whether or not he wishes to do so as well).

DA NEKST BEST FING

Prerequisites: Ork, Mob Rule

The Ork has become sufficiently familiar with and comfortable around non-Orks that he draws a measure of confidence and resolve from their presence. When determining the bonus to Willpower gained from the Mob Rule Trait, the Ork counts every two non-Orks (which may not have the Machine Trait, as they're not really people, or be wild animals, or any lesser Orkoid creatures like Gretchin, Squigs or Snotlings, who don't count either) within 10m as a single Ork.

DA POWER OF WAAAGH!

Prerequisites: Ork, Psy Rating

Orks use different rules for Psychic Techniques than Imperial Psykers (mostly characterised by markedly less restraint, concern for collateral damage, and subtlety). Weirdboyz may not use their Psychic Powers at the Fettered or Push Strength, and count their Psy Rating as 1 higher for each Ork within 10 metres. Weirdboyz still incur Warp interference on any roll of doubles on a Focus Power Test, but they use **Table 3–2: Weird Fings** (see page 58) instead of **Table 6–2: Psychic Phenomena** (see page 160 of the **ROGUE TRADER** Core Rulebook), and roll on **Table 3–3: 'Eadbang** (see page 59) instead of **Table 6–3: Perils of the Warp** (see page 161 of the **ROGUE TRADER** Core Rulebook). A Weirdboy adds +5 per point of his Psy Rating above 3 to the results of all of his rolls on these Tables. Finally, Weirdboyz find it hard to suppress the Waaagh! energy for long periods without unleashing a power (see **Weirdboy Waaagh! Discipline** on page 104). A Weirdboy may never exceed Psy Rating 10.

DED 'ARD

Prerequisites: Ork, 'Ard, Toughness 50

The Ork is extremely resilient, to the point where even normally fatal wounds barely phase him. When suffering from Blood Loss, the Ork needs only Test to avoid death every Toughness Bonus Rounds instead of every Round. Additionally, the Ork may re-roll any failed Toughness Tests to avoid dying immediately due to Critical Damage.

ENEMY

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboyz, Painboyz, Runtherdz, Freebooterz
This Talent functions exactly as described in the **ROGUE TRADER** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to “Own Clan” require the Ork to pick the appropriate option for his listed clan, chosen during character generation. References to “Any Ork” allow any of the above Ork-specific options to be chosen.

GLOWY BUBBLE

Prerequisites: Ork, Da Power of Da Waaagh!, Willpower 40
The Weirdboy is wreathed in an aura of flickering, pulsating green power that seems to dampen the blows and shots of its enemies. This aura fades when away from violence and the clamour of other Orks, but when battle is joined, this bubble of energy bursts into life with no conscious effort on the Weirdboy's part.

This field provides cover to the Weirdboy, though it does not obscure his appearance or conceal his presence and actually hinders his ability to hide, imposing a –30 penalty on all Concealment Tests. The field provides the Weirdboy (and anyone standing behind him) with cover with a number of Armour Points equal to the Weirdboy's Psy Rating at the start of combat. This cover can be reduced by Damage as normal for cover, but the Weirdboy may refresh them by making a **Challenging (+0) Willpower Test** as a Half Action.

GLOWY STICK

Prerequisites: Ork, Da Power of Waaagh!, WS 45, WP 35
The Weirdboy's barely-constrained power seeps into the battered copper rod he constantly clutches. The Weirdboy's staff, or any other Melee weapon, he holds, so long as it is in his hands, gains the Force Quality (see page 66). If the Weirdboy is not carrying a weapon, his unarmed Melee Attacks gain the Force Quality.

GOOD REPUTATION

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboyz, Painboyz, Runtherdz, Freebooterz
This Talent functions exactly as described in the **ROGUE TRADER** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to “Own Clan” require the Ork to pick the appropriate option for his listed clan, chosen during character generation. References to “Any Ork” allow any of the above Ork-specific options to be chosen.

LOTS A POWER!

Prerequisites: Ork, Da Power of Waaagh!, Willpower 40
The Weirdboy has learned how to extend his reach and harness even greater quantities of power. The Weirdboy may choose at the start of any combat, after rolling for Initiative, to use this Talent to increase the radius of his Power of Da Waaagh! Talent, allowing him to gain Psy Rating from Orks within a number of metres equal to 5 plus his Willpower Bonus.

MAKE IT STOP!

Prerequisites: Ork, Da Power of Waaagh!
The Weirdboy bellows in pain, confusion, and rage, and tries to silence the power and noise in his head. As a Full Action, the Weirdboy clutches his head or curls into a foetal ball. For that Round, and a number of Rounds afterwards equal to his Willpower Bonus, the Weirdboy does not gain any Psy Rating from others nearby.

MINDERZ

Prerequisites: Ork, Da Power of Waaagh!
In many tribes and warbands, Weirdboyz are continually escorted by large, burly Orks called Minderz. These Orks are charged with keeping the Weirdboy under control, directing him to battle and keeping him there, sometimes even physically pointing the errant psyker at the enemy like a particularly surly and unpredictable artillery piece.

Each time he takes this Talent, the Weirdboy gains a single Minder (see page 57). Each Minder follows the Weirdboy and obeys his general directions within reason—as a Greenskin, he is subject to the Might Makes Right Trait. Should the Weirdboy fail a Fear or Pinning Test, the Minder attempts to grapple the Weirdboy, holding him in place and preventing him from fleeing or hiding. When a Minder perishes (and, indeed, given the unpredictable power of a Weirdboy, this is far more a question of “when” than “if”), the Weirdboy may replace him at no cost with another, suspiciously similar Minder at an appropriate opportunity (as determined by the GM).

OH ZOG!

Prerequisites: Ork, Da Power of Waaagh!, Runtz
The Weirdboy has mustered sufficient control over his powers to divert dangerous surges and backlash into other, weaker Greenskins nearby. After making a roll on **Table 3–3: 'Eadbang** (see page 59), the Weirdboy may spend a Fate Point to immediately kill a single Gretchin, Squig, or Snotling that he has gained through the Runtz Talent. The creature shrieks and then explodes in a shower of green sparks and a small cloud of acrid smoke, and the Weirdboy suffers none of the effects from the result of that roll on **Table 3–3: 'Eadbang**.

PEER

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboyz, Painboyz, Runtherdz, Freebooterz
This Talent functions exactly as described in the **ROGUE TRADER** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to “Own Clan” require the Ork to pick the appropriate option for his listed clan, chosen during character generation. References to “Any Ork” allow any of the above Ork-specific options to be chosen.

RIVAL

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboyz, Painboyz, Runtherdz, Freebooterz
This Talent functions exactly as described in the **ROGUE TRADER** Core Rulebook, but with the additional Talent Groups listed above. References to “Own Clan” require the Ork to pick the appropriate option for his listed clan, chosen during character generation. References to “Any Ork” allow the Ork to choose any of the above Ork-specific options.

RUNTZ

Prerequisite: Ork

The Ork is constantly followed by slaves and pets, some of which may even have been spawned from the spores he sheds. The Ork has a number of Runtz in his impromptu entourage equal to the number of times he has taken this Talent. These may be Attack Squigs, Gretchin, or Snotlings, in any combination. Snotlings, due to their lack of size and general uselessness, count as half a Runt for the purposes of this Talent. Should any of the Ork’s Runtz die due to battle or simple mistreatment (more than a few Gretchin have died due to being accidentally sat on by their masters, or from injuries suffered when kicked a little too hard), a new one will take its place at the next opportunity the GM deems appropriate (such as the next time the Weirdboy is on a planet’s surface for more than a few hours). An Ork’s Runtz will follow his commands, often under the threat of being kicked, and as Greenskins are subject to *Might Makes Right* (see page 52). See page 57 for the profiles for Gretchin, Squigs, and Snotlings.

SPARKY SQUIGS

Prerequisites: Ork, Da Power of Waaagh!, Runtz

The Weirdboy is accompanied by a swarm of mutant Buzzer Squigs that spark and glow with lurid green light. This swarm follows the Weirdboy everywhere, with each one acting as a tiny reservoir of Waaagh! energy. As a Free Action, a Weirdboy may absorb the energy of the swarm, killing the tiny creatures. This adds a +20 bonus to the next Focus Power Test that he makes this Turn. A new swarm of Sparky Squigs will spawn from the Weirdboy after 2d5 days. While the Weirdboy is accompanied by the swarm, all of his unarmed melee attacks gain the *Shocking Quality*.

THROO DA KOSMOS

Prerequisites: Ork, Da Power of Waaagh!, Psyniscience +10

The Weirdboy has learned how to stare into the depths of the Warp and guide starships through its ephemeral and inconstant hazards. Lacking the ritual and careful observances of a Navigator’s trade, a Weirdboy guides a vessel by instinct rather than hard-won skill.

The Weirdboy may attempt to guide a vessel through the Warp using the normal rules for doing so found in the **ROGUE TRADER** Core Rulebook, or those found on page 26 of this volume, with a number of changes. The Weirdboy cannot make an estimate of the journey’s duration—he automatically counts as failing any such attempt by 1 Degree of Failure. Furthermore, he cannot and need not locate the Astronomican, and simply suffers a –20 Penalty on all Tests to navigate the Warp. Finally, the Weirdboy does not use the *Navigate (Warp)* Skill when navigating the Warp—he relies on alien instincts to guide him to a new world upon which to wage war, and thus should make a *Survival Test* in lieu of any *Navigation (Warp)* Tests he is called upon to make, modified in the same way and with the same results.

TOO ‘ARD TA CARE

Prerequisites: Ork, ‘Ard, Toughness 50

The Ork is simply unconcerned with trivial matters like extreme temperatures, hard vacuum, poison, disease or breathing. The character gains a +20 bonus on all Toughness Tests to resist the effects of heat, cold, vacuum, suffocation, disease, poison, and any other adverse environmental conditions that require a Toughness Test to resist.

WARPHEAD

Prerequisites: Ork, Da Power of Waaagh!, Psy Rating 4, 20+ Insanity Points

The Weirdboy’s fractured mind has grown addicted to the rush and clamour that comes from unleashing his powers, but that same crazed psyche strangely gives him a greater degree of control over those powers. Whenever rolling on **Table 3–3: Eadbang** or **Table 4–5: Power Burst Effects**, the Weirdboy may modify the result up or down by an amount up to his current Insanity Point Total. In addition, he gains a +20 bonus on all Interaction Skill Tests when dealing with Ork Madboyz (that is, any Ork with 10 or more Insanity Points or who has a Mental Disorder of some sort). The Weirdboy also develops a *Minor Compulsion* focused around the use of his powers at any and all potential opportunities (see **Types of Mental Disorder** on page 297–298 of the **ROGUE TRADER** Core Rulebook).

XENOS WEAPON PROFICIENCY (ORK)

Prerequisites: Ork

Orks know from the moment they burst from the ground how to wield a basic range of weaponry. This Ork is proficient in the use of shootas, sluggas, big choppas, choppas, and all Primitive Melee Weapons, and thus does not suffer the penalty for wielding these weapons untrained.

ALL DA REST

Orks rarely go to war alone, instead preferring to strike in massed, screaming mobs of bodies. While Ork Freebooterz sometimes leave the Waaagh! to set out on their own, they are usually not alone for long.

MINDERZ

Weirdboyz are regarded with uncertainty by most Orks, both for their unusual powers and for their decidedly un-Orky dislike of noise and clamour. Minderz are Ork bodyguards, chaperones, and jailers in equal measure, ensuring that their Weirdboy doesn't mingle with other Orks until needed, and marching him to the front lines when necessary. Minderz can be acquired with the Minderz Talent.

Minder								
WS	BS	S	T	Ag	Int	Per	WP	Fel
32	22	39	44 ⁽⁸⁾	22	24	36	33	19

Move: 2/4/6/12 **Wounds:** 10
Armour: Squig-hide leathers (All 2) **Total TB:** 8
Skills: Awareness (Per), Common Lore (Orks) (Int), Common Lore (War) (Int), Intimidate (S) +10, Speak Language (Ork).
Talents: Bulging Biceps, Exotic Weapon Training (Grabba Stikk), Furious Assault, Resistance (Psychic Techniques), Takedown, True Grit, Xenos Weapon Training (Ork).
Traits: Brutal Charge, Clan (same as their associated Weirdboy), Keep an Eye on 'Im†, Make It Work, Might Makes Right, Mob Rule, Sturdy, Unnatural Toughness (x2).
Default Weapons: Grabba-stikk (Melee; 2m; 1d10+3 I; Pen 0; Shocking, Snare), choppa (1d10+4 R; Pen 2; Unbalanced), slugga (20m; S/3/-; 1d10+4 I; Pen 0; Clip 18; Rld Full; Inaccurate).
Gear: Pockets full of bullets (equivalent to two Slugga clips), several Teef, special hat or hair squig.
†**Keep an Eye on 'Im:** Minderz have been tasked with keeping an eye on the Weirdboy; they make every effort to stay within 5 metres of their charge at all times, and refuse to leave (especially at his own behest) unless convinced with an Intimidate Test as per the Might Makes Right Trait (see page 52) or some other appropriately strenuous form of coercion.

RUNTZ

Orks often have "help" in the form of lesser Greenskins, including Gretchin, Squigs, and Snotlings. These creatures follow the larger Greenskins, trying (often unsuccessfully) to avoid getting underfoot. Various Runtz can be acquired with the Runtz Talent.



Gretchin

Gretchin are small, devious, and generally only dangerous in numbers. They serve Orks to avoid being killed and/or eaten by the larger Greenskins, though this is by no means a guarantee of their safety.

Gretchin

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	35	15	18 ⁽²⁾	44	33	35	16	24

Move: 3/6/9/18 **Wounds:** 5
Armour: None **Total TB:** 2
Skills: Awareness (Per), Concealment (Ag), Dodge (Ag), Search (Int), Shadowing (Ag), Silent Move (Ag).
Talents: Heightened Senses (Hearing), Melee Weapon Training (Primitive), Pistol Weapon Training (Primitive, SP).
Traits: Mob Rule, Size (Scrawny), Unnatural Toughness (x2).
Default Weapons: Sneaky boot knife (Melee; 1d5+1 R; Pen 0). Gretchin may also be armed with any SP Pistol, but these must be provided by their master.

Squigs

There are countless breeds of Squig. Many are fang-filled maws with a large tongue, powerful legs, beady eyes, and unquenchable appetites. They in turn are used as walking larders by those Greenskins not busy finding new ways to weaponise them.

Squig								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	35	22 ⁽⁴⁾	33	08	30	25	—

Move: 3/6/9/18 **Wounds:** 10
Armour: None **Total TB:** 4
Skills: Awareness +10 (Per), Tracking +20 (Int).
Talents: Furious Assault.
Traits: Bestial, Improved Natural Weapons (Bite), Size (Scrawny), Unnatural Toughness (x2).
Weapons: Grossly oversized maw (Melee; 1d10+6 R; Pen 0; Tearing). Squigs are also sometimes fitted with explosive payloads by their Ork keepers.



Snotlings

Snotlings are too "puny an' squishy" to warrant a full profile. They count as Tiny creatures that die when hit with any attack and can carry up to 1 kg.



PERILS OF DA WAAAGH!



accumulated power can find no other means of expressing itself and simply forces itself

out of the Weirdboy's head in the fastest and most violent way possible. This can cause anything from crippling headaches to bouts of vomiting green flame to the head of the Weirdboy (and often other nearby Orks) detonating.

The powers of Weirdboyz are unpredictable at best, and commonly produce bizarre side effects, particularly where the Weirdboy himself cannot properly control those powers. Numerous possible effects have been observed, from bizarre lights and sounds to bizarre telekinetic displays and a dizzying sense of unease. In the worst cases, the

TABLE 3-2: WEIRD FINGS

Roll	Effect
01-05	Oo-er... : The Weirdboy has a really, really bad feeling about something.
06-10	Funny Noises : For a few seconds, strangely-echoing sounds fill the air within 1d100 metres of the Weirdboy. The sounds are decidedly unnatural and seem unmistakably to emanate from the Weirdboy.
11-15	Movin' Stuff : Within 1d100 metres of the Weirdboy, all loose objects weighing 1kg or less variously float or are flung 1d10 metres in a random direction. This storm of detritus is too light to cause harm.
16-20	Bizarre Growth : 1d5+2 clusters of luridly-coloured mushrooms, each a metre across and a metre tall, suddenly burst out of the ground within 25m of the Weirdboy. These mushrooms provide 1 AP to anyone taking cover behind them. All of the mushrooms have the Weirdboy's face.
21-25	Ded Smelly : Acrid green smoke pours from the Weirdboy's ears, nose, and other orifices, preventing him from speaking for the next Round. The smoke imposes a -20 penalty on Awareness Tests based on sight or smell, as it stings the eyes and fills the nostrils with the smell of rotting squig-meat.
26-30	An Odd Feeling : Hundreds of conflicting emotions and sensations, none of which are familiar to the Weirdboy, rush into his mind. The resulting confusion causes the Weirdboy to gain 1d5 Insanity Points.
31-35	Sparkly and Glowy : Bizarre flashing lights fill the air around the Weirdboy, imposing a penalty equal to twice the Weirdboy's Psy Rating on all Weapon Skill and Ballistic Skill Tests made within 10 metres.
36-40	Sleepy... so sleepy : The Weirdboy suddenly feels very, very tired and gains 1d5 + Psy Rating levels of Fatigue. If the Weirdboy is rendered unconscious, the bizarre dreams he experiences cause him to gain 1d5 Insanity Points.
41-45	All Gone Dark : For the remainder of the Round, the area within 3d10m of the Weirdboy is plunged into absolute and impossible darkness.
46-50	Angry and Loud : A sudden surge of Waaagh! energy fills the air, inspiring nearby creatures to violence. All living creatures within 30m are immediately subject to the effects of the Frenzy Talent. Non-Orks within that distance may attempt a Challenging (+0) Willpower Test to resist this effect. The Weirdboy instead gains 1d5 Insanity Points.
51-55	Dizzy and Bewildered : The Weirdboy is suddenly unsure of which direction is which. Worse, this confusion seems contagious. The Weirdboy is immediately knocked prone and is Stunned for 1d5 Rounds. Any other creature within 10m of the Weirdboy must pass a Challenging (+0) Perception Test or also suffer the same effects.
56-60	Gork's Shout : The air is filled with a thunderous, monstrous noise, the sound of some titanic beast bellowing an inhuman war cry. All living creatures in the area must make a Challenging (+0) Toughness Test or be deafened for 1d10 Rounds. Orks that pass this Test join in the shout, immediately recovering from the effects of Fear or Pinning.
61-65	Mork's Cunnin' : A barrage of ideas and images fills the Weirdboy's mind, but so swift and violent is this mental onslaught that little remains of use. The Weirdboy gains a number of Insanity Points equal to 1d10 minus his Intelligence Bonus, but may re-roll a single failed Intelligence Test in the next 24 hours.
66-70	Fire and Thunder : Green embers fill the air, bursting into emerald flames upon all they touch and issuing forth a thunderous roar. All flammable objects within 30m immediately catch fire, and all creatures within that distance must pass a Difficult (-10) Agility Test or catch aflame as well.
71-75	Manifest Violence : Insubstantial green hands drift around, shoving and grabbing and hitting everyone within reach. Within 50m, all creatures suffer 1d10+4 Impact Damage, though they may attempt to Dodge or Parry this damage as if it were a normal melee attack.
76+	'Eadbang! : The Weirdboy's power goes out of control. Immediately roll on Table 3-3: 'Eadbang!

TABLE 3-3: 'EADDBANG

Roll	Effect
01-10	What?! : The Weirdboy's power misfires and is shunted off into the Warp, only to burst forth moments later. The power takes effect as normal, but 1d5 Rounds later. At the end of the last Round of this delay, the power resolves exactly as if it had just been used.
11-20	Vessel of Da Waaagh! : Overcome with accumulated Waaagh! energy, the Weirdboy's body is wracked with green lightning that crawls from his eyes. The Weirdboy must make a Challenging (+0) Toughness Test or take 1d5 Energy Damage, ignoring armour and Toughness Bonus. Additionally, for the next 1d5 hours, add +10 to all rolls he must make on Table 3-2: Weird Fings .
21-25	Seein' Green : A bewildering mist fills the battlefield, preventing anyone from being able to tell friend from foe. All creatures within 100 metres must pass a Hard (-20) Willpower Test or lose the ability to tell enemies and allies apart for 1d5 Rounds. Failure means that a creature must attack the nearest creature, perceiving it as a threat.
26-30	Err... I forgot : The Weirdboy's memory of the power he has just unleashed leaves its mind along with the energy fuelling it. For the next 24 hours, the Weirdboy cannot attempt to use that power and gains 1d10 Insanity Points from his confusion.
31-35	WAA-- : The Weirdboy vanishes with a flash of green light and a cloud of vile-smelling smoke. 1d5 Rounds later, the Weirdboy reappears, 1d10 metres in a random horizontal direction from his original position. He gains 1d5 Insanity Points as a result of this strange disappearance, and refuses to discuss the experience.
36-40	What Wuz I Doin' Again? : The Weirdboy suddenly has no memory of where he is and what he's doing, and even loses track of what power he was attempting to use. Instead of the power's normal effects, roll on Table 4-5: Powa' Burst Effects to determine which power is used instead, and determine the target (if any) randomly from amongst those in range.
41-45	Dis iz Gunna Hurl! : Whether through enthusiasm or panic, the Weirdboy loses control over the power, causing it to surge wildly at every target within range. The power works, but instead of affecting its normal target, it is resolved against the Weirdboy, as well as on every other creature within the power's range. If the power's effects are beneficial, it deals 1d10 Energy Damage to all recipients in addition to its normal effects.
46-50	Hot-hot-hot-hot! : The Weirdboy's head suddenly and inexplicably catches fire. The Weirdboy counts as being on fire (see page 260 of the ROGUE TRADER Core Rulebook), suffering any Damage from being aflame to his Head.
51-55	-AAGH! : An exact duplicate of the Weirdboy appears 1d10 metres away in a random direction, and after a moment of disorientation, begins attacking the Weirdboy. This is a hostile creature with rules and capabilities identical to that of the Weirdboy that devotes all of its Actions to the destruction of the original. The copy, and anything brought with it, vanishes after 1d5 Rounds or when it is slain. The Weirdboy gains 1d10 Insanity Points from the bizarre occurrence and a nagging sense of déjà vu.
56-60	Crazy Spores : A pale green fog erupts from the Weirdboy's flesh, launching countless billions of spores. The Weirdboy and any other creature within 10 metres must pass a Difficult (-10) Toughness Test or roll on Table 5-5: Hallucinogen Effects on page 126 of the ROGUE TRADER Core Rulebook. Anyone who fails this Test, including the Weirdboy, gains 1d5 Insanity Points.
61-65	'Eadswap! : The Weirdboy stretches his consciousness a bit too far and accidentally launches it into another creature. The Weirdboy and one random being (excluding Daemons, untouchables, machines, and other "soulless" creatures) targeted by the power that triggered this effect swap consciousnesses for 1d10 Rounds. This may include allies or even enemy combatants. Each creature retains its Weapon Skill, Ballistic Skill, Intelligence, Perception, Willpower, and Fellowship during the swap, but all other Characteristics are those of the host body. If either body is slain, the effect ends immediately, and the survivor suffers 1d10 Insanity Points. If both survive the effect, both creatures suffer 1d5 Insanity Points from the experience. If the power had no eligible creatures as among its targets, the Weirdboy merely falls prey to the delusion that it has become a single creature or object in its line of sight for 1d5 Rounds, and spends that time behaving accordingly, gaining 2d10 Insanity Points.
66-70	Psychic Vomit : The Weirdboy feels the power build up within his brain, and expels it the only way he can think of—quickly. The wild torrent knocks the Weirdboy prone, while casting the Deff Wave Psychic Technique (see page 107) in a random direction.
71-75	Gork Smash! : The area around the Weirdboy is smashed flat as if the fist of Gork (or possibly Mork) had descended from the sky to mete out the god's brutal cunning (or cunning brutality). Anyone within 4d10 metres of the Weirdboy (and the Weirdboy himself) must make a Challenging (+0) Agility Test to drop prone or take 1d10+5 Impact Damage with the Shocking Quality.
76-80	Waaagh!-valanche : A surge of green power erupts from the Weirdboy. The wave of energy travels 5d10m in all directions and any creature within that distance must pass a Hard (-20) Strength Test or be knocked prone and be Stunned for 1d5 Rounds. The Weirdboy, caught at the epicentre, suffers 2d10+5 Impact Damage and is Stunned for 1d5+2 Rounds.
81-85	Where'd Da Git Go? : With a crack of thunder and a small mushroom cloud of green smoke, the Weirdboy is thrown 3d10 meters into the air, falling to the ground moments later (see page 261 of the ROGUE TRADER Core Rulebook for Falling Damage).
86-90	Squigs! Squigs Everywhere! : Clusters of tiny Squigs worm their way out of the ground, growing larger in moments. 2d10 Squigs (see page 57) immediately appear within 30m of the Weirdboy, each rabid beast attacking the nearest creature.
91-95	Waaagh!-ruption! : The Weirdboy's brain overloads on Waaagh! energy and bolts of green lightning arc out at those nearby. Anyone within 1d10 metres (including the Weirdboy) takes 2d10 Energy Damage with a Penetration value equal to his Psy Rating. The Weirdboy may not Dodge this effect or avoid it in any other way. In addition, all of the Weirdboy's clothing and gear is destroyed, leaving him naked on the ground with green smoke pouring from his ears and mouth. He gains 3d10 Insanity Points.
96-99	Kaboom! : The Weirdboy's head detonates with a loud boom and a small green mushroom cloud, killing him outright. His body responds slowly to this development and continues to run around the battlefield, flailing about at random, for 1d5 Rounds.
100	'Ead A'splode! : The Weirdboy's head explodes with the force of the psychic energy surging within his skull. The Weirdboy is slain instantly and all other Greenskins within 10m must immediately pass a Challenging (+0) Toughness Test or suffer the same fate. The Weirdboy's headless corpse (and any other Ork corpses) continue to mill around at random for 1d5 Rounds.

ORK WEIRDBOY CAREER PATH

"Dere's dis fing, see, what comes from all Orks. It goes round us an' through us, and keeps da kosmos togevva. It's called da Waaagh!, an' it makes Orks Orky. It gets bigga when we does, and gets stronger when we's fightin' an' winnin'. An' when dere's enuff of it, lots and lots of it, see, den spesbul fings 'appen. Like really 'uge wars!"

—Ogbad, Ork Warthead

Neither Orks nor psykers are known for their predictability, and Ork Weirdboyz combine the most volatile traits of both Greenskins and those gifted with the power of the Warp. The Waaagh! energy that flows through all Orks makes itself manifest through Weirdboyz, granting them powers that stand in stark contrast to the rigid discipline of the techniques employed by Imperial Astropaths and other Sanctioned Psykers. Instead of focusing on total mastery over certain aspects of their power, Weirdboyz often simply allow their abilities to manifest, guided only by the strength of their will and the fortune they are granted by Gork (or possibly Mork). Of course, Weirdboyz are not exempt from the consequences of using psychic powers unrestrained; though their abilities do not attract Warp predators in the same manner as those of human or Eldar psykers, Ork Weirdboyz have been known to combust spontaneously, explode, or even become disconnected from space and time itself while using their powers. These risks do little to discourage them from channelling the Waaagh! recklessly, however, and some Weirdboyz have even been seen using their abilities in the hopes of triggering bizarre new effects.

Weirdboyz draw their power from other Orks, and thus become more powerful in the presence of rampaging hordes of their allies. However, most Rogue Traders take a dim view of such things aboard their vessels, and so those rare Weirdboyz in the Koronus Expanse who end up on Rogue Trader ships must usually make due with only their Minderz and a few scattered allies. Whether this provides a sense of relief to be away from the clanging masses or frustration at the limits of his powers depends on the individual Weirdboy and his particular mood at the time.

STARTING SKILLS, TALENTS, AND GEAR

Starting Skills: Awareness (Per), Common Lore (War) (Int), Psyniscience, Speak Language (Low Gothic) (Int), Survival (Int).

Starting Talents: Peer (Own Clan), Psy Rating (1), Da Power of Waaagh!

Starting Gear: Copper channelling rod (see page 131), squig-hide coat and leggings, brightly-coloured clothes, distinctive hat, assorted bones and skulls from fallen enemies, ritual pouch with odd bitz.



ORK WEIRÐBOY CHARACTERISTIC ADVANCES

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1,000
Ballistic Skill	500	750	1,000	2,500
Strength	100	250	500	750
Toughness	100	250	500	750
Agility	500	750	1,000	2,500
Intelligence	250	500	750	1,000
Perception	250	500	750	1,000
Willpower	100	250	500	750
Fellowship	500	750	1,000	2,500



RANK 1 ORK WEIRÐBOY ADVANCES

Advance	Cost	Type	Prerequisites
Peer (Any Ork)	100	Skill	
Common Lore (Koronus Expanse)	200	Skill	
Psyniscience	200	Skill	
Heightened Senses (Smell)	200	Talent	
Psychic Techniques (x2)	200	Talent	
Resistance (Cold)	200	Talent	
Resistance (Heat)	200	Talent	
Resistance (Poison)	200	Talent	
Runtz	200	Talent	Ork
Make It Stop	500	Talent	Ork, Da Power of Waaagh!
Melee Weapon Training (Universal)	500	Talent	
Minderz (x2)	500	Talent	Ork, Da Power of Waaagh!



RANK 2 ORK WEIRÐBOY ADVANCES

Advance	Cost	Type	Prerequisites
Carouse	100	Skill	
Speak Language (Ork) +10	100	Skill	Speak Language (Ork)
Common Lore (Imperium)	200	Skill	
Dodge	200	Skill	
Drive (Ground Vehicle)	200	Skill	
Forbidden Lore (Xenos)	200	Skill	
Psyniscience +10	200	Skill	Psyniscience
Exotic Weapon Training (Any One Ork)	200	Talent	
Sound Constitution (x2)	200	Talent	
Disturbing Voice	300	Talent	
Nerves of Steel	300	Talent	
Psychic Technique (x2)	300	Talent	
Quick Draw	300	Talent	
Sparky Squigs	400	Talent	Ork, Da Power of Waaagh!, Runtz
Brutal Charge	500	Trait	

RANK 3 ORK WEIRDBOY ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +10	100	Skill	Awareness
Common Lore (Ork) +10	100	Skill	Common Lore (Ork)
Common Lore (War) +10	100	Skill	Common Lore (War)
Intimidate +10	200	Skill	Intimidate
Psyniscience +20	200	Skill	Psyniscience +10
Die Hard	200	Talent	WP 40
Hardy	200	Talent	T 40
Psy Rating 2	200	Talent	Psy Rating 1
Da Nekst Best Fing	300	Talent	Ork, Mob Rule
Psychic Technique	300	Talent	
Resistance (Fear)	300	Talent	
Runtz	300	Talent	Ork
Sound Constitution (x2)	300	Talent	
Crushing Blow	500	Talent	S 40
Throo Da Kosmos	500	Talent	Ork, Power of Da Waaagh!, Psyniscience +10
Lotsa Powal!	500	Talent	Ork, Power of Da Waaagh!, Willpower 40
Too 'Ard Ta Care	500	Talent	Ork, 'Ard, T 50

RANK 4 ORK WEIRDBOY ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Orks) +20	200	Skill	Common Lore (Orks) +10
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Forbidden Lore (Psykers)	200	Skill	
Forbidden Lore (Warp)	200	Skill	
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Speak Language (Ork) +20	200	Skill	Speak Language (Ork) +10
Command	300	Skill	
Annuva Powa	300	Talent	Ork, Da Power of Waaagh!, Da Nekst Best Fing
Sound Constitution (x2)	300	Talent	
Oh Zog!	400	Talent	Ork, Da Power of Waaagh!, Runtz
Psychic Technique (x2)	400	Talent	
Da Big Shout	500	Talent	Ork, Da Power of Waaagh!, Psy Rating 2, WP 35
Ded 'Ard	500	Talent	Ork, 'Ard, T 50
Minderz (x2)	500	Talent	Ork, The Power of Da Waaagh!

RANK 5 ORK WEIRDBOY ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Dodge +10	200	Skill	Dodge
Drive (Ground Vehicles) +10	200	Skill	Drive (Ground Vehicles)
Intimidate +20	200	Skill	Intimidate +10
Speak Language (Low Gothic) +10	200	Skill	Speak Language (Low Gothic)
Resistance (Psychic Techniques)	200	Talent	
Runtz	300	Talent	Ork
Sound Constitution (x2)	300	Talent	
Hulking	300	Trait	
Glowy Stick	500	Talent	Ork, Da Power of Waaagh!, WS 45, WP 35
Psy Rating 3	500	Talent	Psy Rating 2
Psychic Technique	500	Talent	

RANK 6 ORK WEIRÐBOY ADVANCES

Advance	Cost	Type	Prerequisites
Climb	100	Skill	
Common Lore (Imperium) +10	200	Skill	
Forbidden Lore (Xenos) +20	200	Skill	
Jaded	200	Talent	WP 30
Sound Constitution (x2)	200	Talent	
Talented (Psyniscience)	200	Talent	
Peer (Any Ork)	300	Skill	
Warp Sense	300	Talent	Psy Rating, Psyniscience, Per 30
Bastion of Iron Will	500	Talent	Psy Rating, Strong Minded, WP 40
Berserk Charge	500	Talent	
Glowy Bubble	500	Talent	Ork, The Power of Da Waaagh!, WP 40
Iron Discipline	500	Talent	WP 30, Command
Psychic Technique (x2)	500	Talent	
Strong Minded	500	Talent	WP 30, Resistance (Psychic Techniques)
Unnatural Strength x2	800	Trait	Hulking

RANK 7 ORK WEIRÐBOY ADVANCES

Advance	Cost	Type	Prerequisites
Swim	100	Skill	
Peer (Any Ork)	200	Talent	
Peer (The Insane)	200	Talent	
Command +10	300	Skill	Command
Combat Sense	300	Talent	Per 40
Crippling Strike	500	Talent	WS 50
Improved Warp Sense	500	Talent	Warp Sense
Lightning Reflexes	500	Talent	
Psy Rating 4	500	Talent	Psy Rating 3
Psychic Technique	500	Talent	
Runtz	500	Talent	Ork
Sound Constitution (x2)	500	Talent	
Swift Attack	500	Talent	
Fear (1)	1000	Trait	Hulking, Unnatural Strength, Intimidate +10

RANK 8 ORK WEIRÐBOY ADVANCES

Advance	Cost	Type	Prerequisites
Climb +10	200	Skill	Climb
Command +20	200	Skill	Command +10
Swim +10	200	Skill	Swim
Sprint	200	Talent	
Blather	300	Skill	
Common Lore (Imperium) +20	300	Skill	Common Lore (Imperium) +10
Counter Attack	500	Talent	WS 40
Into the Jaws of Hell	500	Talent	Iron Discipline
Lightning Attack	500	Talent	Swift Attack
Psychic Technique (x2)	500	Talent	
Runtz	500	Talent	
Sound Constitution (x2)	500	Talent	
Unarmed Master	500	Talent	WS 45, Ag 40, Unarmed Warrior
Warphead	1000	Talent	Ork, Da Power of Waaagh!, Psy Rating 4, 20+ Insanity Points

ALTERNATE CAREER RANKS

"A sword cannot be swayed, reasoned with, or convinced. It feels no fear, no pity, and no mercy. I give myself over to the Emperor to be His sword of wrath."

—Alar Kumanis, Defender of the Fourth Cipher

The Koronus Expanse harbours many individuals with powers beyond the physical. This section assists players in supplementing abilities of their characters, whether or not those characters wield the powers of the Warp, seek to unlock their secrets, or must merely live around those who meddle with such abilities beyond the ken of any mortal.

HOW ALTERNATE CAREER RANKS WORK

Alternate Career Ranks offer extra customisation options to reflect the divergent growth of individual characters, and present extra options for those who wish to augment their standard abilities with new Traits, Skills, and Talents learned while exploring the Koronus Expanse. Alternate Career Ranks enable Explorers to customise, specialise, or merely dabble in new and interesting ways, and offer many tempting benefits to those willing to stray temporarily off the beaten path.

Explorers who delve into Alternate Career Ranks remain within the boundaries of their chosen Career and do not take on another identity entirely. They might become members of cults, gain a deeper understanding of certain lore, or develop new combat abilities that expand their capabilities in a hostile environment. They also gain new options for roleplaying and the chance to expand their abilities to better incorporate their own personal history. An Alternate Career Rank adds extra flavour for those players who find themselves looking for options beyond the standard progression of a Career.

TAKING AN ALTERNATE CAREER RANK

Alternate Career Ranks are an enjoyable way to prepare a character for a certain role in a group of Explorers and to sculpt a character to include the narrative elements and the play style that is most appealing. These character options do come with some requirements and it is worth taking these into account (potentially in advance) when considering the options. Certain Alternate Career Ranks are only available to Explorers of a specific Rank, Career, or who have a particular Skill or Talent, while others are open to anyone—but all require the permission of the GM.

The reason for this last requirement is that the GM is a crafter of environments and a weaver of tales, and there are occasions where taking a certain Alternate Career Rank might cause difficulties, either for the Game Master or the Explorers

themselves. As such, as a common courtesy, it is best to bring up a desired Alternate Career Rank with the GM in advance—GMs may even want to work the way in which an Explorer attains an agreed-upon Rank into the campaign itself and provide the Explorer with unique challenges and opportunities as a result of the player's choice.

If he meets all of the requirements, an Explorer may begin his journey down the path of that Alternate Career Rank. Bear in mind that while certain Alternate Career Ranks may grant an Explorer new Talents and Skill options, or perhaps even a unique new ability or Trait, they may also make going in another direction more difficult.

Any Alternate Career Rank that a player selects takes the place of whatever standard Rank would have been available to his Explorer at that point, by "swapping in" to replace it. The Explorer can then access the Advance Scheme for this Rank and can invest in the various options as you would with any other Career Rank. However, the Explorer cannot access Advances from the Rank that you replaced, except with the permission of the GM, as an Elite Advance, which may cost extra xp to purchase. Though the specifics of any extra costs are ultimately up to the GM, paying an extra half of the cost for the Advance on top of its usual price is a good rule of thumb for such Elite Advances.

EXAMPLE

The Missionary Aeodatus Dae finds the idea of becoming a Defender of the Fourth Cipher appealing. He wishes to become more adept at fighting characters with psychic abilities, and the chance to roleplay a stoic bodyguard-come-executioner who fights alongside and watches psychic characters sounds exciting. Meeting the prerequisites, the GM also approves this new Career Rank, and at Rank 4, Aeodatus becomes a Defender of the Fourth Cipher. As he also remains a Missionary, Aeodatus retains access to the standard suite of Skills and Talents, but adds to this various bonuses in combat against psychic enemies and the ability to resist psychic attack. Unfortunately, this negatively affects his interactions with said psychic characters and his ability to further develop ranged weapon skills, melee combat being a Defender's primary choice. Once he achieves Rank 5, he gains the Missionary Career's usual Rank 5 as normal. If he wishes to acquire an Advance that he "missed" from Rank 4 of the Missionary Career, he may only do so with the permission of the GM, by taking it as an Elite Advance that may be more expensive to purchase.



ACOLYTE OF ABRAXAS

"Heresy is a word invented by small minds who wish to keep Mankind forever in the dark. Knowledge can only be gained by opening the mind to the wonders bestowed on the universe by the Ommissiah, who in his wisdom gave knowledge not just to Man but to many races across the galaxy. We must awaken our minds to this knowledge—by whatever means necessary—and partake of the Ommissiah's majesty. This, and so much more, the device has revealed to me."

—Heretek Magos Decius Abraxas

The Logicians and other renegades have long plagued the Koronus Expanse, and Magos Decius Abraxas was yet another heretek who once sojourned beyond the Maw in search of wicked secrets of races long dead. While some stray Tech-Priests even consort with xenos and their blasphemous technology, Abraxas's tech-heresy knew no bounds.

Once a disciple of Paracelus Thule, Abraxas became convinced that the Ommissiah's greatest truths were hidden beyond the Calyx Expanse, claiming that these mysteries were evident in the psycho-technology of certain xenos races, notably the dreaded Yu'Vath. Defying the tenets of the Mechanicus, Abraxas sought to unlock the ultimate secrets of the universe by awakening the psychic potential sleeping in the relics of dead empires.

For more than a century, Abraxas explored the Expanse, from the Heathen Stars to the Accursed Demesne and beyond into the Unbeholden Reaches and Alenic Depths, delving into the darkest recesses in search of artefacts resonant with psychic power. Amassing a hoard of xenotechnology, Abraxas and his disciples undertook some of the most heinous experiments imaginable (at least in the eyes of the Mechanicus), integrating proscribed alien artefacts into their own bodies and fusing the machine-spirits of their holy augmetics with these profane xenos devices. Though unsubstantiated by any verifiable eye-witness accounts, rumours abound that Abraxas and his acolytes were able to channel the psychic energies of these artefacts through dormant areas of their minds and manifest abilities akin to those of the most potent psykers in the Imperium.

While Abraxas himself disappeared into the Rifts of Hecaton nearly seven decades ago, several of his students still wander the Expanse, following in their master's footsteps. Guided by whispered rumours and ancient star charts, these peculiar Explorators seek out xenos artefacts with a connection to the Warp. From the dead maze cities of the Egerian Dominion to forgotten outposts of the Eldar and the Yu'Vath to the caravan ships of the Stryxis, these acolytes continue Abraxas's work, hunting always for the elusive and deadly machines that might unlock the secrets they believe the Ommissiah has hidden away for those with the will to claim them.

Fragment of Data-Track 010101010111000000000000011010100101 of Kronarchus Noxis
Date: 814.M41
Origin: Unrecorded
Recovered on Footfall
Translated from the original Binaric Cant by the Ommissiah's most humble servant
Daret Felliron, with limited poetic license, at the polite request of the esteemed
Inquisitor [REDACTED].

"...they are coming for me, because they know that I have it. The cube from Klaha. That dreaded thing. That thing that surpasses all of my former teacher's darkest dreams. But it speaks to me... warns me of their coming. And tells me how to survive.

The first were the Mech-Assassins, of course. Samadhi's killers. Deadly. Subtle. But not strong enough to fight me. Not while I have the cube. And I will not let them take it from me. And now the cube whispers to me of my other pursuers. Isamira Tiraske. A man named only Veer. Velayne Ramaeus, it says with particular urgency. Her interest in my work is important. Most important. These names I have not heard before... or... wait... have I? My data tracks are corrupted. No. Improved. By the device. Freed of the influence of the grand deceiver. Time.

I alone have been given the power to set it right, and I alone will. I must surpass Abraxas. No, not just Decius Abraxas. I must not merely surpass Magos Decius Abraxas, Heretek, Traitor, Hero. No, I must surpass the Ommissiah Himself! Knowledge itself! These lies of space and time!

The device has shown me this, and so much more. I must not fail. I..."

[Translator's Note: From here, the data-track is too badly polluted by an unknown technological corruption, not to mention as the writer's obvious megalomania, and provides little data of statistical or factual significant]

BECOMING AN ACOLYTE OF ABRAXAS

Students of Abraxas are extremely rare. Few adepts of Mars would turn to the techno-sorcery of xenos in the belief that it might bring them closer to the mind of the Ommissiah, and most of those who do are simply slain by their more zealous brethren. However, some do still wander the Koronus Expanse and occasionally share their secrets with the uninitiated, especially if they might acquire some form of psychically charged xenotechnology.

In order to delve deep into mysteries buried within alien technologies by the Ommissiah, Acolytes of Abraxas require rare xenos artefacts to integrate into their bionic bodies. These items are key to their apparent psychic abilities, but possessing them can draw unwanted attention from the Inquisition and more orthodox adepts of the Machine Cult.

The idea that the Ommissiah might plant his secrets in alien devices is the worst kind of heresy to those who hold the dreaded mantle of Lords Dragon within the Lathe Worlds. These powerful individuals are not to be trifled with, and their baleful gaze from the Panopticon in the Lathes pierces even into the shrouded reaches of the Koronus Expanse. Still, even their reach is not infallible, and a few Acolytes of Abraxis continue to operate in the Koronus Expanse, desperately seeking what they believe can provide the revelation of the Ommissiah's greatest secrets, heedless of the costs or the danger.



FORCE (WEAPON QUALITY)

Force weapons are unique in that they only function properly when wielded by a true psyker, whose mental energies turn these ordinary-looking weapons into devices of terrifying power. They can take the form of almost any normal hand weapon such as a sword, axe, halberd or hammer, and in the hands of a non-psyker they would function as such. When a psyker directs his powers through them though, such a weapon can multiply his strength to superhuman levels.

Force weapons have special rules when used by a psyker and otherwise count as a Best Craftsmanship Mono variant of the standard Primitive weapon. In the hands of a psyker, the weapon deals bonus Damage and gains bonus Penetration equal to the psyker's Psy Rating (so Psy Rating 3 would grant +3 Damage and +3 Penetration) and the Damage type changes to Energy. In addition, whenever a psyker Damages an opponent with a Force Weapon, he may make a Focus Power Test (Opposed Willpower) as a Free Action. For each Degree by which he wins the Opposed Willpower Test, the Force Weapon's wielder deals an additional 1d10 Energy Damage, ignoring Armour or Toughness Bonus. Force Weapons cannot be destroyed by weapons with the Power Field Quality.

Navigators gain no bonuses for wielding Force Weapons, as they do not have a Psy Rating.

ACOLYTE OF ABRAXAS ADVANCES

Advance	Cost	Type	Prerequisites
Scholastic Lore (Occult)	100	Skill	
Trade (Archaeologist)	100	Skill	
Common Lore (Koronus Expanse)	200	Skill	
Common Lore (Koronus Expanse) +10	200	Skill	Common Lore (Koronus Expanse)
Common Lore (Tech) +20	200	Skill	Common Lore (Tech) +10
Forbidden Lore (Adeptus Mechanicus) +20	200	Skill	Forbidden Lore (Adeptus Mechanicus)
Forbidden Lore (Archeotech) +20	200	Skill	Forbidden Lore (Archeotech) +10
Forbidden Lore (Xenos)	200	Skill	
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Scholastic Lore (Legend)	200	Skill	
Trade (Archaeologist) +10	200	Skill	Trade (Archaeologist)
Trade (Archaeologist) +20	200	Skill	Trade (Archaeologist) +10
Dark Soul	300	Talent	
Infused Knowledge	300	Talent	Int 40
Resistance (Psychic Techniques)	400	Talent	
Strong Minded	400	Talent	WP 30, Resistance (Psychic Techniques)
Corrupted Charge	500	Talent	Int 45, 2+ Xenos Artefacts
Unhallowed Discovery (x3)	500	Talent	Int 40, Xenos Artefact
Warp Conduit	500	Talent	Psy Rating, Strong Minded, WP 50
Maglev Transcendence	600	Talent	Maglev Grace, Mechanicus Implants

Required Career: Explorer

Alternate Rank: 3 or higher (10,000 xp)

Requirements: Willpower 35, Forbidden Lore (Adeptus Mechanicus) +10 Skill, Forbidden Lore (Archeotech) +10 Skill.

Other Requirements: The Explorer may not possess the Untouchable Trait and must have uncovered at least one psychically active artefact that has lead him to his morbid fascination with such devices before selecting this Alternate Career Rank.

Special: The Explorer receives the Enemy (Adeptus Mechanicus) and Rival (Adeptus Mechanicus) Talents when taking this Alternate Career Rank.

CORRUPTED CHARGE (TALENT)

Prerequisites: Intelligence 45, 2+ Integrated Psychically-Charged Xenos Artefacts

Some Acolytes of Abraxas have spent a great deal of time mastering the art of channelling their internal energies through their unsanctioned acquisitions, and have found that it can have unexpected—and deadly—results.

Damage from this character's Luminen Shock and Luminen Blast Talents gains the Force Quality. If the character fails his Focus Power Test to activate the Force Quality, however, he suffers 1d5 Energy Damage not reduced by Armour or Toughness Bonus.

UNHALLOWED DISCOVERY (TALENT)

Prerequisites: Intelligence 40, Integrated Psychically-Charged Xenos Artefact

By integrating psychically charged xenos artefacts into his bionic form through arcane processes, an Acolyte of Abraxas can channel the power of the artefact through his mind, performing feats much like those of true psykers by virtue of their tainted relics. The Psychic Technique that the Explorer can use depends on the origin and nature of the artefact; the player and the GM should work together to choose an appropriate power from this volume, the **ROGUE TRADER** Core Rulebook, or another **ROGUE TRADER** supplement that contains relevant powers (such as **EDGE OF THE ABYSS**).

The character gains Psy Rating 1 (or his Psy Rating increases by 1 if he already has a Psy Rating), and uses the **Renegade Psykers and Sorcerers** section of **Table 6-1: Psychic Strength** on page 157 of the **ROGUE TRADER** Core Rulebook. When an Explorer gains this Talent, he immediately learns a single Psychic Technique (as discussed above). The Explorer may ultimately incorporate as many as three such Artefacts into his body, each giving access to a particular Technique as determined by the player and the GM. If the artefact is ever removed, the Explorer loses the psychic power until such time as the artefact is returned to him (provided he survives having it torn out of his cyber-mantle). Each time he acquires or replaces an artefact, however, and each time he rolls on **Table 6-3: Perils of the Warp** (see page 161 of the **Rogue Trader** Core Rulebook), he gains 1d5 Corruption Points and suffers 1d5 Energy Damage not reduced by Armour or Toughness Bonus in addition to any other results as the strange device gains an ever greater hold over his augmented mind and body.

A WAKENED PSYKER

"Nobody can run forever."

—From *The Boons of Saint Alys*

To be a psyker within the bounds of the Imperium is to be burdened with a terrifying, unpredictable power and persecuted for possessing it. Even those psykers who survive the brutal sanctioning process and then are deemed useful enough to the Imperium to serve within it are eternally outsiders, never fully trusted by those who rely on them to communicate over vast distances, ply the stars, and keep the Imperium's crumbling infrastructure grinding forward for yet another day.

Stories abound of psykers who sought to escape their fate, hiding from the Black Ships in dark corners of the Imperium. These tales play upon the primal fear that, no matter how socially influential, connected, or pious a person is, he could always discover the mark of the witch in himself. One particularly pervasive legend describes the daughter of a planetary governor who awakened late to her psychic potential and was hidden for some time by her father's vast but dwindling resources and contacts before being discovered. In what many call a sign of the Emperor's eternal grace, however, she was not chosen as a sacrifice, survived her sanctioning, and eventually received a chance to atone and repay her debt to the Emperor when pressed into service in the Imperial Guard. Most often, this story is told as a morality tale, of how the Emperor's mercy is limitless and one cannot fight one's part in His grand plan. Few true stories of unsanctioned psykers end this happily, however—far more often, the final act involves a bolt pistol in a back alley, a mob of the faithful and a screaming death upon a pyre, or else the claws and teeth of hellish monstrosities.

On the lawless frontiers of the Koronus Expanse, however, unsanctioned psykers can survive and even thrive beyond the grasp of the dreaded Black Ships. In this vastness of unsettled space, unsanctioned psykers can choose their own path—but beyond the Emperor's guiding light, most of these shadowed causeways lead to a swift death, or to fates too terrible to contemplate.

The powers of unsanctioned psykers vary even more wildly than those of their sanctioned counterparts. Some develop abilities that are startlingly similar to the powers of a sanctioned psyker, divining the future, moving objects with their minds, or keeping the powers of frost and flame at their beck and call. Others walk stranger paths, wielding bizarre, chaotic, or utterly alien abilities learned in the shadowed realms of the Koronus Expanse. Some cleave to the Emperor, despite hiding from his more zealous servants, others dedicate themselves to the Ruinous Powers, and many more forswear such allegiances and trust only in their own strength. Unsanctioned psykers are a group as diverse as the worlds of the Koronus Expanse and share only one thing in remaining there: their desire to avoid the Imperium's baleful gaze and thus continue living without the shackles it places on all those touched by the Warp.

Of course, any loyal citizen of the Imperium, even one settling a world in a region such as the Koronus Expanse, knows to abhor the witch. Even worlds not visited by the Black Ships of the Imperium must maintain their controls on unsanctioned psykers, lest they risk the entire planet by showing mercy to a single individual. Human worlds that do not follow the Imperial Creed are little better, and those that do not brutally exploit or suppress psykers are usually ruled by Warp-touched individuals who dislike competition. To avoid the endless forms of persecution, many unsanctioned psykers in the Koronus Expanse avoid settling in one place, seeking their destinies amidst the stars. The vast majority are consumed by their own unchecked power within a short time of awakening, but those rare few who can conceal (and survive) their unique talents often find themselves in positions of considerable influence aboard the ships of Rogue Traders who ply the Koronus Expanse. After all, what captain would not want a Void-Master who can evade before the enemy even fires, or a Seneschal whose hunches about investment futures are never wrong?



AWAKENED PSYKER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Concealment	100	Skill	
Forbidden Lore (Psykers)	100	Skill	
Psyniscience	100	Skill	
Charm	200	Skill	
Concealment +10	200	Skill	Concealment
Deceive	200	Skill	
Forbidden Lore (Heresy)	200	Skill	
Forbidden Lore (The Warp)	200	Skill	
Psyniscience +10	200	Skill	Psyniscience
Blind Fighting	200	Talent	Per 30
Dark Soul	200	Talent	
Light Sleeper	200	Talent	Per 30
Paranoia	200	Talent	
Disturbing Voice	300	Talent	
Jaded	300	Talent	WP 30
Heightened Senses (Choose One)	400	Talent	
Sprint	400	Talent	
Polyglot	500	Talent	Int 40, Fel 30
Psychic Technique (x4)	500	Talent	
Warp Affinity	500	Talent	Psyniscience
Warp Sense	500	Talent	Psy Rating, Psyniscience Skill, Per 30

PSYCHIC AWAKENING (TALENT)

Prerequisites: WP 35

This character was either a minor unsanctioned psyker hiding his abilities from those around him or a nascent psyker completely unaware of his own status. In either case, an Explorer with this Talent has experienced the realisation of a terrible new power of the mind, and must come to grips with his situation or die trying.

The character gains Psy Rating 1, and uses the **Renegade Psykers and Sorcerers** section of **Table 6-1: Psychic Strength** on page 157 of the **ROGUE TRADER Core Rulebook**. If the character already possessed a Psy Rating, thanks to his Origin Path or for any other reason, he increases his Psy Rating by 1 instead.

When an Explorer gains this Talent, he also selects a Psychic Discipline (or other grouping of Psychic Techniques, such as the Renegade Psyker Techniques on page 100) from which he can learn Techniques, and immediately learns a single Psychic Technique with a Value of 200 xp or less from that Discipline (for which he meets the prerequisites). He does not gain the Basic Technique of that Discipline if it has one.

Under normal circumstances, the newly realised psyker may only choose from the Renegade Psychic Techniques, the Astropath Psychic Disciplines in this book, and other Psychic Disciplines available to Astropaths from books such as the **ROGUE TRADER Core Rulebook** and **INTO THE STORM**. Once he has selected a Discipline, he may only purchase Techniques from that Discipline. If he has already chosen a Psychic Discipline for any reason, he may switch to a new Discipline, and retains any Techniques he learned from the old one, but may not purchase any new Techniques from it after switching.

BECOMING AN AWAKENED PSYKER

Awakened Psykers do not choose their path, but they must walk it nonetheless, treading the shadowy realm between the Imperium's harsh justice for the unsanctioned psyker and the Warp's terrible hunger for their soul. They must live with the knowledge that they cannot balance between these two fates forever. No matter how powerful they may become, fear is their constant companion and paranoia their only shield against the darkness. To slip is to be discovered—or far, far worse.

Required Career: Any Human, except Astropath Transcendent or Navigator.

Alternate Rank: Rank 3 or higher (10,000 xp)

Requirements: WP 35

Other Requirements: Explorers with the Untouchable Trait may never select this Alternate Career Rank.

Special: Upon selecting this Alternate Career Rank, an Explorer gains 1d5 Insanity and Corruption Points as the power of the Warp makes itself manifest. The Explorer gains the Psychic Awakening, Enemy (Ecclesiarchy), and Rival (Inquisition) Talents.

BONETRADER

"Yes, the device pulses with a wicked light, is of obvious xenos construction, and was found by a mad Astropath on a world with no name in the Unbeholden Reaches, but I'm sure it's perfectly safe. It is obviously a vessel of some sort, so it must be safe. I think its creators may have used it as a drinking cup. Touch it? Ah, well, I wouldn't..."

—Paul Morgenus of Footfall, Bonetrader

The Koronus Expanse is strewn with the bones of alien races long forgotten. For most Rogue Traders, these ruins are curiosities at best and grim reminders of a shadowed time before the Emperor's light spilled through the Koronus Passage and into the Expanse at worst. Most Cold Traders make their living sorting through the debris of forgotten species and passing on the baubles they uncover to the bored nobility of the Calixis Sector in exchange for vast sums of money. Of course, sometimes the alien devices and artefacts that Cold Traders salvage have greater purposes and powers than one might guess, and thus have unforeseen consequences upon their buyers. The dread Halo Artefacts are such cursed objects, and many of the lost races of the Koronus Expanse left behind equally wicked machines in the most innocuous of packages. While certain nobles will pay a great deal for any object of alien manufacture, there are those within the Imperium, and some say beyond, who do not wish to see the most dangerous of these artefacts entering the Calixis Sector.

Several decades ago, the Rogue Trader Aaroj Beleroph arrived in the Koronus Expanse representing his dynasty and established a minor trade office at Footfall. Officially, the purpose of this office is to trade in certain biomaterials native to the Koronus Expanse, and it does indeed purchase vast quantities of Gravebloom, Kerraxin, and Viperleaf. However, certain representatives of this strangely unsung dynasty are known by Cold Traders at Footfall to demand truly exorbitant prices for their wares—but only certain wares, namely those that are psychically resonant. Such things are fleetingly rare already, but the new interest in this particular property of some alien artefacts has driven many to explore the ways in which one can employ psykers to find such devices. In response to these rumours, several other Rogue Trader dynasties have also set up seemingly innocuous trade offices at Footfall for similar purposes. Whispers fly about the reason that the Beleroph Dynasty seeks out psychically resonant devices; some say they are Chaos worshippers allied to Karrad Vall, while others claim that the organisation has ties to the Navis Nobilite, the Inquisition, or truly represents a mysterious alien called "Ba'luithe."

Though none are certain what the newly arrived Beleroph Dynasty truly wants with these artefacts of psychic persuasion, representatives of other Rogue Trader dynasties will hardly allow

the competition to gain an edge because of it. As a result, the price of psychically attuned xenos relics at Footfall, and in the Koronus Expanse at large, has increased dramatically, and a group of specialists within the population of Cold Traders have moved to supply the new demand for these artefacts.

These cursed devices are the primary interest of so-called Bonetraders, merchants, and grave-robbers who traffic specifically in psychically resonant objects left behind by careless or malicious precursors. For Bonetraders, psykers are an integral part of business. Only a psyker can be relied upon to separate valuable caches of buried artefacts from the detritus of dead empires scattered across the Koronus Expanse. However, as any successful trader knows, trust is a luxury, and a particularly expensive one at that when one is dealing with those touched by the Warp. A Bonetrader may need a psyker—or indeed, a great many psykers—to carry out his business, but he must also know how to handle the trouble that any given psyker could bring down upon him if he is not cautious. Beyond the usual perils of the Koronus Expanse, anyone who relies on taking psykers into potentially dangerous situations must be prepared to clean up the messes that follow.



BONETRADER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Blather	100	Skill	
Ciphers (Underworld)	100	Skill	
Concealment	200	Skill	
Deceive	200	Skill	
Dodge	200	Skill	
Evaluate	200	Skill	
Forbidden Lore (Psykers)	200	Skill	
Forbidden Lore (Psykers) +10	200	Skill	Forbidden Lore (Psykers)
Silent Move	200	Skill	
Trade (Archaeologist)	200	Skill	
Resistance (Psychic Techniques)	200	Talent	
Sprint	200	Talent	
Forbidden Lore (Xenos)	300	Skill	
Forbidden Lore (Xenos) +10	300	Skill	Forbidden Lore (Xenos)
Hard Target	300	Talent	Ag 40
Strong Minded	300	Talent	WP 30, Resistance (Psychic Techniques)
Jaded	300	Talent	WP 30
Unremarkable	300	Talent	
Rapid Reaction	400	Talent	Ag 40
Mindtrap Maze	500	Talent	WP 40, Int 40
Whispers	500	Talent	Int 40, Fel 30

BECOMING A BONETRADER

Bonetraders, either by research or bitter experience, gird themselves in knowledge of the “gifts” of the psyker, so better to exploit their talents for profit. When mere encounters with the savage Rak’Gol or terrible, undying Yu’Vath guardians are not the worst risks of a planetside venture to a grave-world, it pays to have an understanding of the perils you face—and several countermeasures against your own unpredictable subordinates close to hand. If a Bonetrader is not just to survive, but to profit, he must carefully weigh the thrones and blood that any prospective venture may cost him.

Required Career: Any except Astropath Transcendent, Navigator, or Ork Weirdboy

Alternate Rank: Rank 3 or higher (10,000 xp)

Requirements: Int 35, WP 35

Other Requirements: The Explorer may not possess a Psy Rating or the Untouchable Trait and must have made at least one sale of a psychically-active artefact or otherwise been involved in business dealings that included psykers before taking this Alternate Career Rank.

Benefits: The Explorer gains the Profit by the Witch Talent.

PROFIT BY THE WITCH (TALENT)

Requirements: Int 35

The Explorer is adept at dealing with psykers, both on the battlefield and as business associates.

Whenever the Explorer completes an Endeavour directly involving a psyker or group of psykers from outside of the crew, increase the group’s Profit Factor by an additional 1 point.

MINDTRAP MAZE (TALENT)

Requirements: WP 40, Int 40

The Explorer has trained his intellect to be like a steel trap, and it snaps shut at the slightest provocation by psychic presences. Psykers who attempt to transgress the boundary of his mind often find themselves confronted by confusing images and cunning mental ruses that leave them exhausted and disoriented.

The Explorer may add twice his Intelligence Bonus to any Opposed Willpower Test that he must make because of another creature’s psychic power. If he wins this Opposed Test, the psyker attempting to tamper with his mind gains one level of Fatigue.

COLCHITE SERVO-MASTER

"Some men are born leaders, able to bend others to their will or lead them to extraordinary feats of superhuman skill and endurance; for others, there are always servitors."

—attributed to Sebastian Winterscale

At the frontier of Mankind's vast dominion, life is cheap but labour is valued at a premium. Without vast hive worlds to provide an endless source of manpower, the unquestioning labour of servitors is even more valuable in the Koronus Expanse than within the Imperium proper. Servitors are a common enough sight in the Koronus Expanse, from simple drones shuffling about the vessels of Rogue Traders to labour units handling cargo to battle servitors guarding Machine Cult shrines and patrolling the corridors of voidships. Though ideal servants and labourers, servitors' inability to think or react with anything but rudimentary intelligence make them of somewhat limited use to Explorers on the frontier.

A few clever—some would say foolish—individuals have found ways around these limitations, however, at least for those who can afford it and are willing to deal with the nefarious Stryxis. These peculiar xenos have long made use of their own variety of fleshy creations, which they grow in vats and trade or sell to the highest bidder. In addition to selling their fleshworks, the Stryxis have also created (or more probably scavenged or stolen) a method of controlling servitors with the mind. For a price, an Explorer can have a psycho-cerebral motivation device called a "Colchite" implanted at the base of his cerebellum, which provides a link to the simple minds of servitors who have been specially modified to incorporate the same xenos device. By directly controlling the servitors' actions, virtually anyone with enough mental acumen can turn these otherwise simple and clumsy drones into virtual extensions of themselves.

Though many a warrior would scoff at the idea of hiding behind servitors and letting flesh automatons do their fighting for them, there are others in the Expanse for whom the idea has great merit. So long as the Cold Trade continues, there will be a ready market for Stryxis technology.

BECOMING A COLCHITE SERVO-MASTER

Though the use of xenotechnology is proscribed by Imperial Decree, there are many in the Expanse who readily skirt such laws or even openly flaunt them. Though dealing with the Stryxis is a tricky and often frustrating experience, they are the only purveyors of this exotic technology. Exactly what a Stryxis merchant will demand in payment for this technology varies, but typical of the Stryxis, it will never be as straightforward as a simple payment of Thrones.

While the Stryxis can provide the necessary implants and can also provide ready servitors and vat brutes (for



COLCHITE SERVO-MASTER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Ciphers (Underworld)	100	Skill	
Speak Language (Techna Lingua)	100	Skill	
Concealment	200	Skill	
Deceive	200	Skill	
Dodge	200	Skill	
Forbidden Lore (Xenos)	200	Skill	
Intimidate	200	Skill	
Shadowing	200	Skill	
Binary Chatter	200	Talent	
Sprint	200	Talent	
Tech-Use	300	Skill	
Double Team	300	Talent	
Hard Target	300	Talent	Ag 40
Jaded	300	Talent	WP 30
Unremarkable	300	Talent	
Technical Knock	400	Talent	Int 30
Combat Formation	500	Talent	Int 40
Mastermind (x5)	500	Talent	Int 30, WP 30, Implanted Colchite Device
Step Aside	500	Talent	Ag 40, Dodge
Whispers	500	Talent	Int 40, Fel 30

MASTERMIND (TRAIT)

Prerequisites: Int 30, WP 30, Implanted Colchite Device

Implanted with a Stryxis psy-motivator at the base of his cerebellum, this character can control specifically fitted servitors as though they were extensions of his own body. When actively controlled, the servitors use the Explorer's WS and BS and can perform more complicated actions that might otherwise be beyond their normal mental capabilities (a battle servitor could open a door or a drone could pick up a delicate object without breaking it, for instance).

The Explorer can control one servitor for each time this Talent is taken, but is limited to controlling one servitor for every 10 points of his Intelligence Characteristic (rounded up), up to a maximum of 5 servitors. For instance, a character with an Intelligence of 36 could only ever control 3 servitors at once, even if he takes this Talent a fourth time.

The range of control extends 20m x the character's Willpower Bonus (so a character with WP 23 could control his servitors up to 40m away); if the servitor goes beyond the maximum control range or the psychic link is broken (such as by the presence of an Untouchable), the servitor reverts to its normal routines. Only servitors that have been fitted with Colchite implants attuned to the character can be thus controlled.

While actively controlling one or more servitors, the character must concentrate intently and can only take a Half Action on each of his Turns. If the character stops concentrating or his concentration is broken, the servitors merely resume their normal routine and follow the last instructions given to them.

an extra price, of course), they cannot actually implant the psy-motivator into a character. This requires a Chirurgeon or other individual with advanced medicae knowledge. Usually, the only visible, external indication of the implant is a small scar at the base of the skull.

Required Careers: Any

Alternate Rank: 3 or higher (10,000 xp)

Requirements: Int 35, WP 30

Other Requirements: The Explorer may not have the Untouchable Trait. The Explorer must acquire one "Colchite" implant directly from a Stryxis trader or other appropriate marketplace (at which they are considered to be Very Rare), plus one per servitor he wishes to equip, and then undergo

surgery to put the device in place. He must also possess at least one servitor with which to bond in this way (see page 374-375 of the **ROGUE TRADER** Core Rulebook for various servitor profiles or page 108 of this volume for the rules for **Psychic Familiars**, which can also be used to generate servitor-like creatures).

Benefits: The Explorer gains the Mastermind Trait.

Special: The strange xenotech used by the Stryxis has a peculiar residual effect. Very rarely, servitors equipped with this technology run out of control when exposed to Eldar. Any servitor with such an implant gains the Hatred (Eldar) Talent.

DEFENDER OF THE FOURTH CIPHER

"If the Emperor deems these creatures necessary, I shall stand by His Word and protect them by my blade and my life. But they have more to fear from me than any scum of Chaos should they fall from His light."

— Koric Lex, Founder of The Vigil of the Fourth Cipher

It began with a single Missionary: Koric Lex, a lifelong devotee of the God-Emperor and scourge of His enemies across the Koronus Expanse. However, after a lifetime of battle against the enemies of Mankind, and most especially against unsanctioned psykers who sought to flee to the Expanse, Lex found his faith faltering. Putting aside his initial urge to redeem himself for this heresy with his sword, he instead travelled to the Calixis Sector. It is said that he found his answer on the hive world of Scintilla. The tale goes that Lex was locked in deadly combat with a talented psyker from the world's festering underhive, and found his own faith to be lacking once again.

Blinded by the psyker's power, stumbling through the fetid streets, he collapsed upon a broken pedestal. When he awoke, he found himself looking up at the forgotten shrine of a minor saint—Numeri IV—and the sight of the crumbling statue on the altar rekindled the fires of his faith. He shook off the psyker's malediction, tracked his quarry down, and then sent the heretic to meet with the Emperor—or to whatever fate awaited him after death. Lex then went on to found the Vigil of the Fourth Cipher, an order dedicated to watching over the psykers on the fringes of the Imperium and making sure that those who stray from the Emperor's light return to his embrace, one way or another.

Lex is long dead, but his legacy lives on. Each member of the Vigil is known as a Defender—the only rank available to anyone in the Vigil of the Fourth Cipher. There is no advancement within the organisation for a simple reason; these stoic individuals share a single belief, that the necessary evil of psyker witchcraft enables the Imperium to function and protect itself, and that they have been tasked with watching over these cursed individuals, as both shepherd and executioner. Members of the Vigil seek to live simply, as their founder Lex and the saint who inspired him did, and some even give up their names in exchange for designations or codenames.

For a Rogue Trader, a Defender of the Fourth Cipher is a valuable member of their crew, a constant in a morass of talents, personalities, and risks that are ever in flux during their long voyage around the Koronus Expanse. The reason for this is twofold—first, an individual with the ability to lead others both in prayer and in combat is invaluable, when crew morale comes into question during periods of great stress. Second, they are trained anti-psyker weapons and will face enemies and comrades alike without fear or remorse.

This is the grim, quiet side to a Defender of the Fourth Cipher. Although some consider them guardians of those with psychic gifts, they are also extremely devoted killers, should a time come where their ward is no longer stable and thus poses a threat to others. These warriors are able to dispatch psykers in combat more easily than others and are formidable foes, striking without hesitation or mercy at the first hint of corruption or mental instability.



DEFENDER OF THE FOURTH CIPHER ADVANCES

Advance	Cost	Type	Prerequisite
Awareness +20	200	Skill	Awareness +10
Climb	200	Skill	
Common Lore (Imperium)	200	Skill	
Common Lore (Imperium) +10	200	Skill	Common Lore (Imperium)
Common Lore (Mercenaries)	200	Skill	
Forbidden Lore (Psykers)	200	Skill	
Forbidden Lore (Psykers) +20	200	Skill	Forbidden Lore (Psykers)
Intimidate	200	Skill	
Intimidate +10	200	Skill	Intimidate
Tracking	200	Skill	
Tracking +10	200	Skill	Tracking
Light Sleeper	200	Talent	Per 30
Paranoia	200	Talent	
Quick Draw	200	Talent	
Rapid Reaction	200	Talent	
Deadeye Shot	300	Talent	BS 30
Resistance (Psychic Techniques)	300	Talent	
Unarmed Warrior	300	Talent	
Duty Unto Death	500	Talent	WP 45
Eternal Vigilance	500	Talent	Per 35, Paranoia
Strong Minded	500	Talent	WP 30, Resistance (Psychic Techniques)
Crack Shot	600	Talent	BS 40
Sure Strike	600	Talent	WS 30
Pure Faith	700	Talent	

BECOMING A DEFENDER OF THE FOURTH CIPHER

The Vigil consists partially of former soldiers and mercenaries and partially of warriors of faith, but all are united by their devotion to the cause. Few ever veer too far from the teachings of Saint Numeri IV, who taught his philosophy of redemption across numerous worlds in the Calixis Sector in the long-forgotten past. Members of the Vigil of the Fourth Cipher are given a copy of the Saint's writings on the proper ways to return the witch and the apostate to the Emperor's embrace upon the completion of their training, and most keep this hallowed volume—part prayer-book and part instruction manual on “redeeming heretics” with a staggering variety of weapons and other commonly available implements—on their persons at all times.

Required Career: Missionary or Arch-militant

Alternate Rank: 2 or higher (7,000 xp)

Requirements: Willpower 30.

Other Requirements: The Explorer must take the time necessary to initiate himself in the ways of the Vigil of the Fourth Cipher, studying with another member of the order to learn its ways.

Benefits: The Explorer gains the Unfaltering Redemption Talent.

UNFALTERING REDEMPTION (TRAIT)

Requirements: WP 30

The Explorer's faith in the Emperor allows him to stand confident that the witch will never escape judgement nor redemption, even in the face of overwhelming odds.

When the Explorer spends a Fate Point to re-roll a Weapon Skill, Ballistic Skill, or Opposed Willpower Test against a psyker, he adds a bonus equal to his Willpower Bonus multiplied by five (to a maximum of +30) to the result of the re-roll.

ETERNAL VIGILANCE (TRAIT)

Requirements: Per 35, Paranoia

The Explorer's is well aware that his vigil never ends, and remains ready to smite those who stray from the Emperor's light at all times.

Once per game session, an Explorer with this Talent may nominate another single character within line of sight as the target of his vigil. He may only have one such character targeted this way at a time.

Once per Encounter, he may make a Standard Attack Action against the target of his vigil as a Reaction. He gains the benefits of a Full Action Aim Action for this attack (see page 238 of the **ROGUE TRADER** Core Rulebook).

ELUTRIAN DEVOTEE

"Ours is the path to the future of humanity. We are its destiny and you are too blind to see it, your soul too weighed down by dogma to open the eye of truth. Only we have the power to lead our species into the light!"

—Final words of Ors of House Typhon, executed by Inquisitor Schuld on Scintilla

With lineages and pedigrees tracing back into the murky depths of human history, the hereditary Houses of the Navis Nobilitate take great pride in the importance of their place in the Imperium. They are uniquely tied to the Warp by their third eye and this grants them a power that humanity relies upon to travel between the points of light in the vast darkness. Without the Navigators, the Imperium could never function. Most Navigators take a great deal of pride in their gifts, but while many keep their own importance in view, some lose perspective on their place in the galaxy.

The Elutrian Confederacy most assuredly belongs to the latter group. An order tied to certain Navigator Houses within the Calixis Sector and Koronus Expanse, this sinister group takes its name from the High Gothic word for washing away impurities. While individual members vary wildly in their fanaticism, all are enthralled by the idea that Navigators represent not merely a valuable part of the Imperium, but are in fact the Emperor's intended chosen guides, meant to lead the benighted masses of humanity to perfection. The Members of the Confederacy have penned countless tracts debating the specifics of the matter, all of them proscribed by the Ordos of the Inquisition and condemned by the Paternova of the Navis Nobilitate. This belief also brought the Confederacy into direct conflict with the Seekers of the Daybreak, a heretical group founded around the idea that psykers—and, ultimately, Chaos—are the destiny of humanity that had taken hold amongst the nobility of Scintilla several centuries earlier. Because of their violently conflicting goals, and because of various aggressive personalities at the center of the conflict, each group quickly made the extermination of the other a priority, and so a silent war of assassinations, spiretop raids, and lightning strikes began. The conflict left bloody webs of conspiracy hanging between the hive worlds of the Calixis Sector, and both the Elutrian Confederacy and the Seekers of the Daybreak grew dangerously extreme in their methods as ideology became a facade to justify private wars of revenge.

Navigators are ever aware of the perils that it presents to every single human soul. Psykers, who surge with the power of the Warp and even act as living conduits of its power, therefore stand out like blazing flames in their sight. While the vast majority of Navigators take no particular interest in psykers besides perhaps giving them a bit of extra berth while they use their powers, the Elutrian Confederacy

came to view psykers as a threat to the future they seek for humanity, their resentment fuelled by generations of bloody conflict with the Seekers of the Daybreak. The most devoted of their members see even the sanctioned psykers of the Imperium as catastrophes waiting to happen, fools who would try to master the ineffable insanity of the Empyrean and risk damning themselves and, more importantly, everyone else around them. During this period, the Navigators of the Elutrian Confederacy developed techniques to combat psykers.

The Seekers of the Daybreak were ultimately purged from Scintilla by the Ordo Calixis, but the Elutrian Confederacy's distrust of psykers was well-cemented by that time, for many of its finest scions had fallen in pitched battles and other quiet but brutal conflicts with members of the Chaos-influenced cult. Despite the annihilation of their foes by agents of the Inquisition, however, the fall of House Typhon struck a significant blow against the Elutrian Confederacy. House Typhon was declared renegade by the Paternova and the Elutrian Confederacy was suppressed, but members of both groups cling to the shadowy corners of the Calixis Sector, or have shifted their activities to the Koronus Expanse, to avoid persecution by the Ordo Calixis—and other Navigators.



ELUTRIAN DEVOTEE ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Forbidden Lore (Navigators) +10	100	Skill	Forbidden Lore (Navigators)
Forbidden Lore (Psykers)	100	Skill	
Forbidden Lore (The Warp) +10	100	Skill	Forbidden Lore (The Warp)
Scholastic Lore (Navis Nobilitate)	100	Skill	
Hatred (Daemons)	100	Talent	
Hatred (Psykers)	100	Talent	
Awareness +10	200	Skill	Awareness
Deceive	200	Skill	
Psyniscience +10	200	Skill	Psyniscience
Psyniscience +20	200	Skill	Psyniscience +10
Scrutiny	200	Skill	
Heightened Senses (Choose One)	200	Talent	
Paranoia	200	Talent	
Dark Soul	300	Talent	
Jaded	300	Talent	WP 30
Litany of Hate	300	Talent	Hatred
Resistance (Psychic Techniques)	300	Talent	
Strong Minded	400	Talent	WP 30, Resistance (Psychic Techniques)
Warp Sense	400	Talent	Navigator, Psyniscience Skill, Per 30
Improved Warp Sense	600	Talent	Warp Sense

BECOMING AN ELUTRIAN DEVOTEE

The only requirement to join the Elutrian Confederacy is the Navigator gene, but a Navigator needs to be of a certain mind-set to actually choose this forbidden and shadowy path. Individual members of the Elutrian Confederacy may feel more or less antipathy towards psykers depending on the specifics of their involvement in the organisation and the strength in their belief that Navigators represent the true destiny of humanity, but all are taught to distrust the witch, even those sanctioned by the Emperor, and some seek to eliminate such “uncontrolled threats.”

Required Careers: Navigator

Alternate Rank: 1 or higher (5,000 xp)

Requirements: None

Other Requirements: The Explorer must have had contact with a member of the Elutrian Confederacy and been initiated into the teachings of the order before taking this Alternate Career Rank.

Benefits: The Explorer gains The Warp Unbound as a new Navigator power (which he may improve in the same manner as any other Navigator Power).

Special: The Explorer gains the Rival (Astropaths) and Enemy (Inquisition) Talents.

THE WARP UNBOUND (NAVIGATOR POWER)

By gazing directly into the mind of a psyker, the Navigator is able to pierce the barrier between the psyker and the Warp, opening a door to the Empyrean and unleashing a storm of chaos that devastates his victim from within.

Novice: The Navigator chooses a psyker or Daemon in line of sight and within a number of metres equal to 3 times his Perception Bonus. He then makes an **Opposed Willpower Test** against the target. If he is successful, the target suffers 1d10 Energy Damage, ignoring Armour and Toughness Bonus. The target may not use Psychic Techniques at the Fettered level until the end of the next Round, plus one Round per Degree by which the Navigator wins the Opposed Test. A single foe may only ever suffer from the negative effects of one instance of this power at a time. If the Navigator has the Hatred Talent that includes his target, he gains a +10 bonus to his **Opposed Willpower Test**.

Adept: As per Novice, but the psyker also cannot use Psychic Techniques at the Unfettered level for the duration that he is affected by this power. If the Navigator has the Hatred Talent that includes his target, he gains an additional +10 bonus to his **Opposed Willpower Test** (to a total of +20).

Master: As per Adept, but the power also affects all other psykers and Daemons within a number of metres around the target equal to the Navigator's Perception Bonus. If the Navigator has the Hatred Talent that includes his target, increase the Damage that the target suffers from this power by an amount equal to Navigator's Perception Bonus.

PSYLAKIS WARDER

"Yes, the Emperor protects... and out beyond the Maw, he protects those who protect themselves best."

—Rogue Trader Godric Jol

In the treacherous Koronus Expanse, few commodities are worth more than a good Navigator or Astropath, and it is not uncommon for Rogue Traders plying the frontier to go to great lengths to keep them safe. While some turn to the Tutors of the Red Schola to provide mindlessly loyal bodyguards or even hire Kroot mercenaries to protect their most valuable living assets, others favour a more subtle and more certain approach. For those willing to pay the price, the Brotherhood of Psylakis offers a unique solution.

It is uncertain exactly when the Brotherhood first appeared in Footfall or from whence they came, but the peculiar order has quietly gone about its business in the shadow of the great statue of the Emperor for at least two centuries. Thought by some to be a sect practicing an unorthodox offshoot of the Imperial Creed and by others to be a heretical cult of xenophiles or even a cabal of psykers in league with the Ruinous Powers, the Brotherhood has become invaluable to certain Rogue Traders who ply the Expanse, by providing a means to ensure the safety of their Navigators and Astropaths—the Warders.

Exactly how the Brotherhood trains the Warders is a secret known to very few, as is the mysterious ritual that telepathically links them with those they are bound to guard. Warders and those they are charged to protect are bound by sacred oaths—whether sworn on holy relics or something more sinister—not to reveal the details of the Ritual of Psylakis, and most shy away from discussing the psychic bond shared between them. One inexplicable but persistent rumour circulates in their wake: all Warders of Psylakis are said to partake of the rare but largely unremarkable viperleaf that grows on certain worlds of the Expanse, and many of their charges take to using the herb, chewed or in lho sticks, as well. Whether this is a part of their ritual initiation, a social convention, or merely an odd habit that has developed in their ranks, only the Warders can say.

Whatever the methods, the results are undeniably effective, and Warders are prized throughout the Expanse for their loyalty, dogged sense of duty, and astounding ability to keep their

charges secure. The claim that nobody under the protection of a Psylakis Warder has ever suffered an unnatural demise is assuredly an exaggeration, but there is little doubt that the Brotherhood provides some of the best security money can buy. For many Rogue Traders, not to mention their Astropaths and Navigators, such an investment is worth every Throne Gelt.

BECOMING A PSYLAKIS WARDER

While the training and conditioning of potential Warders is long and arduous, and the demands on successful candidates last a lifetime, the Brotherhood has no shortage of volunteers. Becoming a Warder is seen by many of Footfall's downtrodden as a sure path to a better life among the stars. For others, it is a test of their skill and determination, a chance to prove they are worthy of joining the select few chosen to protect some of the most vital individuals in the Expanse.



PSYLAKIS WARDER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Awareness +10	200	Skill	Awareness
Medicac	200	Skill	
Silent Move	200	Skill	
Scrutiny	200	Skill	
Scrutiny +10	200	Skill	Scrutiny
Search +10	200	Skill	Search
Blind Fighting	200	Talent	Per 30
Combat Sense	200	Talent	Per 40
Heightened Senses (Choose One)	200	Talent	
Light Sleeper	200	Talent	Per 30
Paranoia	200	Talent	
Security	300	Skill	
Shadowing	300	Skill	
Disarm	300	Talent	Ag 30
Leap Up	300	Talent	Ag 30
Takedown	300	Talent	
Combat Master	400	Talent	WS 30
Duty Unto Death	400	Talent	WP 45
Guardian	500	Talent	Ag 40
Lightning Reflexes	500	Talent	
Rapid Reaction	500	Talent	Ag 40

MINDLINKED (TRAIT)

Prerequisites: Ag 40, Per 35

When a Warder and his charge undergo the Ritual of Psylakis, each one's mind is forever psychically linked to that of the other. While not a direct telepathic link allowing complex verbal communication, the Warder and his charge are constantly aware of the other's presence, and any strong emotions the other feels. The Warder unerringly knows the location of the psyker in his care if they are within 1km x the Warder's Perception Bonus of one another, and he can sense his charge's presence and general, relative position up to 1,000 km away. Additionally, when a Psychic Technique is used against the protected psyker, add the sum of the Warder's Willpower Bonus and Perception Bonus to the result of the psyker's Opposed Tests; the Warder may also add the sum of the protected psyker's Willpower and Perception Bonuses to Opposed Tests to resist psychic attacks directed at him. If the telepathic link between the Warder and his charge is unexpectedly broken (such as by death or the presence of an Untouchable) both must pass a **Challenging (+0) Willpower Test** or immediately suffer 1d5 Fatigue. If one or the other dies, the survivor suffers 1d10 Insanity Points from the backlash; if one dies violently, the survivor suffers 2d10 Insanity points instead.

Candidates for the Psylakis Brotherhood must meet certain physical and mental criteria and undergo intensive training and instruction within the Brotherhood's compound. Many are deemed insufficient on grounds that seem entirely arbitrary to outsiders, and most of these warriors go on to join other mercenary companies in the Expanse or to serve as security forces on Rogue Trader vessels.

Those who do not wash out may continue their training for months or even years, honing their skills and senses until they are deemed ready. Once a candidate finally completes the training, the potential Warder is matched to a charge and both undergo the secret ritual, linking their psyches unto death—and some claim, even beyond.

Required Careers: Any except Navigator, Astropath, or Ork

Alternate Rank: Rank 4 or higher (13,000 xp)

Requirements: Ag 40, Per 35

Other Requirements: The Explorer may not have a Psy Rating or the Untouchable Trait. The Explorer must have been trained by the Psylakis Brotherhood and must have undergone their secret rites that create the psychic link between the Warder and his charge.

Benefits: The Explorer gains the Mindlinked Trait.

WITNESS OF DUSK

"I see many things, my lord. I see that you have recently dined upon Krootox, that the charge in your bodyguard's plasma pistol is half-depleted, and I see that we are about to have company... there is a single figure crouched roughly ten metres above us believing himself hidden behind a holo-screen."

—Obscuriate Watcher Severus

The Dusk Witnesses, also sometimes called Obscuriate Watchers, are a group of Astropaths within the Calixis Sector and Koronus Expanse who owe a great deal of their current fame—and infamy—to their ties to the tenebrous legacy of the Haarlock Rogue Trader dynasty. The Haarlocks have haunted the Calixis Sector for centuries and a great many of that fallen family's works and allies became tainted with a dark reputation. The Astropaths serving the Haarlocks were no exception, a particularly clannish and aloof group that cherished many complex traditions.

The Dusk Witnesses take these traditions from a fragmented collection of records they have saved over the centuries and bound into a tome known as the Blind Canticle. According to this book, the Witnesses of Dusk were founded by a powerful Astropath named Aldin Klein, in service to the great Solomon Haarlock. Klein made a mysterious pilgrimage to the crepuscular world of Dusk and there he received a vision. Though he would not speak of what he had seen, he quickly began to gather other Astropaths around him and teach them his ways after this harrowing experience.

The Dusk Witnesses have suffered a measure of Inquisitional scrutiny in the Calixis Sector, with some amongst the Ordo Hereticus claiming that they are a heretical cult, whilst others are less convinced. The notorious Radical, Hettesh Kane, published a study of their order in 793.M41, describing his theory that they were created as an attempt by Solomon Haarlock to send astrotelepathic messages through time as well as space—an experiment in contacting the past or future. This theory was soundly disputed by Inquisitor Vovnus Kaede, whose detailed counter-claim (on file at the Tricorn Palace in the [[Redacted]] data-stacks on level [[Redacted]]) explains that the Dusk Witnesses were actually being taught methods of sending—and somehow, receiving—messages from the dead.

The controversy led to a decision by Chief Astropath Xiao in 799.M41 to formally denounce the Dusk Witnesses, making them quite unwelcome in the greater Imperial structure of the Calixis Sector. Since then, many members of the order have slowly made their way into the Koronus Expanse, often gaining the patronage of Rogue Traders in search of an edge. It is widely rumoured that the tempestuous Rogue Trader Aoife Armengarde has granted passage to a number of their order, and it is said that she has taken some of them as far as the distant Sargos Sector.



WITNESS OF DUSK ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Rogue Traders)	100	Skill	
Forbidden Lore (Warp)	100	Skill	
Forbidden Lore (Psykers)	100	Skill	
Forbidden Lore (Heresy)	100	Skill	
Intimidate	100	Skill	
Literacy	100	Skill	
Scholastic Lore (Occult)	100	Skill	
Secret Tongue (Rogue Trader)	100	Skill	
Combat Sense	100	Talent	
Foresight	100	Talent	
Common Lore (Rogue Traders) +10	200	Skill	Common Lore (Rogue Traders)
Forbidden Lore (Heresy) +10	200	Skill	Forbidden Lore (Heresy)
Intimidate +10	200	Skill	Intimidate
Melee Weapon Training (Primitive)	200	Talent	
Common Lore (Rogue Traders) +20	300	Skill	Common Lore (Rogue Traders) +10
Dodge	300	Skill	
Intimidate +20	300	Skill	Intimidate +10
Forbidden Lore (Heresy) +20	300	Skill	Forbidden Lore (Heresy) +10
Melee Weapon Training (Universal)	300	Talent	
Unnatural Senses (30m) Trait	750	Trait	
Unnatural Perception x2 Trait	750	Trait	

In appearance, Witnesses of Dusk are little different from any other Astropath—with one obvious exception. Obscuriate Watchers conceal their empty eye sockets (and occasionally, even their entire face) with ornate metal plates gene-bonded to their flesh. These plates are often carved with the Aquila and the emblem of the Rogue Trader (or other patron, including, some say, certain Inquisitors) that they serve.

However, despite an unremarkable appearance, a Witness of Dusk often stands out, even from other Astropaths. Simply being in the presence of a Witness of Dusk can be unsettling to those who understand the ramifications of their outcast status. For this reason alone, some Rogue Traders add them to their entourage as an example of their ability to flaunt their own authority beyond the Imperium's borders, while others scrupulously avoid these ill-fated individuals.

BECOMING A WITNESS OF DUSK

Aside from the group's shadowy origins, the difference between a Witness of Dusk and any other Astropath is one of training, aptitude, and focus; namely, focusing one's psychic abilities on seeing without sight. As part of this persecuted group, Obscuriate Watchers face a gauntlet of dangerous rumours, suppositions, and outright hostility in places, even those as wild and chaotic as the Koronus Expanse.

Fortunately, the Witness of Dusk's uncanny abilities are strong and he is likely to find himself in high demand from organisations like the Kasballica all the way up to prestigious Rogue Traders like Aspyce Chorda. At the very least, a Witness of Dusk is a novelty that causes all kinds of discussion and speculation amongst almost any company on Footfall.

Naturally, the clannish and aloof nature of the Witnesses of Dusk upbringing is likely to make them suspicious of others and slow to trust. Witnesses of Dusk rarely share their innermost doubts, thoughts, or feelings unless with someone with whom they truly feel a strong connection. Having little other choice in the course of his life, Obscuriate Watchers tend to revel in their association with Rogue Traders and being beyond Imperial rule; it provides a sense of freedom they otherwise rarely get to indulge.

Required Career: Astropath Transcendent

Alternate Rank: 1 or higher (5,000 xp)

Requirements: Int 40

Other Requirements: The Explorer must have a history with the Witnesses of Dusk, having trained with their order for some years before selecting this Alternate Career Rank.

Special: The Explorer gains the Blind Fighting, Dark Soul, Rival (Astropaths), Rival (Inquisition), and Enemy (Astropaths) Talents.

WHAT ARE ELITE ADVANCES?

"The Koronus Expanse demands great things of a man. He must be bold, for the Expanse does not reward timidity. He must be swift, for the Expanse punishes those too slow to act when the time is right. He must be perceptive, for the Expanse hides many secrets. Above all, he must be strong, for the Expanse shows no mercy to the weak."

—Calligos Winterscale

For any given player character, his chosen Career and Advances are just parts of the whole—they represent an array of pre-chosen abilities themed to a specific kind of character. These Advances are understood to be part of the character's expected lifestyle and assumed training, the qualities that the character is likely to gain simply by following their occupation or calling. For example, an Arch-Militant, simply by the virtue of being an Arch-Militant, is assumed to gain proficiency in the art of war. Similarly, an Explorator can be expected to have an expanded knowledge of technology and lore.

However, unexpected encounters, new opportunities, and life-changing experiences can all have an undeniable influence on a character's development, allowing for the concept of Advances beyond those provided by a character's Career Path. These special Advances are known as Elite Advances and are described in detail on page 39 of the **ROGUE TRADER CORE Rulebook**. Used effectively, Elite Advances can help create memorable characters that grow far beyond the broad archetypes laid out by each character's Career Path.

USING ELITE ADVANCES

The concept of an Elite Advance is based around an individual character—his particular desires, experiences, and the opportunities that he discovers. Gaining an Elite Advance should always be focused upon representing those ideas, with the rules used to reflect the character and the campaign. Elite

Advances are not intended to be a quick method for bypassing

the structure of a Career Path to get a powerful Talent, Skill, or Trait nor should they be used to simply "power up" an Explorer.

Elite Advances come in two broad categories: player-requested Advances, when the player gives a justification for why his character should learn something, and GM-granted advances, when a situation within the context of the ongoing game prompts the GM to offer an Advance to one or more of the Player Characters.

PLAYER-REQUESTED ADVANCES

The process for acquiring a player-selected Advance is relatively simple:

- The player selects the Advance he would like the character to obtain.
- The player then gives an in-character justification for gaining that Advance.
- The GM considers this and assigns a cost to the Advance if he wishes to make it available to that Explorer at that time. This cost is normally expressed in xp, but may also involve suffering Insanity or Corruption Points, gaining an Enemy Talent, or anything else the GM deems appropriate.

GM-GRANTED ADVANCES

GM-granted advances skip the first step described above, with the GM setting a price, picking the Skills, Talents, or Traits being granted, and giving an in-character reason for the Advance. Such Advances

can be used to promote the theme of a campaign, to represent special training offered by an ally, patron, or other grateful or benevolent party (or less-than-benevolent party with an ulterior motive), or even as a reward for a particular success or a noteworthy event. GM-granted Advances are, of course, optional—a player unwilling to accept the cost gains nothing and loses nothing—and may be either permanent additions to an Explorer's Advance Scheme (meaning that they can be taken at any point from then on) or available only for a limited time, perhaps only at that particular moment and place, under those circumstances.



ACCURSED (TRAIT)

Prerequisite: Must possess a Psy Rating

Beings that are afflicted with this malediction draw much unwelcome interest from the powers of the Warp, but through harsh experience, some learn to turn these attentions elsewhere. Whenever a being with this Trait uses a Psychic Technique at the Push level, he may add an additional 1 to his Psy Rating and an additional +10 to any rolls he must make on **Table 6–3: Psychic Phenomena** and **Table 6–4: Perils of the Warp** (see pages 161-162 in the **ROGUE TRADER Core Rulebook**). However, whenever he suffers the effects of a roll on **Table 6–3: Psychic Phenomena** or **Table 6–4: Perils of the Warp**, he may attempt an **Ordinary (+10) Willpower Test** with a –5 penalty per point of Psy Rating he used for the Focus Power Test. If he succeeds, he does not suffer the effects of the result, instead inflicting the result upon another target of his choosing within Psy Rating x 5 metres (if the result affects an area, then the area is centred on his target instead of himself). If there are no eligible targets within that range, or if he fails in his attempt to shunt the Warp’s malice aside, the Explorer suffers the effects as normal.

ELITE ADVANCE PACKAGES

Elite Advance Packages take the concept of Elite Advances a step further, providing new and unique abilities as well as the potential for multiple advances in a single package deal. Much like the simpler Elite Advances, Elite Advance Packages are ways to tailor the direction of a character in directions that aren’t covered by the normal Career Paths or even by Alternate Career Ranks like those elsewhere in this book. The packages contain a wide variety of possible effects and some of them may even add to your character’s Advance Scheme, providing a list of Skills and Talents that can be purchased at a later point for additional Experience. When spending this additional experience, an Explorer advances through his Career normally—it does not matter where a player spends his Experience, only that he spends it.

The following Elite Advance Packages are examples, a selection of possible ways for the player and GM to use Elite Advance Packages to develop characters and campaigns beyond the limits of a character’s career path. As with all Elite Advances, the GM is the final arbitrator of what an Elite Advance Package contains and whether or not a player can take it.

HEXICAR

“My Lord, allow me to deal with these Ork raiders. They may have brought a considerable force, but I can guarantee that they are not expecting to face one so accursed as myself...”

—Caldus Algol, Hexicar

At the beginning of 817.M41, Inquisitor Herrod attended a highly unusual and clandestine meeting with one of the pre-eminent Rogue Traders of the Expanse, Calligos Winterscale. The two men consulted in private for many hours aboard Winterscale’s Grand Cruiser, the *Emperor’s Vow*. Afterwards, Winterscale, his vessel, and the Inquisitor’s retinue departed for the Maw on a desperate and daring task—their destination the mysterious station of passage known as the Witch-Cursed World. The details of this incident remain locked under numerous levels of Inquisitional ciphers, but it is known at least that Winterscale departed the Witch-Cursed World accompanied by a large number of Astropaths whom he claimed to have rescued from that dark planet.

Whispered questions buzz throughout Footfall and Port

Wander alike concerning the significance and outcome of Winterscale’s enigmatic mission: Why was the Inquisition involved? Why did they approach Calligos Winterscale? From what were the Astropaths rescued? No definitive answers seem forthcoming, but the Astropaths that have returned from the Witch-Cursed World bear undeniable effects: the bond between these Astropaths and the God-Emperor has somehow been sundered. Many have completely lost their sanity due to this profound loss, but others have discovered that they possess unusual traits that linger on from their ordeal. Known as Hexicars, these psykers are somehow able to twist their psychic talents in such a way as to inflict dire curses upon their enemies.

The most zealous hunter of truth regarding the Hexicars and their origin is none other than Lord-Captain Sylvia Locke of the Imperial Navy. Under special orders from Commodore Wake, Locke has undertaken a far-reaching investigation of her own into the Witch-Cursed World, and her vessel—the Dauntless-class Light Cruiser *Aegis*—has been scouring ports across the Expanse following a web of hints, legends, and lies. So far, the Lord-Captain’s quest has no conclusion, only a theory that the destruction of the Astropaths’ soul-bonds to the Emperor is at the heart of the issue and the main reason behind the Inquisition’s interest. Nor is Lord-Captain Locke the only interested party; many ships belonging to the reviled cannibal Saynay clan have inquired into the Hexicars as well, and in the slave pits of Iniquity, there are whispers that Karrad Vall has issued a bounty for acquiring Hexicars into his bloody court in the Citadel of Skulls.

Within the Expanse, Hexicars are considered omens of misfortune and are often blamed for accidents, theft, and murder. Shunned by the authorities at Port Wander, some Hexicars have found their unusual abilities put to use by Rogue Traders that put in at Footfall. Calligos Winterscale is known to employ the services of a handful of Hexicars, but many scoff that doing so has doomed even the legendary Winterscale dynasty, and all Calligos has struggled for shall soon be brought to ruin.

Requirements: The character must be human and possess a Psy Rating and the Soul-Bound Trait.

Advance Cost: 300 xp

Effect: The character loses the Soul-Bound Trait if he has it and gains the Accursed Trait in its place. The character gains 1d10 Corruption Points and 1d10 Insanity Points, and automatically gains one Malignancy of his choice (see page 300 of the **ROGUE TRADER Core Rulebook**).



VOID-MAD PROPHET

“There is nothing like madness to open the mind.”

—from *Overlooking the Abyss*

There are places in the Koronus Expanse that humans were not meant to tread, and secrets of dead empires that they were never meant to uncover. In the penumbra beyond the Emperor’s Light, the line between sanity and madness becomes blurred. Voidsman suffer from crippling disorders across the galaxy, of course, but several disturbing cases have been noted on ships that travelled close to locations such as the Rifts of Hecaton.

It begins in a myriad of ways—a voidsman knowing something far beyond his ken, a Navigator finding an impossible path through a Warp storm, an archaeologist unlocking an ancient riddle—but it invariably ends in the same way: screaming madness wrought upon a mind left dangerously open and the influence of things beyond the veil of this reality.

An Explorer who develops this condition—and indeed, it can only be described as such—gains access to knowledge he should never have, and perhaps that no human was ever intended by the God-Emperor to wield. This might prove invaluable in the short run, but the longer an Explorer allows the whispered secrets into his mind, the more he pulls on the threads of sanity to find answers, the faster he will find the comfortable, necessary lie of reality unwinding around him. And, in the end, all that remains is utter insanity.

Restrictions: The character must have at least 15 Insanity Points to select this Elite Advance. The character may not have the Untouchable Trait when selecting this Advance.

Advance Cost: 500 xp

Effect: The character gains 1d10 Insanity Points and the Whispers Unheard Trait.

WHISPERS UNHEARD (TRAIT)

Prerequisite: 15+ Insanity Points

The Warp flows and echoes in the mind of this Explorer, and sometimes thoughts, feelings, and fears wash up on the shores of his psyche. As a Half Action, the Explorer may make an Intelligence Test to attempt to access these stranded, tattered memories. If he passes the Test and his roll is also lower than or equal to his total Insanity Points, he gains the following benefits and consequences until the end of his next Turn: he may treat any Skill based on Intelligence as a Basic Skill, adds a bonus equal to his half of his Insanity Points (rounded up) to any Intelligence-based Tests he makes, and gains 1d5–2 (to a minimum of 0) Insanity Points for each successful Intelligence-based Test he makes during that time.

UNTOUCHABLE

“The Daemon came for us on the bridge. Flesh and metal ran like water around it and the Daemon laughed. There was a moment when I was convinced I was going to die. In the next heartbeat, Danton stepped onto the bridge from the main lift. He stared at the Daemon and took a single step forward. That one step was like the world re-aligning itself, reality restored. The Daemon snarled... and then it stepped back.”

—Helmsman Cathur of the *Triumph of St. Drusus*

A handful of extremely rare individuals in the 41st Millennium cast no shadow in the Warp—by some trick of fate or genetic fluke, these people have no Warp presence and can inhibit and disrupt psychic energy simply by existing. Other humans, even those with no psychic ability whatsoever, are extremely uncomfortable and fractious when an Untouchable is nearby. Despite the best efforts of some of the brightest minds in the Imperium, the manner in which these “Blanks” and “Untouchables” operate is barely understood. Those who do have some knowledge of the matter consider them to be extremely valuable resources, and they often attract the attention of senior Inquisitors, powerful Rogue Traders, the Officio Assassinorum, and

UNTOUCHABLE (X) (TRAIT)

Prerequisites: Character Creation Only, Must Not Possess a Psy Rating

Untouchables have no presence in the warp and inhibit psychic energy in the immediate area.

This Trait has different levels of effect. The number in parentheses indicates the Untouchable's level of power.

Psychic Invulnerability: An Untouchable is completely immune to Psychic Powers and Psychic energy and effects directed against them (as well as special abilities used by creatures with the Daemonic Trait, the Warp Weapon Quality, possession, sorcery, Corruption Points from warp shock, and so forth). Untouchables cannot be detected by means of Psyniscience and similar abilities. Powers of this type directed at an Untouchable, even if successfully manifested, simply fail. If an Untouchable is caught in the effect of a Psychic Power, Psychic Phenomena, or Perils of the Warp over a wide area, it simply fails to affect him, although it may affect other people normally, subject to the Psychic Disruption effect, below.

Psychic Disruption: All Psychic Powers manifested within a radius equal to the Untouchable's Willpower Bonus in metres reduce their effective Psy Rating by the level of the Untouchable Trait (X). Additionally, creatures subject to Warp Instability suffer double Damage from its effects while in this area.

Note: It may still be possible to indirectly affect an Untouchable with a Psychic Power—for example, a boulder telekinetically dropped from a great height on an Untouchable can still flatten him. The exact effects of indirect powers and the interpretation of what the Untouchable's ability is able to affect is left to the discretion of the GM.

THE POWER OF AN UNTOUCHABLE

The Game Master should consider carefully before deciding to permit a character to select the Untouchable Trait for a Rogue Trader campaign. Untouchables are extremely rare in the Warhammer 40,000 universe, but aside from that, they can also significantly alter the balance of the game. Even a single Untouchable character can make it very difficult for a psychic enemy to provide a challenge to the Explorers. The social effects of an Untouchable in a game such as **ROGUE TRADER** can also make many scenes awkward, as some NPCs may find the character offputting at best and intolerable at worst (at the GM's discretion).

THE UNTOUCHABLE TRAIT

There are levels built into the Untouchable Trait to provide a granular approach rather than an all-or-nothing element; this means that the GM can choose to limit how many levels of the Trait can be purchased by a character. However, at the GM's discretion, there is an all-or-nothing option he can choose. By setting the cost of the Trait at 1,200 xp, the Untouchable can completely and totally shut down all psychic powers and effects in his radius, rather than simply reducing the Psy Rating. Again, it is highly recommended that the GM consider carefully before choosing this option, but it can help if the GM wishes to create Untouchable characters similar to others in the Warhammer 40,000 universe.

other such august agencies. An Untouchable's singular gift makes him an invaluable tool in the God-Emperor's service. However, many Untouchables themselves consider their ability a curse, for it forever separates them from the rest of humanity. Socially, Untouchables are often ostracized, shunned, and even attacked by those who were once friends and neighbours. Unable to understand the effects of their unique nature, some Untouchables take their own lives rather than face existence alone.

There are some Rogue Trader dynasties in the Koronus Expanse who have spent fortunes seeking out and acquiring Untouchables to further their own endeavours. To have and maintain an Untouchable can be a powerful bargaining chip and advantage when dealing with psychic agents, such as officials of the Adeptus Astra Telepathica, the Inquisition, and even some alien races like the Eldar. The calculating Rogue Trader Jonquin Saul is particularly interested in such people, and he has paid agents across the Expanse to keep him informed of the arrival or discovery of any

such Blanks. Aoife Armengarde has also expressed interest in Untouchables, but her approach is to offer them sanctuary first and a give them a place in her own plots for profit only after she has granted them her protection.

Requirements: The character must be human, and cannot possess a Psy Rating. The character may not take this Elite Advance at any other time than character creation. Navigators may not select this Elite Advance.

Advance Cost: 500 xp, plus 100 xp per level of the Trait beyond the first.

Effect: The character gains the Untouchable Trait. Additionally, he reduces his Fellowship Characteristic by one-half (rounding up) and suffers an additional -20 penalty to Fellowship Tests involving any creature that has a Psy Rating or the Psyniscience Skill. The character may never gain nor benefit from the positive effects of Psychic Powers, Sorcery, Pure Faith, Navigator Powers, or any other related Talents, Traits, or abilities. As always, the GM is the final arbiter of any further restrictions or effects of this Trait.



COG WHISPERER

“Yeah, Magos Sigyn talks to the assault craft she’s repairing. But she spends so much time performing her sacred rites of maintenance on those things that I’d think she was crazy if she hadn’t started talking to them by now.”

—Voidsman Raigar of the *Shattered Sword*

Countless members of space-going vessels interact with machinery on a daily basis. Some simply enjoy expanding their knowledge by watching the marvellous machinery at work, and some speak to it in fluent binary, praising the Omnissiah for the gift of a true physical incorporation of the machine into themselves.

Those who work with machines inevitably begin to see them in the same terms as people—or sometimes, see people in the same terms as machines. What begins as odd repeated errors or inexplicable behaviours are slowly transformed into coherent narratives and even personalities in the mind of the viewer. Whether it is a Void-Master who hears the slow groans of his cruiser as a familiar complaint against yet another harsh turn or an Explorer who finds the endless jawing of humans to be meaningless static but can read subtle meanings from the clicks of an ancient cogitator’s Morys Cypher output, the line between mind and circuit becomes blurred. This is especially true aboard voidships, where the labour and lives of men and machines are symbiotically and inextricably linked.

Though such thoughts are tech-heresy, especially when coming from those outside of the Cult Mechanicus, the voidships that tread the Koronus Expanse are home to an incalculable number of superstitions, beliefs, and divergent communities. One of these sub-cults is the Children of the Cogs, and its members can be found on many vessels within the Koronus Expanse and at ports of call such as Port Wander and Footfall. The Children of the Cogs, called “Cog Whisperers” with various levels of derision, seek to venerate the great machines around them and grow closer to understanding them by some sort of mental communion. Some claim they have seen astral projections of the machines themselves, projections that lead them away from danger or warn them of imminent malfunctions. Others have learned to listen to the machines with a degree of fluency that astounds even accomplished Explorators (and perturbs the more conservative of their kind greatly). Whether or not they ever succeed is up to debate, but many amongst the crimson-clad Priests of Mars seek to suppress the Children of the Cogs and other, similar cults that even whisper of communicating with machines without their intercession. Despite the reaction of most Explorators who encounter these groups. Some tech-priests have attempted to research the Children of the Cogs to prove conclusively whether or not they can access the great minds of machine-spirits, but oddly, virtually all of these researchers—and, indeed, almost any tech-priest who becomes involved in some way with the Cog Whisperers—have vanished under mysterious circumstances. Officials of the Lathes have generally deemed such as “industrial errors within reasonable margins of expected failure.”

Akin to watching a psyker play regicide, witnessing a Cog Whisperer step in to solve problems with an errant machine can be an awe-inspiring experience, but their doubters are many. Besides the scrutiny of many Explorators and the righteous indignation of others, many simply consider Cog Whisperers to be insane, and they may not be wrong.

Requirements: Per 30, WP 30

Advance Cost: 300 xp

Effect: When a player chooses this Elite Advance, he may select one sufficiently sophisticated machine (such as a single component aboard a voidship, a specific starfighter, or an archeotech relic). When dealing with the chosen machine, the Explorer may spend a Fate Point to immediately determine the cause of any problem afflicting the machine and add a bonus equal to Intelligence Bonus times five (to a maximum of +30) to the next Test to repair or alleviate that problem. The Explorer gains a +10 bonus to all Tests made using this machine.

If the machine is ever destroyed, even if the Explorer is not present, he gains 2d10 Insanity Points immediately as he inexplicably becomes aware of its “death.” He may transfer this Talent to a new machine if given the proper time to bond with it and grow used to its “personality” and foibles.





MENTAL ARSENAL

- NEW NAVIGATOR POWERS
-
- ASTROPATH VOIDFROST DISCIPLINE
-
- ASTROPATH SOUL WARD DISCIPLINE
-
- RENEGADE PSYKER TECHNIQUES
-
- ORK WAAAGH! DISCIPLINE

CHAPTER IV: MENTAL ARSENAL

"We arm ourselves as you do, Master-at-Arms.. Our weapons are not so obvious as yours, perhaps, but they are no less deadly."

—Searn Kelris, Senior Astropath of the *Emperor's Charge*

This section contains new Navigator abilities and new psychic powers to expand and bolster the arsenals of Astropaths, Ork Weirdboyz, and other psykers in the Koronus Expanse and beyond its shadowy bounds.

NEW NAVIGATOR POWERS

"Oh, the things I could show you—just look into my eye..."

—Syomil Dakkar, exiled Navigator

The powers of the Navis Nobilite are little understood by any but the most esoteric of scholars, and the Navigators themselves, of course. Rumours tell that they can curse a man with a glance or hold back the march of time with but a thought, though this is surely conjecture. Most would consider them only marginally better than mutants, although necessary all the same for their ability to steer a vessel safely through the Warp. Presented here is a selection of new powers that Navigators may gain, according to the rules on page 178 in the **ROGUE TRADER** Core Rulebook. The bonuses for Adept and Master levels should be applied to all Tests the Navigator makes for these powers, with the exception of Toughness Tests and other Tests the Navigator must make to avoid negative effects.

AETHER DOLDRUMS

A skilled Navigator can use this power to mark a point of calm in even the most tumultuous Warp storm. On a smaller scale, they can also use this ability to find a stillness in the Immaterium flowing around them that dampens psychic powers and even pushes Daemons back towards the edge of the dark pit from whence they came. Many Navigator Houses teach their progeny how to seek this calm in the Warp, as it may be the only thing that stops the Navigator from being torn to shreds and their soul devoured by Daemons in the case of a flicker in the Gellar Field.

Novice: On a successful **Difficult (-10) Willpower Test**, the Navigator causes an area with a radius of his Perception Bonus times 5 metres to fall into a Warp lull for two Rounds, plus one Round per Degrees of Success on the Willpower Test. The Navigator may also choose to dismiss the calm as a

Free Action at the beginning of his Turn. At the end of each of his Turns that he does not choose to dismiss the calm, the Navigator must make a **Challenging (+0) Toughness Test** or gain one level of Fatigue. Psykers in this area suffer a -10 penalty to all Focus Power Tests. Daemons that end their Turns within this area must make a **Challenging (+0) Toughness Test** or be Stunned for 1 Round.

Adept: As per Novice, but Psykers do not add any bonus from their Psy Rating to their Focus Power Tests and Daemons who fail their Toughness Test to resist this power also suffer 1d5 plus the Navigator's Perception Bonus in Energy Damage that ignores Toughness Bonus, Armour, and the Daemonic Trait.

Master: As per Adept, but the calm lasts for four Rounds plus two Rounds per Degree of Success that the Navigator scores on his Willpower Test.

BALEFUL WATCHER

The power sometimes called "Baleful Watcher" or "Piercing Gaze" is a technique taught to Navigators to help them to penetrate the densest of Warpstorms and find a safe path. However, when turned on an individual, this power allows the Navigator to look past the facade of material reality, and thus exploit the knowledge he gains from staring so deeply into his foe's soul.

Novice: As a Half Action, the Navigator applies his supernatural levels of perception to discerning the nature of one foe he can see, peeling back all lies to reveal its true nature. The Navigator makes a **Challenging (+0) Perception Test**. If he succeeds, he learns his foe's Armour Points on each location, total Toughness Bonus, and Psy Rating (if it has one).

Adept: As Novice, but if he succeeds, he also learns of any invisible defences protecting his foe, such as force fields and sustained defensive Psychic Techniques (if it has any).

Master: As Adept, but if he succeeds, he also learns which (if any) Psychic Techniques or Navigator powers his target knows.

EBB AND FLOW

Time can flow in a strange manner when travelling through the Immaterium, and over the years many Navigators have learned to move with the temporal unpredictability of the Immaterium that underlies reality. By unleashing a vision that strips away the presumptuous facade of linear time before a an attacker's eyes, the Navigator can slow an enemy to a crawl. Even if the power's effect is extraordinarily subtle, many have found it to be just enough to stay an assassin's blade by a few precious moments or prevent a foe escaping the judgement of the Navis Nobilite.

Novice: The Navigator makes an Opposed Willpower Test against a single target within his line of sight who can see his Warp Eye. If he succeeds on the Test, so long as the target remains within line of sight, it may not perform Reactions as its movements slow. Anyone attempting to Dodge or Parry an attack made by the target gains a +10 bonus to his Skill Test. This power lasts as long as the Navigator chooses to maintain it, although he must devote his first Half Action on each of his Turns to maintaining it or the power fades at the end of the Turn.

Adept: As per Novice, except that the effects extend the Navigator's Willpower Bonus in metres around the target, slowing every creature in the radius that fails the Opposed Willpower Test. The bonus to Dodge and Parry Tests increases to +20.



Master: As per Adept, except that anyone caught in this area completely loses his grip on the flow of time for a few fleeting moments. For the first Round that the power takes effect, all creatures caught within the radius that fail the Opposed Willpower Test are Stunned.

EVIL EYE

On many worlds, three-eyed mutants who can peer into your soul are thought of as bogey-men to scare children into obedience and people whisper that they are a tainted breed that can curse good, Emperor-fearing citizens with but a glance. These legends likely do not truly refer to Navigators, but they do echo with the truth of the matter, as techniques exist that can cause a person to attract the malign spirits of the Warp, drawing hungry things to them that slowly siphon away at their very mind and soul. This power is reserved for the Navigator House's most loathed enemies, and these unfortunates soon find that their luck fails them and their allies treat them with disdain.

Novice: The Navigator chooses a target that is no further away than his Perception Bonus in metres and then makes an **Opposed Willpower Test**. If he succeeds, any weapons the target uses gain the Unreliable Trait and the target suffers a -10 penalty on all Tests. The effects of this power last for 1d5 days plus one extra day per Degree of Success that the Navigator scored on the Opposed Willpower Test, or until the "cursed" character spends a Fate Point to end the effect. Only one instance of this power may be active at any one time.

Adept: As per Novice, but the target also suffers an additional -10 penalty to all Interaction Tests it makes (to a total of -20 on Interaction Tests). Further, the next time the target or anyone within five metres of him uses a Psychic Technique, the psyker automatically manifests Psychic Phenomena even if he would not normally do so (such as on a Fettered level power), and must roll on **Table 6-3: Psychic Phenomena** (see page 160 of the **ROGUE TRADER** Core Rulebook).

Master: As per Adept, but the psyker incurs a significant Warp breach and must roll on **Table 6-4: Perils of the Warp** instead of **Table 6-3: Psychic Phenomena** (see page 160-161 of the **ROGUE TRADER** Core Rulebook).

EYE OF OBLIVION

The Navigator snaps open his Warp eye and traces the vital lines that bind a creature's animating force to its mortal shell. By striking these places with the utmost precision, the Navigator can inflict harm on his target's very essence, and thus defeat foes that might otherwise seem inviolable.

Novice: As a Full Action, the Navigator may activate this power by choosing one opponent within range and line of sight and making a **Challenging (+0) Perception Test**. He focuses his Warp Eye on the paths through which the Immaterium flows in and around a single creature, pinpointing those places most vital to its very existence. Until the end of his next Turn, plus one additional Turn per Degree of Success on his Perception Test, the Navigator deals additional Damage equal to his Perception Bonus the first time he hits the chosen foe with a Melee or Ranged Attack each Turn (this does not include his Navigator Powers).

Adept: As Novice, except that the extra Damage that the Navigator deals from this power ignores Armour and Toughness Bonus (the Damage from the attack itself is reduced as normal).

Master: As per Adept, except that the extra Damage that the Navigator deals with this power increases by an amount equal to his Perception Bonus (to a total of twice his Perception Bonus). Further, the Navigator's first successful Melee or Ranged Attack (this does not include his Navigator powers) each Turn against the chosen foe ignores any force fields or psychic defences that the target might possess.

INWARD VIEW

There are many myths about the "third eye" into the soul, their origins supposedly harking from Old Terra itself. The Navis Nobilitate knows that such stories are not wholly mythical, though, and that it is entirely possible to discover hidden knowledge and a degree of inner calm using its own unique brand of introspective meditation. Many of the older, more cloistered members of the Navigator dynasties spend prolonged periods in their Reclusiam Chapels, meditating upon philosophical issues and esoteric lore.

Novice: The Navigator makes a **Challenging (+0) Willpower Test**. If successful, he removes up to one level of Fatigue and adds +10 to the first Investigation Skill Test that he makes in the next hour. It takes five minutes for a Navigator to establish himself in the physical and mental posture for this rapid meditation and he can only use this power once every 24 hours.

Adept: As per Novice, but the Navigator removes up to two levels of Fatigue and adds a +5 bonus to all Navigation (Warp) Tests that he is required to make in the next hour.

Master: As per Adept, but the Navigator removes up to three levels of Fatigue and adds a +10 bonus to all Navigation (Warp) Tests that he is required to take for the next eight hours.

PASS UNSCATHED

Being so closely linked with the Warp, it is no surprise that Navigators have developed techniques to avoid its corrupting influence on both themselves and those around them. With a great deal of effort, the Navigator can slow the insidious effects of the Warp for a short period of time, relying on his mental fortitude to touch the poison of Chaos without being corrupted by it.

Novice: The Navigator must choose a target within his Perception Bonus x 3 metres and then make a **Difficult (-10) Willpower Test**. If he is successful, the power lasts a number of minutes equal to his Willpower Bonus. While the power is active, if his target would gain any amount of Corruption Points, it gains that amount minus 1 (to a minimum of 1) Corruption Points instead. The Navigator can only have one instance of this power active at any one time. The Navigator must pass a **Challenging (+0) Toughness Test** or gain 1 level of Fatigue after using this power.

Adept: As per Novice, but the number of targets that the Navigator can shield with this power increases to his Perception Bonus, and if any of his targets would gain any amount of Corruption Points, it instead gains that amount minus 2 (to a minimum of 0).

Master: As per Adept, but the amount of time the power lasts increases to the Navigator's Willpower Bonus x 2 in minutes.

SEEK THE PATH

The Navigator uses his pineal eye to peer through the Immaterium around him, piercing the churning clouds of the Warp to find the causeways of least resistance to his target and assessing the paths of its reaction before it can even move to defend itself. In this way, the Navigator guides his own attacks to their destination while circumventing his foe's desperate attempts at defence.

Novice: As a Half Action, the Navigator can activate this power by making a **Challenging (+0) Perception Test**. Until the end of his next Turn, plus one additional Turn per Degree of Success on his Perception Test, the Navigator may use his Perception Characteristic in place of his Weapon Skill and/or Ballistic Skill Characteristic for the purposes of Tests.

Adept: As Novice, but the Navigator's Melee and Ranged Attacks impose a -10 penalty to Dodge and Parry Tests opponents make to avoid them.

Master: As Adept, but the Navigator's Melee and Ranged Attacks impose a -20 penalty to Dodge and Parry Tests opponents make to avoid them (in place of the -10 penalty from Adept level).

VISION OF HELL

While many Navigators simply focus on wreaking as much destruction as possible by revealing the Warp to their foes with powers like Lidless Stare, some Navigators prefer to act with more subtlety and train themselves to cast projections of the true face of that hellish dimension, causing even the most stout-hearted of warriors to collapse to their knees and weep as their sanity unravels.

Novice: This is a gaze power, as described on page 180 of the **ROGUE TRADER Core Rulebook**. The Navigator makes an **Opposed Willpower Test** versus any living creature (which excludes Daemons, machines, and other non-living creatures) that looks into his Warp Eye. If a target is unable to avoid the Navigator's baleful stare, it must immediately roll on **Table 5-5: Hallucinogen Effects** (see page 126 of the **ROGUE TRADER Core Rulebook**); the effects of the power last for a number of Rounds equal to the Degrees of Success by which the Navigator won the Opposed Test. Due to the strain of containing his power to mere visions, the Navigator gains 1 level of Fatigue.

Adept: As per Novice, but if the target is affected it must add +20 to the result of its roll on **Table 5-5: Hallucinogen Effects** and automatically gains 2 Insanity Points. If the Navigator fails the Test, he gains 1 Insanity Point in addition to the other effects.

Master: As per Adept, but if the target is affected it must instead roll twice on **Table 5-5: Warp Travel Hallucinations** with a +50 to each result and gains 1d5+1 Insanity Points. If the Navigator fails the Test, he rolls on **Table 5-5: Hallucinogen Effects** and suffers the result of his roll in addition to the other effects.

WARP VIGIL

Navigators must be ever watchful for danger when guiding a vessel through the Warp, and be capable of reacting at a moment's notice to the caprices of the shifting realm of Chaos. On the battlefield, a Navigator can turn this power to his advantage, reacting to strikes seconds before they arrive or even calling allies to move from harm's way moments before an enemy can land a telling blow.

Novice: As a Full Action, the Navigator may make a **Challenging (+0) Perception Test**. If he succeeds, for the remainder of the encounter, he may make one additional Dodge Reaction per Round. Whenever he does so, however, he loses one Half Action from his next Turn.

Adept: As Novice, but he may also make a Half Move as a Free Action when he makes his Dodge Reaction.

Master: As Adept, but he may also now instead have any ally within a number of metres equal to his Perception Bonus make the Dodge Reaction and Half Move instead of himself (this still expends the Navigator's extra Reaction and costs the Navigator a Half Action from his next Turn instead of costing his ally the Half Action).



NEW NAVIGATOR SHIPBOARD ACTIONS

"A good Navigator can steer her ship to dance through the insanity of the Immaterium, rolling off the Sea of Souls without sinking beneath the waves of madness. I guarantee you've never meet a bad Navigator, and if you do, that poor soul is likely to be among the last you meet."

—Melfira, Envoy of House Mercator

The following actions can be used in starship combat by a Navigator. Any Navigator can perform these actions—although some do have required prerequisites that the Navigator must meet before being able to enact them. Each Action counts as an Extended Action in Starship Combat.

EMERGENCY JUMP

Though a Navigator never follows this order unless no other option remains, some daring captains have been known to call for an emergency entry into the Warp to avoid a devastating shot. This is a last chance action to avoid destruction, as an unplanned jump is perilous in the extreme.

In response to an enemy's shooting, the Navigator may make a **Very Hard (–30) Navigation (Warp) Test**. If he passes the Test, the ship immediately translates into the Warp until its next Strategic Turn and does not exist in reality until then. Crew members may suffer Warp Hallucinations (see **The Effects of Translation** on page 29). The ship re-enters at the start of its next Strategic Turn in its original position (if another ship occupies this position, both are destroyed as the two vessels merge and then promptly explode).

If the Navigator fails the Test, then the ship translates as described above, but during the vessel's next Strategic Turn, the GM rolls on **Table 2–9: Inaccurate Re-entry** (see page 34) to determine the location where the ship has re-entered. If he rolls doubles on the table (11, 22, 33, etc.) before modifiers, he adds 50 to the result in addition to any other bonuses or penalties. If he scores a 9 on any of the dice he rolls, he must also roll on the **Table 2–8: Warp Incursions** (see page 33) to determine what horror has latched onto the vessel during its split second in the Warp.

SCANNING THE AETHER

The Navigator penetrates the Warp to sense what lies unseen beyond mundane reality, looking for the telltale signs of danger, foes, and Warp manifestations.

The Navigator makes a **Difficult (–10) Psyniscience Test**. If he passes the Test, he sees the shadow of reality unmasked within the Warp, and he counts as having successfully performed an Active Augury Extended Action (see page 216 of the **ROGUE TRADER CORE Rulebook**), but with a range that extends a number of VUs equal to three times his Perception Bonus. In addition, if the vessel's auspex has been damaged or destroyed, it counts as being operational until the vessel's next Strategic Turn.



WARP INTERFERENCE

A Navigator leads his vessel in between the invisible skeins of the twisting Immaterium, finding a tangled patch in which to hide from the baleful stare of his enemies.

The Navigator makes a **Hard (–20) Psyniscience Test**. If he passes the Test, he chooses one enemy vessel within a number of VUs equal to three times his Perception Bonus. That vessel suffers a –10 penalty to its Detection for one Strategic Round, plus one additional Strategic Round per Degree of Success the Navigator scored.

NEW ASTROPATH DISCIPLINES

"We act under the guidance of the God-Emperor, only through the grace of his protection and blessing. You have no authority to question us."

—Astropath Veyla Trein's last words to Inquisitor Frankl

Among the stars of the Koronus Expanse, thousands of Astropaths plumb the depths of the Warp as they pass messages between those loyal to the Imperium of Man. The vast majority of these psykers utilise the central disciplines of their training—particularly the telepathic path. However, these worlds are incredibly distant from Terra and the training that transformed their minds. As they travel the distant stars, often far from others of their kind, many Astropaths experiment and develop new ways to engage their abilities.

Through the centuries, these experiments have led to countless new techniques. Only a subset of these have been properly documented and classified into formal disciplines. While it is entirely possible for an Astropath to develop alternative techniques, the Voidfrost and Soul Ward disciplines represent two that have become better established among the Koronus Expanse. It is not uncommon to encounter an Astropath who knows one of these Disciplines, and some may even be willing to pass on their knowledge. In addition to the existing repertoire of Disciplines and Techniques, an Astropath may also select powers from the Voidfrost and Soul Ward Disciplines, per the rules outlined in the **ROGUE TRADER** Core Rulebook.



VOIDFROST

As they travel the far stars, often shrouded from even the sacred glow of the Astronomican, many Astropaths spend countless hours searching for any psychic resonance among the void. As they stretch their minds ever further into the darkness, many begin to study the emptiness that surrounds them. A few even come to embrace the chill of the vacuum that extends endlessly beyond the boundary of their vessel's hull. It is believed that psykers who came to grips with the essence of the void were the first to develop the Voidfrost Discipline. The sharp distinction between the icy, uncaring void and the warm glow of the God-Emperor's embrace became a focal point for their new studies.

THE VOIDFROST DISCIPLINE

Activation Time: Full Action

Maintainable: Yes

Range: 10m x Psy Rating

Focus Power Test: Psyniscience

Power Scale: At Psy Rating 1–3, the psyker gains a greater degree of comfort in dealing with the harsh chill that the empty void inflicts upon the soul. In doing so, he may detect hints of life and mental activity within the void beyond the vessel's hull. At Psy Rating 4–6, the psyker may sometimes become unconsciously aware of any anomalies or signs of life in the void within several VUs of his craft. At Psy Rating 7+, the psyker often has an intuitive reaction to all things which disrupt the ebb and flow of the void throughout his current system. Efforts to explore space seem intuitive, but planetary atmospheres feel unnatural.

Technique Trees: Cryokinesis

Basic Technique: Ward the Chill

As psykers begin to embrace the ways of the Void, they must first grasp the necessities for unprotected survival amidst the very environment that they seek to master. The most crucial first step to this is learning to overcome the risks inherent in survival without a pressurised atmosphere and without the warmth necessary for life. Establishing the necessary techniques for calling forth a survivable environment from the depths of the Warp is a rite of passage for those who seek to master the Voidfrost Discipline. For some psykers, this first step is simply an intuitive reaction—their understanding of the void naturally compels them to create a liveable environment. However, some psykers inadvertently exhibit this ability under life and death conditions—such as being involuntarily expelled from their vessel.

TABLE 4-1: VOIDFROST CRYOKINESIS TECHNIQUES

Name	Focus Time	Sustain	xp Value	Focus Power Test
Embrace of Emptiness	Half Action	No	100	Willpower
Quest for Warmth	Half Action	No	200	Psyniscience
The Void's Touch	Half Action	No	200	Willpower
Breathstealing Barrage	Full Action	No	300	Willpower
Black Sleep	Full Action	No	300	Opposed Willpower
Void Substantiation	Half Action	Yes	400	Willpower
Freeze the Soul	Full Action	No	400	Willpower

As a Full Action, the psyker is able to focus his energy, to draw power from the Warp to ward against the isolation and chill of the void. Implementing this Technique requires a Focus Power Test. On success, the psyker creates a bubble of warmth and air which permits the psyker to survive unprotected in a vacuum (see **ROGUE TRADER Core Rulebook** page 261) for a number of hours equal to the Psy Rating used to activate the power. Every Degree of Success enables the psyker to protect one additional person within the bubble for the power's duration.

Embrace of Emptiness

Value: 100 xp

Prerequisites: None

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 1m x Psy Rating

Sustained: No

Within the depths of the void, it is not uncommon for a vessel to suffer a catastrophe that leaves its crew injured and the craft distant from any aid. By exercising his understanding of the void, a psyker who has mastered this power can wrap himself or an ally in the void's icy embrace, stabilizing the target and allowing it to survive the harshest of conditions for some time. This technique requires delicate focus to take its full effect, and so it cannot place an unwilling target into the protective sleep it grants to allies. However, in a pinch, some Astropaths have used it to slow and disorient attackers

The psyker activates this Technique with a Focus Power Test. If he succeeds and his target is a willing ally, the target's core body temperature drops and all of his metabolic processes virtually cease. The character immediately enters a trance, which lasts for a number of days up to the Psy Rating at which the power was activated (the psyker chooses the number of days at the time of activation). For this time, the target does not need to breathe or eat, ignores environment effects including that of the vacuum, and he does not need to roll to survive ongoing negative effects such as Blood Loss. Each Degree of Success on the Focus Power Test doubles the maximum potential duration. Characters under the effects of Embrace of Emptiness appear dead to all mundane senses. Further, they may not take any Actions, nor may they exit this state until its duration expires or they have the assistance of a psyker trained in this Technique.

If he succeeds but the target chooses to resist the Technique, the target must make a **Challenging (+0) Toughness Test**. If it fails, it gains 1 level of Fatigue and its movement speed is halved until the end of its next Turn.

Quest for Warmth

Value: 200 xp

Prerequisites: None

Focus Power Time: Half Action

Focus Power Test: Psyniscience

Range: 2 VU x Psy Rating

Sustained: No

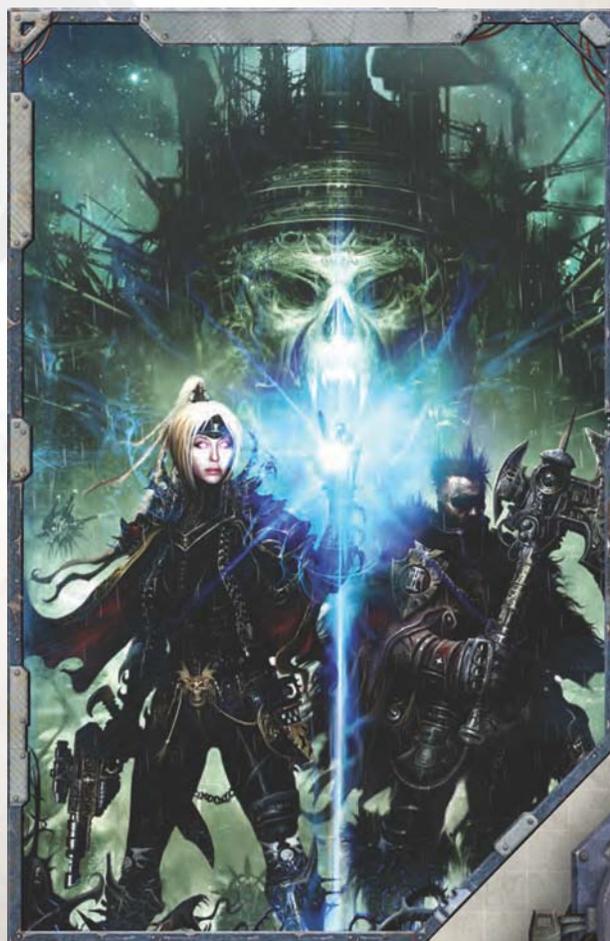
Many psykers who embrace the Voidfrost Discipline do so as part of an effort to find other minds amongst the expanse of the void. This is typically a reaction to their desperate need for respite from their isolation—particularly common among

those Astropaths who man facilities that are distant from all of humanity. As these characters continue to extend their minds into the void, they become ever more capable at identifying any signs of sentient life—including the minds of xenos.

A psyker who activates this power extends his mind deeply into the void, searching for any other active minds. With a successful Focus Power Test, the direction and distance to any concentrations of sentient life within range are immediately identified, regardless of any shielding or attempts at concealment. Refer to **Table 4-2: Quest Results** for specific results. Note also that the psyker becomes vulnerable while using this ability and suffers a -20 penalty to resist any invasive Psychic Techniques.

TABLE 4-2: QUEST RESULTS

Degrees of Success	Results
Success	The psyker senses the direction and approximate distance to the living minds.
2	The psyker detects the rough number of living minds within a reasonable margin of error, but no specifics about their species.
3+	The psyker is able to identify the species of the minds he senses, even if he is unfamiliar with that species.



The Void's Touch

Value: 200 xp

Prerequisites: None

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 5m x Psy Rating

Sustained: No

As a psyker's relationship to the dark chill of the void grows stronger, he often gains the ability to draw upon its inherent nature. One of the first stages of this process is in the mastery of a technique that siphons warmth from objects or individuals into himself, ripping the heat out of any objects between himself and his target, creating a frozen path straight to his foe. The attack seems slow-moving at first, but rapidly accelerates as the psyker directs it on towards the object of his enmity. It is also notoriously difficult to avoid this power, as the psyker can easily redirect the trail of frost with his mind, trapping his foe within an ever-striking cage of cold.

The psyker chooses an enemy within range and line of sight and then makes a Focus Power Test. If he succeeds, the psyker begins to rapidly drain the heat from any surface or object that both he and his opponent are touching. The pulse of cold ignores cover and travels in a line towards the target across the surface that connects the two, dealing 1d5 + Psy Rating Energy Damage with a Pen of 6 and inflicting one level of Fatigue on the target. It may be Dodged as normal, but the target suffers a -5 penalty to this Test for each Degree of Success that the psyker scored on his Focus Power Test if the target is still touching the connecting surface at the end of

his Dodge. Targets that suffer Damage from this attack (after reductions for Armour and Toughness Bonus) must make a **Challenging (+0) Toughness Test** or have their movement rate halved (rounding up) until the end of the next Round.

Breathstealing Barrage

Value: 300 xp

Prerequisites: The Void's Touch

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: 10m x Psy Rating

Sustained: No

The void is tranquil, but that desolate quiet can kill. Life can hardly survive without some shelter from the lifeless emptiness. Some psykers embrace this destructive nature as a method to overcome their foes, while they maintain their own composure through contact with the icy chill of the void.

The psyker focuses his will as a cluster of energy bolts. These bolts are a physical manifestation of the cold energy drawn from the depths of the void. These bolts first appear near the psyker, then must physically travel the distance to his target or targets. If the Focus Power Test succeeds, then the psyker produces one psychic bolt for the initial success, plus one for every two additional Degrees of Success, which he may distribute amongst any number of targets within Psy Rating metres of his original target. The number of bolts cannot exceed the psyker's effective Psy Rating. Breathstealing Barrage hits as long as the psyker passes his Focus Power Test, and targets may Dodge as normal.



Each bolt deals 1d10 + Psy Rating Energy Damage with a Pen of 4, with an additional bonus to Penetration equal to the target's current level of Fatigue. Each target that suffers Damage from one of these bolts (after reductions for Armour and Toughness Bonus) must make a **Challenging (+0) Toughness Test** or gain one level of Fatigue.

Black Sleep

Value: 300 xp

Prerequisites: Embrace of Emptiness

Focus Power Time: Full Action

Focus Power Test: Opposed Willpower

Range: 10m x Psy Rating

Sustained: No

The embrace of the void can offer comfort to an isolated psyker, but those who master its ways soon discover that it can also be a powerful ally. The chill of the void offers a myriad of options to those who commune with it to such a degree that its nature becomes an inherent part of their psyche. Critical among these abilities is the knack for inflicting the void's essence upon a foe's mind by forcing him to confront his insignificance in the vast, cold universe. While a psyker who has come to understand the nature of the void may find such truths comforting, other individuals who are less accustomed to the perspective rarely find it so pleasant.

The psyker activates this Technique with a Focus Power Test, choosing a target point for the centre of the attack. All living creatures (but not Daemons, machines, or other non-living entities) except the psyker within a number of metres equal to his Psy Rating around the chosen point resist the Technique with an **Opposed Willpower Test**. Targets that fail this Opposed Test suffer one level of Fatigue, plus one level of Fatigue per three Degrees by which they failed the Test. The psyker gains one level of Fatigue for each target in the radius that resists the Technique.

The Astropath may choose to have any target that passes into unconsciousness because of levels of Fatigue gained from this Technique freeze solid. Until it regains consciousness, a creature frozen this way does not need to breath and suffers no ill effects from the vacuum. However, also shatters if struck with sufficient force, and therefore counts its Toughness as 0 against any Impact Damage that it suffers.

Void Substantiation

Value: 400 xp

Prerequisites: Black Sleep

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 1m x Psy Rating

Sustained: Yes

Through discipline, practice, and self-affirmation a psyker can come to embody the chill of the void. In doing so, he can learn not just to dwell within its isolation, but to find unity with the emptiness in doing so. A character who masters this ability becomes capable of surviving and acting normally without warmth, pressure, or breathable air, and can also use this power to blunt the effects of extreme cold or toxic atmospheres.

The psyker enters a brief trance state and makes a Focus Power Test; if he succeeds, the Technique activates. For as long as he sustains the Technique, the psyker has no need for air or warmth. For this time, he is also immune to all effects of suffocation and vacuum (see **ROGUE TRADER Core Rulebook** page 261) and gains the benefits of the Resistance (Cold) and Resistance (Poison) Talents for the duration of the ability.

Further, he expresses a chilling aura that pervades his very being and rips the breath from those who strike at him. Whenever any creature would make a Melee Attack against him, that creature must first make a **Challenging (+0) Toughness Test** with a -5 Penalty for each Degree of Success the psyker scored on his Focus Power Test. If the creature fails, it suffers a -10 Penalty on the attack and gains one level of Fatigue as the cold radiating from the psyker saps its strength.

Freeze the Soul

Value: 400 xp

Prerequisites: Breathstealing Barrage

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: 10m x Psy Rating

Sustained: No

There are few prodigies of the Voidfrost Discipline, but legends circulate of those who have completely mastered its ways. The stories tell that they drop the temperature in a room with their entrance and can freeze a man solid with a stare. The most terrifying of these tales are likely based upon the few psykers capable of using techniques like this one upon their opponents. The psyker is said to draw a chill wind from the lightless depths of the void down upon his foes, surrounding them with enveloping layers of ice and freezing their blood even as it pumps through their veins. Targets of this power die an agonising and rapid death, wracked by hours of exposure in the blink of an eye, shattering or crumbling in the unforgiving ethereal gale. This is a rare power, yet it has caused countless nightmares for those who have seen it used. Few can speak firsthand of the horror it inflicts upon its targets, for those who find themselves trapped within its pitiless blast rarely survive to recount the tale.

The psyker begins by nominating a single point within range and line of sight. If he succeeds on his Focus Power Test, then each target within a radius of 2 x Psy Rating metres around the point he chooses is hit by the Technique. Attempts to Dodge Freeze the Soul are resolved in the same way as attempts to Dodge an Area Effect Attack (see page 239 of the **ROGUE TRADER Core Rulebook**). Anything hit by the attack suffers 2d10 + Psy Rating Energy Damage with a Pen of 6, with an additional bonus to Damage equal to the number of levels of Fatigue it currently has. In addition, the attack has the Snare Quality, as the bands of frost and ice close around anything caught in the blast.

SOUL WARD

"My soul bears the imprint of the Emperor. I do not fear the bolter or the lasgun, as He doth shelter me."

—Astropath Nadine Gyrhardt

Every Astropath enjoys the grace of the God-Emperor as a consequence of his spiritual bond to Him on Earth. While all such psykers rely heavily upon the protection that this grants, a few are capable of making this trait the core of their abilities. Practitioners of the Soul Ward Discipline exploit their divinely enhanced essence to protect them and to grant the divine blessing of the God-Emperor to their allies. While still agents of the Adeptus Astra Telepathica, such psykers are typically strongly devoted to the Imperial Cult and may even be mistaken for members of the Ecclesiarchy.

THE SOUL WARD DISCIPLINE

Activation Time: Full Action

Maintainable: Yes

Range: 10m x Psy Rating

Focus Power Test: Psyniscience

Power Scale: At Psy Rating 1–3, the psyker is capable of drawing upon his connection to the Emperor at all times as a source of calm in the face of even the direst situations. At Psy Rating 4–6, the psyker often glows with the light of the Emperor when activating a power. Some may hear the blessed choir of the Astronomican as abilities are used, and any of the Emperor's sacred sigils near the psyker may glow with faint light. At Psy Rating 7+, allies feel as though they are in the very presence of the God-Emperor when the psyker grants his blessing upon them. Any Imperial insignia within Psy Rating metres of the psyker glow with glorious light any time the psyker uses a Technique from the Soul Ward Discipline.

Technique Trees: Divine Grace

Basic Technique: The Emperor's Guidance

Psykers who learn the Soul Ward Discipline expect to rally their allies so that they can hold the line against any threats to the Imperium. While a portion of this ability comes from their divine faith in the God-Emperor, a far greater portion comes from their direct connection to His grace in the form of their Soul Binding. By calling upon the power of the Warp through this connection, they can share the power of His grace with their allies. This can swiftly bolster their faith in their cause, so that their opponents might be vanquished.

The psyker activates this Technique with a Focus Power Test. All allies (excluding the psyker himself) within Psy Rating metres benefit from a +10 bonus to their Willpower Characteristic as long as the psyker sustains the Technique. If the psyker scores three or more Degrees of Success on the Focus Power Test, allies within range may also reroll any failed Tests to resist the effects of Fear.

Know Thy Place

Value: 100 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Opposed Willpower

Range: 10m x Psy Rating

Sustained: No

Through the majesty of the God-Emperor, the psyker comes to understand his place in the galaxy, particularly with reference to the majesty of the God-Emperor and the terrors of the Warp. This understanding represents a reassurance for a psyker who has come to grips with it, but to the uninitiated, the perspective may be terrifying.

The psyker activates this power with an Opposed Willpower Test against a living creature with an Intelligence Characteristic of at least 15 within range. If the psyker succeeds, the target is Stunned for one Round, plus one additional Round for every three Degrees of Success by which the psyker won the Opposed Test, and the creature treats the psyker as if he has a Fear Rating of 2 for the remainder of the Encounter, seeing him as a living conduit of the God Emperor's scorn for His foes. This Technique may only be used once per encounter on any given foe.

TABLE 4-3: SOUL WARD DIVINE GRACE TECHNIQUES

Name	Focus Time	Sustain	xp Value	Focus Power Test
Know Thy Place	Full Action	No	100	Opposed Willpower
Heresy's Price	Full Action	Yes	100	Opposed Willpower
Bastion of the Imperium	Half Action	Yes	200	Willpower
Chorus of the Righteous	Half Action	Yes	200	Willpower
Strength of Truth	Half Action	Yes	300	Willpower
Enduring Faith	Full Action	No	300	Willpower
Reward of the Renegade	Reaction	Yes	300	Opposed Willpower
Glory of the Just	Full Action	Yes	400	Willpower
Call of Faith	Half Action	Yes	400	Willpower

Heresy's Price

Value: 100 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Opposed Willpower

Range: 5m x Psy Rating

Sustained: Yes

Those who oppose the God-Emperor cannot hope to stand before His majesty. The divine grace of the Astropath's soul bond represents a manifestation of His presence. A psyker who has studied the discipline of the Soul Ward is often capable of focusing the Warp's energy to display this glory in a way that may distract his foes. As they lose focus, they often become prone to mistakes in battle, so that His presence serves as their downfall.

The psyker activates the Technique with an Opposed Willpower Test and chooses a target within line of sight. As long as the psyker sustains this power or until the target breaks free, the target suffers a penalty to Weapons Skill, Ballistic Skill, and Dodge Tests equal to the psyker's Psy Rating times three (to a maximum of -30). At the start of each of its Turns, the subject may attempt to break free from the effect with an identical Willpower Test as a Free Action.

Bastion of the Imperium

Value: 200 xp

Prerequisites: Heresy's Price

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: Touch

Sustained: Yes

A psyker who has begun to master the discipline of Soul Warding may pass the protection of the God-Emperor on to those who most need it. After focusing his will through a moment of prayer, the psyker hones in upon the essence of his Soul Binding. Channelling the energies of the Warp through his focus, he grants the target a temporary physical manifestation of that sacred protection.

To activate this Technique, the psyker must touch a target (other than himself) and make a Focus Power Test. If he succeeds, the character the psyker wishes to protect briefly glows with light, which slowly sputters out of existence as it prevents harm meant for the target. This protection remains in effect as long as the psyker sustains the power or until the shield has been depleted, and reduces the Damage of all Attacks that hit its target by an amount equal to the psyker's Psy Rating. The shield persists until it has reduced the Damage from one attack, plus one additional attack per Degree of Success that the psyker scores on his Focus Power Test.

Chorus of the Righteous

Value: 200 xp

Prerequisites: Know Thy Place

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 2m x Psy Rating

Sustained: Yes

Drawing upon his connection to the God-Emperor through his Soul Binding, the psyker may motivate his companions to



fight with ever greater fervour. The psyker and all emblems of the Imperium briefly flare with a blinding white light. As this happens, targets can hear the voices of an Astropathic Choir join in song, in praise of their mission, and casting damnation upon their foes. All targets immediately sense a powerful rush of vindication in their battle against those who would dare to oppose their sacred cause.

The psyker chooses a number of allies (excluding himself) up to his Psy Rating within range. As long as the psyker sustains this power, each of these allies gains a +5 bonus to Weapon Skill and Ballistic Skill Tests, with an additional +5 bonus to these Tests for every Degree of Success the psyker scored on his Focus Power Test (to a maximum of +30).

Strength of Truth

Value: 300 xp

Prerequisites: Chorus of the Righteous

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 2m x Psy Rating

Sustained: Yes

Those who choose to master the skills of the Soul Ward invariably have an incredible degree of trust in their abilities and in the cause of the God-Emperor. For some, this faith was instilled in childhood; for others, it came as part of their life experience. In all cases, an individual's survival of the Soul Binding process served as a confirmation of this faith. With this power, the psyker gains the ability to share his faith

with others, using the Warp to make it physically manifest within the bodies and minds of allies.

The psyker chooses a number of allies (excluding himself) up to his Psy Rating within range. As long as the psyker sustains this power, each of these allies gains a +5 bonus to Intelligence and Perception, plus an additional +5 for each Degree of Success the psyker scores on his Focus Power Test (to a maximum of +30). Further, the psyker may choose to spend one of his own Fate Points to restore a spent Fate Point to any character benefiting from this Technique.

Enduring Faith

Value: 300 xp

Prerequisites: Chorus of the Righteous

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: Touch

Sustained: No

It is said that the God-Emperor lends his strength to those who display the faith required to help themselves. A psyker who has learned this ability may grant a restorative boon to those who have served Him already, that they might continue to do His most holy work without the need for rest. Legends say that some Astropathic Choirs have remained continuously active for years by sharing this technique amongst their members.

The psyker activates this Technique by touching a willing target (other than himself) and making a Focus Power Test. If he succeeds, the target character may remove a number of levels of Fatigue equal to the number of Degrees of Success the psyker scored on his Focus Power Test. The psyker may extend the benefits of this power to a number of other allies (excluding himself) in physical contact with him equal to half of his Psy Rating (rounded up).

Reward of the Renegade

Value: 300 xp

Prerequisites: Bastion of the Imperium

Focus Power Time: Reaction

Focus Power Test: Opposed Willpower

Range: 5m x Psy Rating

Sustained: No

Those who would dare to act against the Imperium do so with the knowledge that they are in opposition to the divinely mandated will of the God Emperor. To undertake such a path is to betray all of Mankind. This treason is a folly of the highest order, and yet there are those who continue to follow this path towards destruction. With this technique, the psyker uses his Soul Binding to punish these offenders, shielding his allies with a luminescent corona and turning the wickedness of his foes back upon them.

The psyker may make a Focus Power Test to manifest this Technique as a Reaction against an enemy who attacks an ally (excluding himself) in range and currently under the effects of a beneficial Technique that the psyker is Sustaining. If the psyker wins the Opposed Test, he returns the attacker's intended malice back on him, absorbing the blow and preventing all Damage that the triggering attack would deal. If the psyker wins the Opposed

Test by two or more Degrees, the attacking foe also suffers an amount of Energy Damage equal to the amount of Damage prevented by this Technique, with a Penetration Value of 0.

Glory of the Just

Value: 400 xp

Prerequisites: Strength of Truth

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: 2m x Psy Rating

Sustained: Yes

As an Astropath's mastery of the Soul Ward school grows, so to do the methods by which he may grant the Emperor's blessing upon his allies. There are no limits to the number of ways that the God-Emperor may bless those who act in his name. He may reach across time and space to aid those who act in his service for the good of all Mankind. Those who receive the blessing bestowed by this technique may begin to realise just how far his reach can extend. Targets can feel the flow of time slow for their enemies as they become more capable of granting justice to those who have offended Him.

The psyker chooses a number of allies (excluding himself) up to his Psy Rating within range. As long as the psyker sustains this power, each of these allies gains a +5 bonus to Strength and Toughness, plus an additional +5 per two Degrees of Success that he scored on his Focus Power Test (to a maximum of +30). Further, any time one of these allies spends a Fate Point, the psyker may make an **Arduous (-40) Willpower Test** as a Free Action; if he succeeds, he restores the Fate Point to the character who spent it and gains one level of Fatigue. At the end of each Round that the psyker chose to sustain this power, he gains one level of Fatigue.

Call of Faith

Value: 400 xp

Prerequisites: Enduring Faith

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 2m x Psy Rating

Sustained: Yes

Those who have faith in the God-Emperor are often capable of performing actions of superhuman endurance. While many do so through nothing but their faith, those under the influence of this technique are aided by the energy of the Warp as focused through a psyker's Soul Binding. In this way, they may continue to serve the Imperium, overcoming even the most potent of foes.

The psyker activates this Technique by making a Focus Power Test and choosing one ally (other than himself) within range who is currently benefiting from the effects of one of his Sustained Techniques, plus one additional ally benefiting from the effects of his sustained Techniques per three Degrees of Success he scores on the Focus Power Test. If he succeeds, the target may ignore the effects of Critical Damage (not including death or the loss of limb or eye) as long as the psyker sustains the power.

NEW ASTROPATH SHIPBOARD ACTIONS

The following actions can be used in starship combat by an Astropath. Any Astropath or Astropathic Choir aboard a vessel can perform these actions provided that the primary Astropath meets the individual prerequisites. Each lists a Focus Power Test; this Test may only be made at the Unfettered or Push levels, given the scale of power required to have a noticeable effect in the cataclysmic battles between voidships. Each Action counts as an Extended Action in Starship Combat, and each Action causes the Astropaths involved to gain 1d5–1 levels of Fatigue (to a minimum of 0) from the strain.

CONTROL THE WEAK MIND

The Astropath reaches out and temporarily controls the mind of a gunner on the enemy ship, making him fire on a chosen target.

If the Astropath has the Compel Telepathic Domination Technique, he can make an **Arduous (–40) Psyniscience Focus Power Test**. If he succeeds, he can choose one weapon on one vessel within 1 VU of his own ship. This range increases by an extra VU per Degree of Success the Astropath scored. The chosen weapon must immediately fire against a target chosen by the Astropath, or can target empty space. That weapon cannot be fired in its vessel's next Turn.

DARK LABYRINTH

The Astropath disguises the interior of his ship, shrouding it with dark shadows and illusory twists and turns.

If the Astropath has the Delude Telepathic Domination Technique, he can make a **Very Hard (–30) Willpower Focus Power Test**. If he succeeds, his ship counts as having a tenebro-maze (see page 205 of the **ROGUE TRADER** Core Rulebook) for one Strategic Turn plus another Strategic Turn per Degree of Success he scored on the Focus Power Test.

FLASH FIRE

The Astropath attempts to cause psychic flames to burst alight aboard the enemy vessel.

If the Astropath has the Telekinesis Discipline, he can choose one vessel within 6 VUs of his own ship, and makes a **Hellish (–60) Willpower Focus Power Test**. If he succeeds, he causes one randomly chosen Component to catch aflame on the chosen ship, plus another Component per Degree of Success he scored.

ILL-OMENS

The Astropath spreads unnatural terror among enemy boarders, blunting their assault by eroding their will to fight.

If the Astropath has the Terrify Telepathic Communication Technique, he can make an **Arduous (–40) Willpower Focus Power Test** in response to an enemy Boarding Action. If he succeeds, the boarders suffer 1d5 Morale Damage plus 1 per Degree of Success the Astropath scored.

CHOIRS AND SHIPBOARD ACTIONS

Astropathic Choirs can provide substantial assistance to a lone Astropath, in both sending signals and blasting foes.

For each Astropath in the Choir, the Astropath leading the Choir gains a +1 bonus to his Psy Rating, to a maximum of +5 (or +10 on Astral Telepathy). Each time the Choir makes a Focus Power Test at the Push level, however, it adds +20 to any rolls on **Table 6–2: Psychic Phenomena** or **Table 6–3: Perils of the Warp** (see page 160–161 of the **ROGUE TRADER** Core Rulebook). The result is centered on the Choir leader, but may also cause weaker Astropaths to “burn out,” temporarily or permanently incapacitating them.

More detailed rules for building and housing Astropathic Choirs are discussed in other **ROGUE TRADER** supplements, such as **Into the Storm**.

MASK OF THE VOID

The Astropath makes his ship appear to perform a manoeuvre to trick his foes. The vessel shimmers and warps, seeming to be in more than one place at once.

If the Astropath has the Delude Telepathic Domination Technique, he can make a **Very Hard (–30) Willpower Focus Power Test**. If he succeeds, he can choose one vessel within 10 VUs of his own ship. During that vessel's next turn, if it fires at the Astropath's vessel, it suffers a –5 penalty to its Ballistic Skill, plus another –5 penalty per Degree of Success the Astropath scored.

PSYCHIC DEFLECTION

The Astropath attempts to deflect an incoming shot with his psychic might, turning aside a blow that might fell his ship.

If the Astropath has the Telekinesis Discipline, he can make a **Hellish (–60) Willpower Focus Power Test** in response to a single enemy shot. If he succeeds, his vessel counts as having one extra void shield against that shot, plus another void shield per Degree of Success the Astropath scored.

QUELL FLAMES

The Astropath dampens a fire within the ship with his mind, willing the flames to sputter and die.

If the Astropath has the Telekinesis Discipline, he can make a **Very Hard (–30) Willpower Focus Power Test**. If he succeeds, he extinguishes one fire on the ship, plus another fire for every three Degrees of Success he scores on the Focus Power Test.

UNNATURAL RESOLVE

The Astropath dampens the crews' primal instincts with psychic energy, making them supernaturally fearless.

If the Astropath has the Inspire Telepathic Domination Technique, he can make a **Very Hard (–30) Willpower Focus Power Test**. If he passes this Test, he may restore 1d5 Morale, plus 1 point per Degree of Success. He can only take this Action once per game session.

RENEGADE PSYKER TECHNIQUES

"The heretic who meddles with the Warp without the guidance of the God-Emperor is already damned. We purify with flame to save his soul as well as our own."

—Battle Sister Immacula Sancta

Psykers that have not been properly trained pose one of the greatest internal threats to the Imperium. The genetic variations associated with these talents arise spontaneously among almost all the human populations of the galaxy. While many who have such powers live their lives completely unaware of their talents, others begin to use these dangerous abilities without an understanding of the inherent dangers. In so doing, they constantly risk contamination from Warp entities as they tap into energies that they cannot begin to understand.

To counter this threat, the Adeptus Astra Telepathica uses their League of Black Ships to constantly scour the Imperium for newly emerged psykers. The Ordo Hereticus remains constantly vigilant for the emergence of such talents—as well as the Warp incursions they can trigger. Both groups are rigorous in their searches and expert at identifying those who can serve the God-Emperor.

However, the Imperium is vast, and even its resources are incapable of identifying every individual with abilities. All too often, a psyker may have decades to hone his talents without the guidance of the Adeptus Administratum. These renegades live in direct opposition to the Imperium, but can use their talents to acquire significant secular power even as they risk damnation.

FORGOTTEN WAYS

Most psykers exhibit some minor abilities before they are identified by the Adeptus Astra Telepathica's League of Black Ships. Typically, it is only those with limited knowledge of their own power who are granted an opportunity to enter training and eventually undergo Soul Binding (if they survive), for to look too deeply into the Warp is to invite corruption of the soul itself.

Those who undergo formal training soon learn the proper techniques to exercise their psychic talents, and eschew those that they used prior to membership in the Adeptus Astra Telepathica. Most Astropaths soon come to view the techniques they developed naturally as both dangerous and unsophisticated. However, desperate times sometimes call for desperate measures.

At the Game Master's discretion, Explorers with a Psy Rating may choose to learn Renegade Psyker Techniques. However, the use of such abilities in the presence of an Inquisitor or other Imperial authority should raise uncomfortable questions. Note that there is no formal Renegade Psyker Discipline to purchase, as there is no one way to go about learning such powers.

Mental Force

Value: 100 xp

Prerequisites: None

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 1m x Psy Rating

Sustained: No

One of the most common ways that a person can first exhibit psychic abilities is with a powerful blast of mental energy. It might be used to save a life, destroy an object, or simply unleash an inhuman burst of strength. Most psykers' first, instinctive forays into Warp-born powers are abrupt and unexpected, especially by the psyker. This psychic power may become more powerful through training, but it is never suited to fine manipulation; it has all the subtlety of a hammer and can only be effectively applied to similar ends.

The psyker activates this power by choosing a target and unleashing his mind at it with a Focus Power Test. The strength is sufficient to abruptly move 50 x Psy Rating kilograms 10 metres in any direction. If used to attack a foe directly, it hits automatically and deals 1d10 + Psy Rating Impact Damage with the Primitive and Unstable Qualities, but can be Dodged as normal. Each Degree of Success adds another metre to the distance that the psyker can move the object or target.

Defraud

Value: 100 xp

Prerequisites: None

Focus Power Time: Half Action

Focus Power Test: Opposed Willpower

Range: Touch

Sustained: No

Some untrained psykers first exercise their blasphemous powers when they desperately need to convince someone of something. This might be a lie told to an authority figure, a true but unbelievable tale told in desperation, or even a negotiation made to their advantage. Regardless of the precise motivations, the rogue psyker taps into previously unknown talents to focus Warp energy to bolster his persuasiveness.

The psyker chooses a target, makes physical contact and a Focus Power Test. If he succeeds, the psyker receives a bonus of 10 + Psy Rating to his next Interaction Skill Test with the target. Each Degree of Success provides an additional +5 bonus to that Test. Anyone other than the target who can see or hear the psyker notices the use of this Technique if he succeeds at a **Difficult (–10) Awareness Test**. Those who pass the Test notice that the psyker's eyes glow, his voice assumes an unnatural tone, or his skin ripples with unholy light—all sure signs of the Warp contamination he risks.



TABLE 4-4: RENEGADE PSYKER TECHNIQUES

Name	Focus Time	Sustain	xp Value	Focus Power Test
Mental Force	Half Action	No	100	Willpower
Defraud	Half Action	No	100	Opposed Willpower
Mind's Shadow	Half Action	Yes	100	Willpower
Alter Memories	Full Action	No	200	Opposed Willpower
Ætheric Appendage	Half Action	Yes	200	Willpower
Desperate Transmogrification	Full Action	No	200	Willpower
Incite Rage	Half Action	No	300	Opposed Willpower
Shifting Lines of Fate	Reaction	No	300	Psyniscience
Warp Lens	Full Action	Yes	300	Psyniscience
Common Thoughts	Half Action	Yes	400	Psyniscience
Shielded by the Warp	Half Action	Yes	400	Willpower
Spiteshards	Full Action	No	400	Willpower
Warp Spasm	Full Action	Yes	400	Willpower

Mind's Shadow

Value: 100 xp

Prerequisites: None

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: Self

Sustained: Yes

Isolation is second nature to some people. Some find that this is not a truth to mourn and embrace the idea of seeing without being seen. Novice psykers with this mindset often come into their powers when trying to avoid notice. This might be part of an effort to avoid a bully or other petty oppressor, but could also be to avoid a deadly political rival or elude the notice of marks recently liberated of their possessions.

The character activates this Technique with a Focus Power Test. As long as he sustains this Technique, he gains a bonus equal to his Psy Rating times three (to a maximum of +30) to his Concealment and Silent Move Skill Tests, and may make a Concealment Test as a Free Action at the end of each of his Turns if he did not Run, attack, or do anything else that would draw attention that Turn.

Alter Memories

Value: 200 xp

Prerequisites: Defraud

Focus Power Time: Full Action

Focus Power Test: Opposed Willpower

Range: Touch

Sustained: No

As novice psykers come to grips with their newfound talents, they often begin to dabble with their powers. Those who have learned of their abilities to manipulate others' minds soon attempt to push these abilities even further. This psychic trick can be used either to completely erase the memory of a single event or to implant a new memory. In either case, this may cause problems for the victim when he is unable to later reconcile the missing or new experiences with his real memories, and a sufficiently deeply planted and influential memory might even fundamentally change the subject's deep-seated opinions, values, or beliefs.

The psyker activates this Technique by touching his target and making a Focus Power Test. For every point of Psy Rating, the target suffers a -5 penalty on the **Opposed Willpower Test**. If the psyker wins the Opposed Test, he erases or inserts one memory of up to one minute of his choosing (though he must be aware of any specific memories that he is trying to erase or replace). Changes made are permanent, but the target may be able to discern a fraudulent experience or find a gap in his memory by making a **Hard (-20) Logic Test** later. The implanted memories only include 2 senses, typically sight and sound, and last for one minute. For each Degree of Success on the Test, the psyker may add an additional sense and one additional minute to a false memory or erase one additional minute of memory.

Ætheric Appendage

Value: 200 xp

Prerequisites: Mental Force

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: Self

Sustained: Yes

With sufficient practice and control, any psyker can learn to manifest his Warp-spawned powers with finesse rather than with simple brute force. Not every rogue psyker embraces his newfound talents, but some give in to temptation and experiment with their abilities. Some discover that they can use their minds to perform even the most delicate of tasks from a distance and conceptualise this ability by manifesting invisible limbs.

The psyker activates this Technique with a Focus Power Test. If he succeeds, he creates an invisible, dextrous limb or tendril that remains so long as he sustains this power, plus one additional limb per two Degrees of Success on his Focus Power Test. These appendages can stretch up to his Psy Rating in metres and the psyker can perform any task that he can perform with his hands with them. Further, he can thin them into elegant razors to eviscerate his foes. While sustaining this power, he gains the Multiple Arms (X) Trait, with X equal to the number of limbs he creates. Unarmed attacks with these limbs have the following profile: (Melee; Psy Rating Metres; 1d5 + Psy Rating R; Pen Psy Rating).

Desperate Transmogrification

Value: 200 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: Touch

Sustained: No

Sometimes, desperation drives renegade psykers to attempt to heal themselves or comrades by infusing the raw power of the Warp into an injury. Sadly, things seldom turn out the way everyone might have hoped as the stuff of Chaos surges into the wound.

The psyker activates this power by selecting a willing, living target that has suffered Damage. If he succeeds, the psyker removes 1d5 + Psy Rating Damage. Each Degree of Success removes an additional 2 points of Damage. The target immediately gains a number of Corruption Points equal to the amount of Damage that the psyker removed. This Technique does not work on targets with the Untouchable or Machine Traits or on non-living creatures like Daemons.

Incite Rage

Value: 300 xp

Prerequisites: Defraud

Focus Power Time: Half Action

Focus Power Test: Opposed Willpower

Range: 5m x Psy Rating

Sustained: No

As the psyker is increasingly exposed to the Warp, he may begin to embrace its savage aspects. Many who begin to see these unholy patterns soon learn to inflict them on others. In this way, they can manipulate others' emotions, turning them towards violence for its own bloody sake.

The psyker activates this Technique with a Focus Power Test. If the psyker wins the Opposed Test, his target becomes Frenzied (see pages 98–99 of the **ROGUE TRADER** Core Rulebook). The target stays Frenzied for a number of Rounds equal to the psyker's Psy Rating. Each Degree of Success on the Focus Power Test causes the infectious fury to spread to another target of the psyker's choice within range whose Willpower Characteristic is lower than that of the first target.

Shifting Lines of Fate

Value: 300 xp

Prerequisites: Desperate Transmogrification

Focus Power Time: Reaction

Focus Power Test: Psyniscience

Range: Self

Sustained: No

Those who learn to live in concert with the Warp often choose to accept its fickle nature. For every benefit they receive, there is invariably some price to be paid. In times of greatest desperation, when they have nothing to lose but their souls, these psykers peer deeply into the writhing pattern that underlies the convenient and sanity-preserving masquerade that some sentient species call "causality," finding a way to avoid even the most dire of straits at any cost.

As a Reaction, the psyker may make a Focus Power Test; if he succeeds, he briefly winks out of existence before returning to being somewhere safe from harm at the beginning of his next Turn. However, the psyker immediately gains 1d10+5 Insanity Points as a result of ripping causality itself right out from under his own feet. Further, such a miraculous action attracts unwanted attention within the bubbling miasma of the Warp. Until the end of the session, whenever the psyker would roll on **Table 6–3: Psychic Phenomena** or **Table 6–4: Perils of the Warp** (see page 160-161 of the **ROGUE TRADER** Core Rulebook), the GM may reverse the result of his roll (so, a 37 would become a 73, and so forth).

Warp Lens

Value: 300 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Psyniscience

Range: 1km x Psy Rating

Sustained: Yes

Even those who have come to master the ways of the Warp often maintain unreasonable expectations for the secrets that it might surrender. As they explore the unholy reaches of this space with their minds, they continuously seek to divine new abilities and information. Sometimes, these glimpses shed valuable light upon a situation, but other times they merely lead into the deepest of shadowed corners from which no mortal mind returns unscathed.

The psyker designates a location within range and makes a Focus Power Test. If he succeeds, he sees the location as if he was present. Additionally, the GM secretly rolls 1d10 and adds the psyker's Psy Rating. The psyker may sustain his psychic vigil for as long as he pleases, but after a number of minutes equal to the psyker's Psy Rating plus the secretly rolled 1d10, the vision might (or might not) become tainted by the Warp, slightly erroneous, or completely false, at the GM's discretion. The psyker may only use this Technique once per hour.

Common Thoughts

Value: 400 xp

Prerequisites: Alter Memories

Focus Power Time: Half Action

Focus Power Test: Psyniscience

Range: 5m x Psy Rating

Sustained: Yes

Many untrained psykers ascribe to a belief that the Warp holds boundless information and that all sentient creatures share a link to its nature. Some who follow this philosophy attempt to use its ways to establish communications with those whom they might not otherwise understand. This could include other humans who speak a different dialect, xenos, and even entities of questionable degrees of sentience.

The psyker designates a target individual within range and makes a Focus Power Test. If he succeeds, he immediately traces a psychic link between himself, the target, and two additional individuals within range for each Degree of Success he scored on the Focus Power Test. As long as he sustains the Technique, he and the other subjects may communicate telepathically and

intuitively, circumventing the need for a shared language or even similar modes of thought. However, this mental link makes it very difficult to prevaricate; the psyker, and any others under the influence of the power, suffer a –30 penalty to Deceive Tests made to lie to others under the effect of the power.

Shielded by the Warp

Value: 400 xp

Prerequisites: Desperate Transmogrification

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: Self

Sustained: Yes

Those who become servants of the Warp may often look to the Warp to protect them. In a very real sense, the Warp may answer a psyker's call, granting him some protection so that he may continue in his service to that entity.

The psyker may activate this power by making a Focus Power Test. If he succeeds, he shrouds himself in a Warp field that inflicts a penalty equal to his Psy Rating on any Weapon Skill or Ballistic Skill Tests for attacks directed at him. Any enemy who fails a Weapon Skill or Ballistic Skill Test when attacking a character protected by this power suffers 1 Insanity Point, plus an additional Insanity Point for every two Degrees of Success that the psyker scored on his Focus Power Test. The psyker may only take Move Actions while sustaining this Technique.

Spiteshards

Value: 400 xp

Prerequisites: Ætheric Appendage

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: 10m x Psy Rating

Sustained: No

With practice, a psyker may learn to coalesce his spite into something physical by translating it through the Warp, manifesting this power as a volley of razor-edged crystals of pulsating darkness that pierce through armour, corrupting anything they touch. As the psyker becomes more and more attuned to his malice, however, the Warp gains an ever more potent hold over his soul.

The psyker focuses his will, pulling forth his hatred into the physical realm as jagged stakes of shadowy crystal from the Immaterium. These shards appear near the psyker, then must physically travel the distance to his target. If the Focus Power Test succeeds, the psyker produces one shard, plus one additional shard for every two Degrees of Success on the Test. The number of hits scored in this manner may not exceed the psyker's effective Psy Rating when using this power. Spiteshards hit automatically, but may be Dodged as if they were any other kind of Ranged Attack. The psyker gains 1d5–2 Corruption Points (to a minimum of 0) each time he successfully manifests this power.

Each Spiteshard deals 1d5 Damage with a Penetration of 5, and with a bonus to Damage and Penetration equal to the psyker's Psy Rating. Any creature that suffers Damage (after reductions for Armour and Toughness Bonus) from a Spiteshard must make a **Challenging (+0) Willpower Test** or gain 1d5 Corruption points.



Warp Spasm

Value: 400 xp

Prerequisites: Shielded by the Warp

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: Self

Sustained: Yes

With enough experience, many psykers learn to channel the Warp directly into their bodies to enhance their natural talents. When the Imperium formally trains an individual, such techniques are reserved for masters who have the willpower necessary to overcome the substantial risks. Conversely, renegades who have no formal training are much more likely to dabble in powers they do not understand, and may be corrupted by the experience.

The psyker stretches his mind out into the Warp and draws its powers into his body with a Focus Power Test. As long as the psyker sustains the power, his Strength and Toughness Characteristics both increase by an amount equal to his Psy Rating, plus an additional 1d10 for each Degree of Success he scores on the Test. However, as the Warp flows through his body, it also touches deeply upon his mind and soul. Each Round that he sustains the power, the psyker gains 1 Corruption Point.

ORK PSYCHIC TECHNIQUES

"Must da Boss be on 'is own in bein' da biggest an' da baddest? Nah, 'cause, da Boss' Waaagh! is da Waaagh! of all da Boyz 'oo follow 'im. So ya' see, da Boss is neva' alone!"

—Skandork "Da Great," Warboss

Weirdboyz are the lightning rods that channel the fury of their massed Ork compatriots. The Waaagh! binds them to other Orks, turning the startling enthusiasm for violence of all "da Boyz" into potent psychic powers. Many of their abilities are simply blasts of manifest blood-thirst that sear their foes like lightning, but sometimes their abilities are far more bizarre and unpredictable, if no more subtle.

The powers of a Weirdboy may help him to smash his foes, inspire those around him to crush those who oppose them, or simply blast his enemies to smithereens, but at their core, all of a Weirdboy's abilities have the nuance of a sledgehammer and a similar effect when put to use. The ideals of precision and self-discipline to which human Astropaths aspire are utterly incomprehensible to an Ork psyker, and the danger of channelling dread force that might tear him asunder at any moment merely exhilarates any Weirdboy worthy of the title—to lay the path for powers so much greater than himself is to be truly alive.

All Weirdboyz draw their power from masses of other Orks, but some Weirdboyz are capable of doing this at greater distance than others. While many Weirdboyz must have other Orks nearby to use even the simplest of powers, particularly powerful specimens, including those following the Weirdboy career, grow more powerful in the presence of other Orks but can also channel the Waaagh! from far-away Orks.

Dat's da Power of Waaagh!: As Orks do not manipulate the Warp the same way as other psykers, a Weirdboy has the Da Power of Waaagh! Talent, which means that he uses his abilities in a different way from other psykers. He may not use Psychic Techniques at the Fettered or Push Strength, and he counts his Psy Rating as 1 higher for every Ork within a number of metres equal to his Willpower Bonus. A Weirdboy still incurs Warp interference on any roll of doubles on a Focus Power Test, but he rolls on **Table 3–2: Weird Fings** (see page 58) instead of **Table 6–2: Psychic Phenomena** (see page 160 of the **ROGUE TRADER Core Rulebook**), and rolls on **Table 3–3: 'Eadbang** (see page 59) instead of **Table 6–3: Perils of the Warp** (see page 161 of the **ROGUE TRADER Core Rulebook**). A Weirdboy adds +5 per point of his Psy Rating above 3 to the results of all of his rolls on these Tables. Finally, Weirdboyz find it hard to suppress the Waaagh! energy for long periods without unleashing a power (see **Weirdboy Waaagh! Discipline**).

WEIRDBOY WAAAGH! DISCIPLINE

Activation Time: Always active

Maintainable: Varies by Technique

Range: 1m x Psy Rating

Focus Power Test: Willpower/Opposed Willpower

Power Scale: At Psy Rating 1–2, the air around the Weirdboy crackles occasionally with an odd light and objects sometimes fly about randomly, depending on the Weirdboy's mood. Psy Rating 3+, a Weirdboy using the Powa' Burst Basic Technique may add or subtract his Willpower Bonus from the final result of his roll on **Table 4–5: Powa' Burst Effects**. At Psy Rating 6+, a Weirdboy must also make a **Challenging (+0) Willpower Test** at the beginning of each of his Turns while in combat; if he fails, he must use a Psychic Technique this Turn to release the Waaagh! energy or suffer 1d5 Energy Damage that is not reduced by Armour or Toughness Bonus. At Psy Rating 9+, the Willpower Test to contain the surging might of the Waaagh! becomes a **Very Hard (–30) Willpower Test**, and any Psychic Techniques that the Weirdboy uses other than Powa' Burst automatically trigger a roll on **Table 3–2: Weird Fings** (see page 58).

Technique Trees: Waaagh!

Basic Technique: Powa' Burst

Torrents of unstable energy periodically erupt from a Weirdboy's mind, surging forth to smash nearby obstacles, reinvigorate the psyker, or allow him to achieve feats that would otherwise be impossible for him. While veteran Weirdboyz who have survived their own abilities for a time can choose the powers they use (sometimes), newer Ork psykers simply unleash the Waaagh! and hope for the best. Once per Round as a Full Action (in lieu of using a Psychic Technique that he has mastered), the psyker may release the might of the Waaagh! Roll on **Table 4–5: Powa' Burst Effects**. If the result is a Psychic Technique, the Weirdboy immediately makes a Focus Power Test to manifest that power, even if he has not mastered it.

TABLE 4-5: POWA' BURST EFFECTS

1d100 Roll	Effect
1–5	Anticlimactic Fizzle! The Waaagh! manifests as a nothing more than a shower of shiny but harmless sparks flying from the psyker's head.
6–20	Frazzle
21–30	Up an' at 'Em!
31–40	Warpath
41–50	Zzap
51–60	Dis Is Takin' Too Long!
61–70	Smash da Gitz
71–75	'Ere We Go
76–80	We'z Gotta Be Lucky
81–85	Deff Wave
86–90	Krump 'Em All
91–95	'Ead to 'Ead
96–99	I'z Gonna Squig Ya!
100	Waaagh! Overload! Choose any other result from this table and roll once on Table 3–3: 'Eadbang (see page 59) after it resolves!

TABLE 4-6: WEIRDBOY WAAAGH! DISCIPLINE TECHNIQUES

Name	Focus Time	Sustain	xp Value	Focus Power Test
Frazzle	Half Action	No	100	Willpower
Up an' at 'Em!	Half Action	Yes	100	Willpower
Warpth	Full Action	Yes	200	Willpower
Dis is Takin' Too Long!	Full Action	No	200	Willpower
Smash da Gitz	Half Action	Yes	200	Willpower
We'z Gotta be Lucky	Full Action	Yes	300	Willpower
Zzap	Half Action	No	300	Willpower
'Ere We Go	Full Action	No	400	Willpower
Deff Wave	Full Action	No	400	Willpower
Krump 'Em All	Full Action	No	400	Willpower
'Ead to 'Ead	Half Action	No	500	Opposed Willpower
I'z Gunna Squig Ya!	Full Action	No	500	Opposed Willpower

Frazzle

Value: 100 xp

Prerequisites: None

Focus Power Time: Half Action

Focus Power: Willpower

Range: 10m x Psy Rating

Sustained: No

With a thunderous roar, the Weirdboy unleashes a blast of energy that courses through his target and leaps to those unfortunate enough to be standing near it.

If he succeeds on his Focus Power Test, the psyker hits his target with a bolt of crackling energy that deals 1d10 + Psy Rating Energy Damage with the Shocking Quality. For each Degree of Success on the Focus Power Test, the attack may affect another additional target within 3 metres of the original target for half of the Damage of the original attack. The bolt can be Dodged like any other ranged attack.

Up an' at 'Em!

Value: 100 xp

Prerequisites: None

Focus Power: Willpower

Focus Power Time: Half Action

Range: 1m x Psy Rating

Sustained: Yes

The Weirdboy leads by insane example, psychically (and psychotically) inspiring his comrades to charge along with him even as he rushes towards a certain, grisly end.

As long as the Weirdboy sustains this power, all allied Orks within range ignore the effects of Fatigue, gain a bonus equal to the Weirdboy's Psy Rating times 5 (to a maximum of +30) to all Tests to resist Pinning and Fear, and may re-roll any rolls they must make on **Table 10-4: The Shock Table** (See **ROGUE TRADER Core Rulebook**, page 294).



Warpath

Value: 200 xp

Prerequisites: None

Focus Power: Willpower

Focus Power Time: Full Action

Range: 1m x Psy Rating

Sustained: Yes

Crackling green energy surges out from the Weirdboy, striking the nearby Orks and stoking the fires of their battle frenzy to devastating new heights.

As long as the psyker sustains this power, allied Orks (including the psyker) within the radius gain a bonus to the Damage of their melee attacks equal to half of the Weirdboy's Psy Rating (rounded up). Additionally, each allied Ork within the radius may re-roll one failed Weapon Skill Test per Round.

Dis iz Takin' Too Long!

Value: 200 xp

Prerequisites: Up an' at 'Em!

Focus Power: Willpower

Focus Power Time: Full Action

Range: Special

Sustained: No

The Weirdboy calls upon the Waaagh!, channelling his impatience to accelerate whatever mode of transportation he happens to be using (be that his feet or a mighty voidship) in a swell of brilliant, crackling energy.



If the psyker succeeds on his Focus Power Test, he immediately surges forward. If he is on foot, he may immediately make a Run or Charge Action as a Free Action, increasing the maximum range of this move by an extra two metres for every Degree of Success he scored on the Focus Power Test. If he is on any sort of vehicle or voidship, he may instead use this power to grant any Explorer on board a bonus equal to 5 x his Psy Rating (to a maximum of +30) to the next Test that increases the transport's speed.

Smash da Gitz

Value: 200 xp

Prerequisites: Warpath

Focus Power: Willpower

Focus Power Time: Half Action

Range: 5m x Psy Rating

Sustained: Yes

The Weirdboy energises his weapon (or just his fist) with a voracious green charge that shreds through metal and flesh alike when he strikes.

As long as the psyker sustains this power, melee attacks that he makes lose the Primitive Quality if they have it, gain the Tearing Quality, and gain a bonus to Penetration equal to his Psy Rating. Additionally, he may extend this bonus to one additional allied Ork within range, plus one additional allied Ork per Degree of Success he scores on the Focus Power Test.

We'z Gotta Be Lucky

Value: 300 xp

Prerequisites: Smash da Gitz, Up an' at Em!

Focus Power: Willpower

Focus Power Time: Full Action

Range: 5m x Psy Rating

Sustained: Yes

The Weirdboy appeals to the primal force of the Waaagh! for good fortune, an unearthly glow filling his eyes and those of his allies as they rush forward, heedless of risk.

As long as the psyker sustains this power, he may choose to re-roll (or have any allied Orks in range re-roll) a number of Characteristic Tests per Round equal to his Psy Rating. If, however, the psyker or one of his allies fails a Test re-rolled this way, the Weirdboy has aroused the ire of Gork (or possibly Mork) for squandering an opportunity. The power ends, and the Weirdboy must immediately roll once on **Table 3-2: Weird Fings** (see page 58) and loses any unused re-rolls for that Round.

Zzap

Value: 300 xp

Prerequisites: Frazzle

Focus Power: Willpower

Focus Power Time: Half Action

Range: 5m x Psy Rating

Sustained: No

The Weirdboy unleashes a burst of ravaging green electricity that surges forward, turning organic tissue to ash and the hardest alloys to molten slag.

If the psyker succeeds on his Focus Power Test, he strikes his target with a searing beam that deals 1d5 + Psy Rating

Energy Damage, with a Penetration of 4, plus an additional 2 Penetration per Degree of Success he scores on the Focus Power Test. If the target is within half of the maximum range for the Technique, double its Penetration value.

'Ere We Go

Value: 400 xp

Prerequisites: Dis is Takin' Too Long, Frazzle

Focus Power: Willpower

Focus Power Time: Full Action

Range: 10m x Psy Rating

Sustained: No

The Weirdboy opens a temporary rift through the Warp, helping his allies get to battle more quickly in a flash of green luminescence and an instant of screaming terror.

The Weirdboy teleports himself and a number of Ork allies equal to his Psy Rating to a location no more than 10 times his Psy Rating in metres away. Each traveller must succeed at a **Challenging (+0) Willpower Test** or be Stunned for the next Round as he violently revisits his lunch. Anyone who fails this Test by three or more Degrees of Failure gains 1d5 Insanity Points.

Deff Wave

Value: 400 xp

Prerequisites: Zzap, Warpath

Focus Power: Willpower

Focus Power Time: Full Action

Range: 5m x Psy Rating

Sustained: No

The Ork philosophy of warfare typically ascribes to a simple maxim: more is better and you can never have enough. A roiling shockwave of manifest emotion, the Deff Wave churns through the Materium as a testament to this belief, scouring all organic matter in its path.

The Deff Wave fires in a cone in front of the Weirdboy, like a weapon with the Flame Quality, and ignores cover and even solid objects such as walls between the Weirdboy and his targets (but not Armour Points granted by worn armour or Toughness Bonus). Each target caught in the Deff Wave must make a **Challenging (+0) Agility Test** to evade or a **Difficult (-10) Toughness Test** to endure or suffer 2d5 + Psy Rating Rending Damage with the Unstable Quality, as its flesh is twisted and crushed by the unleashed power of the Waaagh! Inanimate objects are unaffected by this psychic assault and creatures with the Daemonic and Machine Traits suffer only half Damage (rounded up) from Deff Wave.

Krump 'Em All

Value: 400 xp

Prerequisites: Smash da Gitz, Zzap

Focus Power: Willpower

Focus Power Time: Full Action

Range: 2m x Psy Rating

Sustained: No

The Weirdboy unleashes the fury of the Waaagh! upon his enemies (along with anyone else with the poor luck to be standing nearby), calling upon the primordial gods of the Orks to "Krump all 'dese gitz good!"

With a savage crash, everything within range (including the Weirdboy) suffers 1d10 Impact Damage with a bonus to Damage and Penetration equal to the Weirdboy's Psy Rating and is knocked prone. Anyone in the area (including the Weirdboy himself) may make a **Challenging (+0) Agility Test** with -5 Penalty for each Degree of Success that the Weirdboy scored on his Focus Power Test to drop prone and thus avoid the Damage.

'Ead To 'Ead

Value: 500 xp

Prerequisites: Dis is Takin' Too Long, Smash da Gitz

Focus Power: Opposed Willpower

Focus Power Time: Half Action

Range: 2m x Psy Rating

Sustained: No

Orks resolve almost all problems and quandaries through violence, especially questions of leadership and succession. As such, a display of brute savagery against a notable foe can help to rally the entire mob, inspiring each Ork in the mob. The Weirdboy pits the raw might of the Waaagh! against a single foe, attempting to psychically bludgeon him into submission and thus instill new fervour in other nearby Orks.

The psyker makes an **Opposed Willpower Test** against a single foe within range. If he wins the Opposed Test, the psyker stuns his opponent for one Round, plus one additional Round per Degree of Success he achieves. If the target also has a Psy Rating, it also suffers 1d5 Energy Damage for each Degree of Success that the psyker scores, which ignores Armour (but not Toughness Bonus). Additionally, if the Weirdboy achieves three or more Degrees of Success on the Focus Power Test, each allied Ork within 10 metres who witnessed the attack is so inspired by his display that he may make an immediate Charge Action as a Free Action.

I'z Gunna Squig Ya!

Value: 500 xp

Prerequisites: Zzap, Dis is Takin' Too Long

Focus Power: Opposed Willpower

Focus Power Time: Full Action

Range: 1m x Psy Rating

Sustained: No

Of all the many powers available to a Weirdboy, this is undoubtedly one of the strangest. Called the "Zogwurt Speshul" by some Orks, the Weirdboy summons up the bizarre and incomprehensible energies of the Waaagh! and attempts to transform one of his enemies into a Squig.

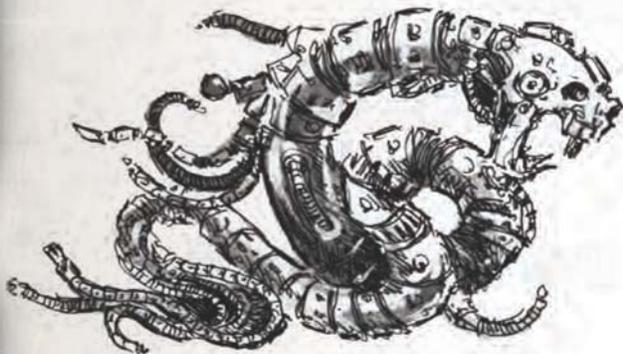
The psyker makes an **Opposed Willpower Test** against a single target within range. If he succeeds, the target suffers 1d5 Rending Damage per Degree of Success that is not reduced by Armour or Toughness Bonus as the target's body is warped and wracked by baleful energies. Further, if the target suffers Damage (after reduction for Armour and Toughness Bonus) in excess of twice its Toughness Bonus from the attack and does not have the Daemonic or Machine Trait, it is also transformed into a rampaging, hostile Squig (see page 57 for profile). Characters with Fate Points may "burn" a Fate Point to avoid ending up as a hyper-carnivorous ball of teeth for the rest of their (presumably short) lives.

PSYCHIC FAMILIARS

"Eh, why're that bilge-rat's eyes glowing?"

—Last words of Able Voidsman Varne

The Imperium makes use of domesticated animals for a variety of purposes. Grox are harvested for their meat and used as beasts of burden, whilst gene-enhanced mastiffs provide scent hounds for aristocratic hunting parties and vox-implanted avians are used as couriers. In more esoteric roles, too, a number of creatures are sought after, and few are more iconic than the psyber-eagle which accompanies high-ranking individuals such as Imperial Inquisitors. These Familiars can boost the abilities of people with psychic powers and are used by all manner of psykers, from the battle-hardened Librarians of the Adeptus Astartes to the unsanctioned Warp witches of the Koronus Expanse.



FAMILIARS IN THE KORONUS EXPANSE

There are few rules governing the manner of creatures that a Rogue Trader in the Koronus Expanse might keep aboard his vessel. As such, a wide variety of strange and exotic Familiars exist within the Koronus Expanse, created as they are by heretekes, scavenged by reclaimators, or purchased from non-Imperial and even xenos sources.

Markets for the purchase of Psychic Familiars are not the best publicised of establishments, but there are some reputable traders in Port Wander who traffic in exotic beasts. Even as close to the light of civilisation as Footfall, strange creatures imbued with psionic resonance may be bartered for, and once a Rogue Trader is further afield he may discover a bizarre menagerie of creatures. Rumours abound of the strange creations of the Priest-Kings of Vaporius, the soulhounds of Iocanthos, and the totem-dolls that are sometimes traded by the cunning Stryxis.

CONTROLLING FAMILIARS

Familiars are generally treated in the same way as player characters, but due to their nature as servile creatures there are some exceptions. Psychic Familiars are normally controlled by their master via complex psy-receptive circuitry known as a "psyber lure," which is implanted in both master and Familiar. With this particular method of command, the master is able to perceive everything that the Familiar does and can remain in control of it even over large distances.

Commands must be issued in order for the Familiar to perform specific tasks. These are generally made up of single words or a short sentence by the controlling character (although it can also be done in an instant by a mind-impulse with the psyber-lure, provided the Familiar is equipped for use with such a device). Issuing a command is a Free Action. At the GM's discretion, a Familiar may have to succeed on an Intelligence Test to carry out a complicated order. The range at which a Familiar can follow mental orders is equal to its master's Willpower Bonus in kilometres, but this may be adversely influenced by local conditions, again at the GM's discretion.

If the Familiar's master comes under attack, the Familiar will automatically move to his defence, attacking the assailant until it receives instructions otherwise, or the assailant is vanquished. Upon completing a task, a Familiar will return to its master's side unless it has received prior orders.

Linked Minds

Due to the nature of the psyber-lure, anything that the Familiar detects, its master also notices, and vice-versa. This awareness may be imprecise, however, depending on the circumstances and the Familiar itself—a Familiar with particularly poor senses might not be able to reveal the identity of a person it sees, merely making its master aware of a person's presence.

Should a Familiar be subjected to any effect that inflicts Insanity or Corruption Points (except for the Sin-Eater Psychic Feature), its master must make a **Challenging (+0) Willpower Test** or gain the same number of Insanity or Corruption Points. This is because whilst the Familiar may not be in direct contact with its master, the psyber-lure is a strong neural link that taps directly into the mind of both creature and master. If a Familiar receives more than 10 Insanity or Corruption points, it should be removed from the game as with the recommendation for NPCs.

In the event of a Familiar's death, its master must make a **Challenging (+0) Willpower Test**. If he fails this Test, the character is Stunned for one Round and receives 1 Insanity point as psychic feedback momentarily overloads the psyber-lure with a psychic death scream. In the event of its master's death, a Familiar attacks the cause of its master's demise until it is destroyed or restrained and sedated. It is possible to change the master of a particular Familiar with some minor neural surgery (although those facilities may not always be available). Until a Familiar is allotted a new master, it acts as normal for its species.

An Explorer cannot usually be bound to more than one Familiar at a time, and can never gain the benefits of the abilities of more than one Familiar at a time.

Explorers with the Untouchable Trait cannot use Familiars.

Familiars and Psykers

A psychic Familiar is obviously of greatest use to a psyker. A character with a Psy Rating may treat a Familiar as a psy-focus so long as it is within a number of metres equal to his Willpower Bonus. A psyker may choose to use any Psychic Technique with the range of Self on his Familiar instead of on himself. Finally, if both the Familiar and the psyker possess a Psy Rating, the psyker may use his Psychic Techniques through his Familiar, treating it as the origin point of any power so long as it is within a number of metres equal to his Willpower Bonus x 5. The psyker is still considered the point of origin for Psychic Phenomena or Perils of the Warp.

CREATING A FAMILIAR

The creation of a Familiar begins with the choice of a Template for it. The creator must then address the matters of the Familiar's Craftsmanship quality, Temperament, Distinctive Features, and finally, its Psychic Features.

TEMPLATES

Familiars can be created based on many different templates, from live creatures and patchwork bio-spawn to unthinking machines. Choose one of the templates below or discuss using an existing creature from **ROGUE TRADER** as a template with the GM.

Flying Creature

This template could be used to represent cherubim and psyber-eagles, but also as a base for more exotic things such as Ogryn servo-skulls, Vaporian glass hawks, or some flying xenos creature that may look like nothing previously imagined.

Flying Creature

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	10	10	40	10	35	20	15

Movement: 2/4/6/12
Armour: None
Skills: Awareness (Per) +20, Concealment (Ag), Dodge (Ag).
Talents: Swift Attack.
Traits: Bestial, Flyer (8), Natural Weapons, Size (Puny).
Weapons: Claws or fangs (Melee; 1d10+1; Primitive).

Slithering Creature

This template encompasses serpents, xenopedes, the deadly acid slugs of Burnscour, and anything else that crawls or slithers about as its main mode of locomotion.

Slithering Creature

WS	BS	S	T	Ag	Int	Per	WP	Fel
32	—	14	32	24	12	25	35	10

Movement: 2/4/6/12
Armour: None
Skills: Awareness (Per), Swim (Ag).
Traits: Bestial, Crawler, Natural Weapons, Size (Puny), Toxic.
Weapons: Claws or fangs (Melee; 1d10+1 R; Primitive, Toxic).

Walking Creature

Unusually-sized rodents, loyal canids, sinister golden monkeys—these are just the more mundane types of walking creature that can be used as a base into Psychic Familiars.

Walking Creature

WS	BS	S	T	Ag	Int	Per	WP	Fel
28	—	22	20	30	15	35	20	18

Movement: 4/8/12/24
Armour: None
Skills: Awareness (Per) +10, Concealment (Ag) +10, Silent Move (Ag) +10, Swim (S).
Traits: Bestial, Natural Weapons, Quadruped, Size (Scrawny).
Weapons: Claws or fangs (Melee; 1d10+2 R; Primitive).

Other Creatures

There are several little-understood but oft-followed methods for creating a Familiar, involving a series of strange technorites. These can be applied to many different creatures, from the ravenous Squig to the elegant Gyrnix. Because of this, the practitioners of these strange arts usually only use small, non-sapient creatures, but it is ultimately up to the GM to decide which creatures are eligible to become Familiars.

In order to modify something for use as a Psychic Familiar, the base creature must normally not have a size greater than Scrawny and must have the Bestial Trait (exceptions can be made, of course, at the Game Master's discretion).

There are certain traits that a creature gains when converted into a Psychic Familiar. It gains +1 Wound and increase its Intelligence and Willpower Characteristics by +5. These bonuses are already included in the Familiar templates and example Familiars listed in this volume.



AVAILABILITY

When it comes to the availability of Familiars, the better the quality, the more difficult they are to acquire or create. Generally speaking, the creation of a Familiar will take place in narrative time and take a shorter amount of time in a more technical environment. For example, a Forge World or Adeptus Mechanicus Explorator vessel can produce a Psychic Familiar faster than a Feral World or a pirate sloop. This should be left to GM's discretion, as there is no exact method in creating a Psychic Familiar and different artisans have different methods.

Table 4-7: Familiar Availability below shows the abilities and availability of different Craftsmanship Qualities of Familiar. Familiars can never receive the same Temperament or Feature twice. Reroll any duplicate results.

TABLE 4-7: FAMILIAR AVAILABILITY

Quality	Capability Overview	Availability
Poor	2 Temperaments, 1 Distinctive Feature, 1 Psychic Feature	Scarce
Common	2 Temperaments, 1 Distinctive Feature, 1 Psychic Feature	Rare
Good	2 Temperaments, 2 Distinctive Features, 1 Psychic Feature	Very Rare
Best	2 Temperaments, 2 Distinctive Features, 2 Psychic Features	Extremely Rare

TEMPERAMENT

While a Familiar may be most useful because of its psychic traits and most visually distinct because of its physical characteristics, it is undoubtedly most memorable because of its temperament. Temperament covers a Familiar's personality, quirks, and general nature and, for better or for worse, defines its relationship with its master. The Craftsmanship level of a Familiar plays a part in determining its temperament; this reflects the quality of its training or construction (or both) and the skill with which it has been shaped into a companion.

Poor Craftsmanship: Roll three times and apply two results of the GM's choice.

Common Craftsmanship: Roll twice and apply both results.

Good Craftsmanship: Roll twice and apply both results.

Best Craftsmanship: Roll once and choose once, applying both results.



TABLE 4-8: TEMPERAMENT

1d100 Roll	Type
01-10	Wanderer: This Familiar often ventures far abroad (sometimes without warning), and may operate within WP x 5km of its master instead of at the usual range.
11-20	Independent: This Familiar is resistant to following orders that do not interest it, and its master must pass an Easy (+30) Fellowship Test to coax it into action besides providing its passive benefits. However, at the GM's discretion, it sometimes takes actions (usually to the benefit of its master) on its own initiative.
21-30	Cowardly: The Familiar is scared of fighting and will not actively engage in combat unless it passes a Routine (+20) Willpower Test . The creature also gains Concealment as a Trained Skill, owing to its proficiency at hiding.
31-40	Intelligent: This creature is smarter than the average Familiar. Increase its Intelligence Characteristic by 1d5+5.
41-50	Inquisitive: The creature is always investigating things, which sometimes gets it into trouble. The Familiar gains Search as a Trained Skill.
51-60	Aggressive: The Familiar is a pent-up ball of aggression, just waiting to attack something. It gains the Berserk Charge Talent and the Brutal Charge Trait.
61-70	Stubborn: The Familiar is made from stern stuff. Increase its Toughness Characteristic by 1d5+5.
71-80	Unsound Mind: The Familiar acts strangely, hiding bits of equipment, treating servitors as potential mates, or howling/chittering/squawking whenever priests are near. The creature has a "quirky" personality, and thus loses 1d5 from its Intelligence characteristic (minimum 1) and gains one Minor Mental Disorder (most likely Kleptomania or another Obsession/Compulsion). However, it tends to notice details missed by others; increase its Perception Characteristic by 1d5+5.
81-90	Paranoid: The Familiar is unlikely to trust anyone but its master, and even that bond may be slow to develop. The Familiar gains the Light Sleeper and Paranoia Talents.
91-100	Loyal: The creature is slavishly loyal to its master and protects him at any cost. It gains the Guardian Talent.

TABLE 4-9: DISTINCTIVE FEATURES

1d100 Roll	Feature
01-05	Disturbing Appearance: The Familiar may be especially ugly, wear a disconcerting mask, or have had surgery performed upon it to appear more horrifying. The Familiar gains the Fear (1) Trait.
06-10	Additional Head: Two heads are supposedly better than one, and this Familiar exemplifies that. The Familiar gains +10 to its Perception and the Furious Assault Talent.
11-15	Wings: Leathery, feathery, gossamer, or ethereal—the Familiar has wings and can flap about on currents of air. The Familiar gains the Flyer (6) Trait. If the Familiar can already fly, it gains +2 to its Flyer Trait.
16-20	Additional Limbs: The Familiar has more limbs than it should. It gains +10 to Climb and Swim Tests as well as Grapple attacks.
21-25	Unnatural Senses: Either technologically implanted or due to an advantageous quirk, the Familiar has the Unnatural Senses (30m) Trait.
26-30	Mutant: The Familiar is truly unusual in some respect—roll once on Table 14-3: Mutations on page 369 of the ROGUE TRADER Core Rulebook and apply the result.
31-35	Slimy: An unpleasant ooze seeps from the Familiar, making it difficult to get a firm grip on and able to slip through tight spaces. The Familiar gains the Contortionist Skill (and tends to ruin carpets).
36-40	Venomous: Deadly toxin sacs make the Familiar's attacks far nastier than might otherwise be expected. The Familiar gains the Toxic Trait, or the Resistance (Poisons) Talent if it already has the Toxic Trait.
41-45	Toxic Blood: Whenever the Familiar is wounded, it splashes toxic blood across those too close to it. Anyone in combat with the Familiar when it suffers a Wound must make an Agility Test or take 1d10 E damage.
46-50	Mechanical: This Familiar is partly or entirely mechanical and gains the Machine (3) Trait.
51-55	Fine Specimen: A pedigree example of its type or species, this Familiar is superior to most others. Increase three different Characteristics by 1d10.
56-60	Agile: The Familiar is able to dart around at some speed. It gains +10 Agility.
61-65	Heightened Senses: With its senses heightened, the Familiar can detect things that would be otherwise imperceptible. The Familiar gains one Heightened Senses Talent of the player's choosing.
66-70	Strong: This Familiar is unusually strong for its size. It gains +10 Strength.
71-75	Tough: The Familiar is tougher than it looks. It gains +10 Toughness.
76-80	Big Teeth: The likes of these are sported by the Leporids of Woe. The Familiar's Natural Weapons lose the Primitive Quality and gain the Tearing Quality.
81-85	Rugged Hide: Toughened by intent or by nature, the skin of the Familiar is hardened and can turn aside blows. It gains the Natural Armour (3) Trait. If the creature already has Natural Armour, it increases the value by one.
86-90	Grossly Fat: The Familiar is almost comically fat. It gains +3 Wounds, the Sturdy Trait, and may no longer Sprint or Run. If the Familiar can fly, it halves its Flying Movement Rate (rounding up).
91-95	Regeneration: Perhaps due to obscure technologies or strange xenos biology, the Familiar's flesh can knit itself together after it's been wounded. The Familiar gains the Regeneration Trait.
96-100	Unnatural: Something about this Familiar is unnatural to some degree. The Familiar gains the Unnatural (x2) Trait for a single Characteristic of its creator's choice.

DISTINCTIVE FEATURES

A Familiar's distinctive features represent its noteworthy physical characteristics, whether these mark it as one of its own kind or cause it to stand out from others of its species. Craftsmanship quality represents the quality of breeding or construction of the Familiar.

Poor Craftsmanship: Roll twice and apply one result of the GM's choice.

Common Craftsmanship: Roll once and apply the result.

Good Craftsmanship: Roll twice and apply both results.

Best Craftsmanship: Roll once and then choose once, applying both results.

PSYCHIC FEATURES

Psychic features are an important part of a Familiar, and are what ultimately distinguish it from the plethora of miscellaneous fauna across the Koronus Expanse. Craftsmanship levels reflect the creature's natural predisposition towards psychic abilities in some cases and its modifications to these ends in others.

Poor Craftsmanship: Roll twice and apply one result of the GM's choice.

Common Craftsmanship: Roll once and apply the result.

Good Craftsmanship: Roll twice and apply both results.

Best Craftsmanship: Roll once and then choose once, applying both results.

TABLE 4-10: PSYCHIC FEATURES

1d100 Roll	Feature
01-10	Lightning Rod: The Familiar is designed to attract malignant Warp effects away from its master. As long as the Familiar is within its master's Willpower Bonus in metres, any Psychic Phenomena or Perils of the Warp generated by the master affect the Familiar instead (see Table 6-2: Psychic Phenomena and 6-3: Perils of the Warp on page 160-161 of the ROGUE TRADER Core Rulebook).
11-20	Empathic: The Familiar is attuned to the feelings of others. If its master has a Psy Rating, he may use the Aura Reading Divination Basic Technique so long as he is in contact with it (see page 168 of the ROGUE TRADER Core Rulebook).
21-30	Telepathic Relay: This Familiar is able to act as a miniature astrotelepathic amplifier owing to xenos technology or ancient psionic rites performed by cunning Adeptus Mechanicus artisans. This Familiar grants its master a +10 bonus to all Focus Power Tests for Psychic Techniques from the Telepathy Discipline (see page 162 of the ROGUE TRADER Core Rulebook) so long as it is within a number of metres equal to its master's Willpower Bonus.
31-40	Sin-Eater: This Familiar can absorb uncontrolled Warp energy that might harm its master. As long as this Familiar is within a number of metres equal to its master's Willpower Bonus, every time its master gains Corruption points, reduce the number of Corruption points he would gain by up to 1 (to a minimum of 0). The Familiar gains that Corruption Point instead.
41-50	Boosted Psy-Focus: Complicated crystalline psy-matrices run throughout the Familiar's body. Not only does it count as a psy-focus, but it grants an additional +10 bonus to all Invocation Tests that its master makes while using it as a psy-focus.
51-60	Warded: The Familiar is warded against the Warp. It ignores the Daemonic Presence Trait and gains a +20 Bonus to any roll to resist the effects of Psychic Powers.
61-70	Psychic Reservoir: The life force of the Familiar may be given to power its master's powers. The psyker may sustain up to two powers without suffering a penalty to the effective psy rating of those powers (he still suffers the normal penalties as described on page 158 of the ROGUE TRADER Core Rulebook for sustaining 3 or more powers).
71-80	Psy-Detector: This Familiar can sense psychic disturbances. It gains the Psyniscience Skill and adds an additional Degree of Success to successful Psyniscience Tests when providing assistance to its master on these Tests.
81-90	Psy-Capable: It would appear that the Familiar is itself capable of independent psychic feats. It gains a Psy Rating of 2 and any two Psychic Techniques from a single appropriate Discipline (as determined by the GM).
91-100	Attuned: The Familiar, due to some oddity, is aligned to one particular form of psychic energy. Choose a Psychic Discipline; the Familiar increases its master's Psy Rating by 1 for all Techniques from this Discipline so long as it is within a number of metres equal to its master's Willpower Bonus.

EXAMPLE FAMILIARS

Below are two sample Psychic Familiars—one created entirely with the generator found in this chapter, and the other created by modifying a preexisting creature into a Familiar.

VAPORIAN GLASS HAWK

Hailing from the parched world of Vaporius, these copper and glass creations are used by the Priest-Kings to keep a close eye on their populace as well as any other goings-on in their domain.

Vaporian Glasshawk

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	20	10	40	10	35	20	15

Movement: 2/4/6/12

Armour: 3 (Metal Skin)

Skills: Awareness (Per) +20, Concealment (Ag) +10, Dodge (Ag), Psyniscience (Per).

Talents: Heightened Senses (Sight), Natural Weapons (Razor beak and talons), Swift Attack.

Traits: Bestial, Flyer (6), Machine, Size (Puny).

Familiar Features: Mechanical, Psy-Detector, Strong, Warded, Wanderer.

Weapons: Razor beak and talons (Melee; 1d10+2; Primitive).



TUSK-BORN WYRD SQUIG

A suitably unpredictable ball of teeth and bad breath, a Tusk-Born Wyrd Squig is an unstable mess of Orkoid psychic potential from the savage Ork-held world of Tusk, deep in the tract of systems known as the Undred-Undred Teef. Weirdboyz in the Koronus Expanse prize these creatures and some go to extravagant lengths to personally acquire one from the war-torn and blood-soaked world of Tusk. Though no sane human psyker would go anywhere near one, in the vastness of the Koronus Expanse, there are many who are less than sane. The Tusk-Born Wyrd Squig is an example of how you can modify an existing creature into a Familiar (see page 57 for the Squig profile).

Tusk-Born Wyrd Squig

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	35	22 ⁽⁴⁾	33	13	30	30	—

Movement: 2/4/8/12

Armour: None

Skills: Awareness (Per) +10, Intimidate (S), Tracking (Int) +10.

Talents: Berserk Charge, Furious Assault.

Traits: Bestial, Brutal Charge, Lightning Rod, Natural Weapons (Bite), Size (Scrawny), Unnatural Toughness (x2).

Familiar Features: Aggressive, Big Teeth, Lightning Rod, Unnatural (Toughness).

Weapons: Bite (Melee; 1d10+6 R; Tearing).





PSYCHIC
ADVERSARIES



- WITCH HUNTERS
-
- ROGUE PSYKERS
-
- ELDAR
-
- ORKS
-
- RAK'GOL
-
- DAEMONS



CHAPTER V: PSYCHIC ADVERSARIES

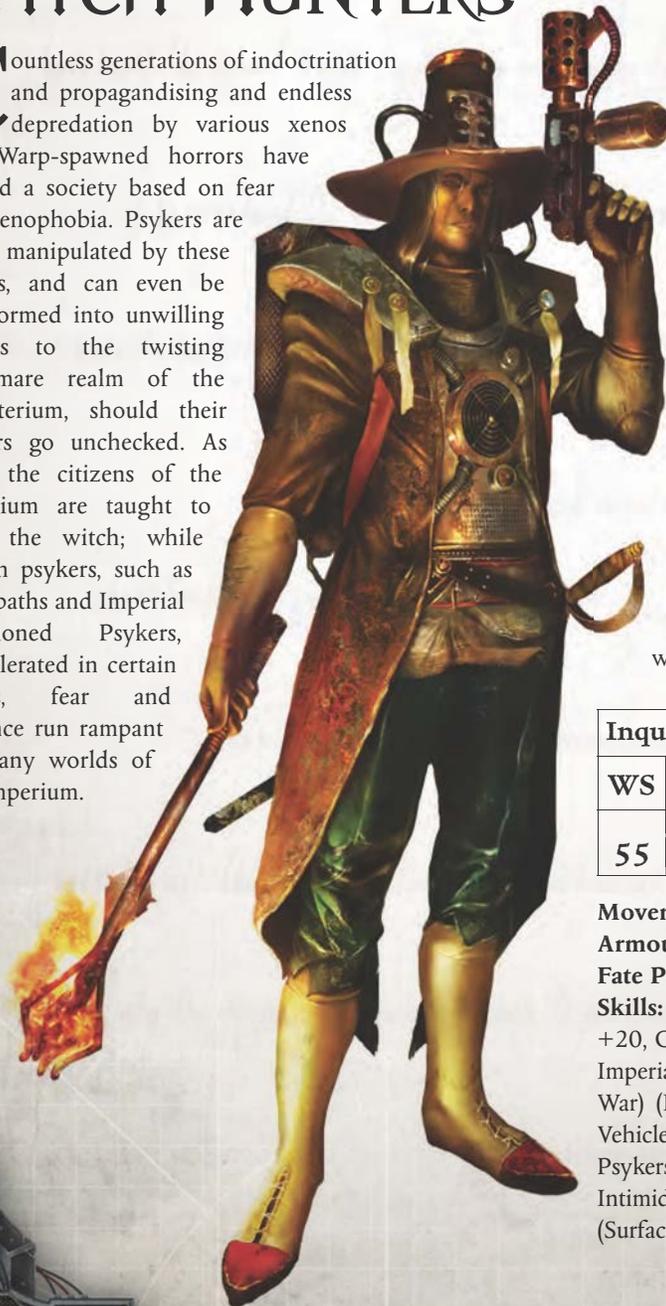
"Oh, there are monsters out in the night beyond the Imperium, to be sure. And, of course, there are monsters back within the bounds of its light, too. The trick is to walk between them without attracting attention."

—Able Voidsman Nithroc, of the *Night Raven*

This section contains information on foes who carry the gift of the witch—and those who would see it stamped out forever, for the glory of the God-Emperor or otherwise.

WITCH HUNTERS

Countless generations of indoctrination and propagandising and endless depredation by various xenos and Warp-spawned horrors have created a society based on fear and xenophobia. Psykers are easily manipulated by these terrors, and can even be transformed into unwilling portals to the twisting nightmare realm of the Immaterium, should their powers go unchecked. As such, the citizens of the Imperium are taught to shun the witch; while certain psykers, such as Astropaths and Imperial Sanctioned Psykers, are tolerated in certain places, fear and violence run rampant on many worlds of the Imperium.



Within the bounds of the Imperium itself, organisations exist to brutally suppress unsanctioned psykers and thus turn their powers to necessary ends. The Black Ships fly from world to world, scouring Imperial planets for psykers and delivering them to their fate. In the Koronus Expanse, however, even Imperial-held worlds police themselves and control the psykers within the population lest catastrophe occur. From time to time, Inquisitors take it upon themselves to travel the Koronus Expanse, rousing planetary populations to scourge the witch, rebuke the mutant, and purge the heretic. In the frequent absence of such firebrands, and most certainly in their presence, Imperial populations in the Expanse often rise up in violent action against any who they see as a threat.

INQUISITOR HAVELOCK BLACKHEEL

"There really is no steel like that tempered over a pyre of burning witches. It's almost a pity that they're so hard to find out here."

—Inquisitor Havelock Blackheel

A man of abounding faith in the God-Emperor and possessed of a nearly limitless hatred for psykers, Havelock Blackheel is as much a force of nature as he is an Inquisitor. A Puritan and Monodominant, Inquisitor Blackheel has waged a one-man war against psykers for nearly a century. A large, hale man with a barrel chest and long locks, Havelock Blackheel hails from Maccabeus Quintus where, from an early age, he displayed a violent distaste for irregularity and a fiery zeal for orthodoxy. He harbours a special hatred for psykers, passed to him from his parents, and upon joining the ranks of the Inquisition found kinship with the teachings of the Monodominants. With his boundless energy and bewitching charisma, and for reasons he assures his followers have nothing to do with any personal friction with "certain spineless cowards of the Ordo Calixis," he roots out the heretic and the heterodox on fringe worlds of the Koronus Expanse with a zeal that raises eyebrows even among his allies.

Inquisitor Havelock Blackheel



WS	BS	S	T	Ag	Int	Per	WP	Fel
55	50	45	55	45	60	60	65	50

Movement: 4/8/12/24

Armour: Custom Carapace (5 All).

Fate Points: 3

Skills: Awareness (Per) +10, Chem-Use (Int), Command (Fel) +20, Common Lore (Adeptus Astra Telepathica, Ecclesiarchy, Imperial Creed, Imperium, Koronus Expanse, Rogue Traders, War) (Int), Deceive (Fel) +20, Dodge (Ag), Drive (Ground Vehicles) (Ag), Forbidden Lore (Heresy, The Inquisition, Psykers) (Int), Inquiry (Fel) +20, Interrogation (WP) +20, Intimidate (S) +10, Literacy (Int), Logic (Int), Navigation (Surface) (Int), Performer (Storyteller) (Fel) +20, Scrutiny (Per)

Wounds: 21

Total TB: 5

+20, Search (Per) +20, Shadowing (Ag) +10, Speak Language (High Gothic, Low Gothic) (Int), Tech-Use (Int).

Talents: Air of Authority, Armour of Contempt, Basic Weapon Training (Universal), Die Hard, Duty Unto Death, Enemy (Psykers), Fearless, Foresight, Hatred (Daemons, Mutants, Psykers), Inspire Wrath, Into the Jaws of Hell, Iron Discipline, Iron Jaw, Jaded, Master Orator, Melee Weapon Training (Universal), Nerves of Steel, Paranoia, Pistol Weapon Training (Universal), Polyglot, Pure Faith, Resistance (Psychic Powers), Rival (Adeptus Astra Telepathica, Ordo Calixis), Strong Minded, The Emperor Protects, True Grit, Wrath of the Righteous.

Traits: Dark Sight, Fire and Brimstone†, Touched by the Fates.

Weapons: Best Craftsmanship custom “baleflame” incinerator (Basic; 30m; S/-/-; 2d10+8 E; Pen 6; Clip 4; Rld 3 Full; Flame, Recharge), Best Craftsmanship Loi-pattern burning blade (Melee; 1d10+10 E; Pen 4; Balanced, Power Field).

Cybernetics: Best Craftsmanship cybernetic eyes with Telescopic and Night Vision, Best Craftsmanship cybernetic hearing with internal micro-bead, implanted auspex.

Gear: Preysense goggles, multicompass, laud hailer.

†**Fire and Brimstone:** Inquisitor Havelock’s ability to stir crowds to wanton violence against their fellow humans is impressive and highly disturbing. When Inquisitor Havelock successfully uses his Inspire Wrath Talent on a Torch-Wielding Mob, the mob also enters a Frenzy (see pages 98-99 of the **ROGUE TRADER CORE Rulebook**). Further, he can also call upon others present to join an existing mob; if he is in a populated area, Inquisitor Havelock may spend a Full Action to make a Fellowship Test to increase its current Wounds by 2d10+5.

TORCH-WIELDING MOB

“Any individual may be intelligent, compassionate, and reasonable, but a mob is a panicky, aggressive beast, easily worked into a frenzy and easily led. On worlds in the Koronus Expanse, caught in the hazy penumbra between the Emperor’s Light and the absolute shadow, humanity relies on beasts for many things. How fitting, then, to use a mob as the beast of burden to carry His cleansing fire into the night?”

—Inquisitor Havelock Blackheel

Most often these bloodthirsty mobs form spontaneously, as a reaction to the actions, real or perceived, of psykers. The Holy Ordos know the power of zealotry en masse, however, and Inquisitors on the shadowed borders of the Imperium often rouse mobs of angry colonials to assist in their work when grander tools about the Emperor’s justice are unavailable.



Torch-Wielding Mob

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	25	30	35	30	25	25	35	30

Movement: 3/6/9/18

Wounds: 50†

Armour: Heavy Clothes (All 2).

Total TB: 3

Skills: Awareness (Per), Common Lore (Imperium) (Int), Speak Language (Low Gothic) (Int).

Talents: Basic Weapon Training (SP), Melee Weapon Training (Improvised).

Traits: Variable Size†, Vast and Overwhelming††, Wall of Bodies†††.

Weapons: Pump-Action Shotgun (Basic; 30m; S/-/-; 1d10+4 I; Pen 0; Clip 8; Rld 2 Full, Scatter), Farm Implement (Melee; 1d10+2 I; Pen 0; Primitive, Unbalanced).

†**Variable Size:** Due to the sheer number of individuals involved, a Torch Wielding Mob is considered a single, massive entity. A mob with 50 Wounds remaining has the Size (Enormous) Trait, but as the Mob suffers Damage, it shrinks in size, representing individuals within the mob fleeing or being killed (see **Table 5-1: Mob Strength** for details). A mob’s Base Movement value is unaffected by its size. A mob is considered dispersed when all of its Wounds are depleted. If a mob ever loses more than half of its Wounds in a single Round, it must make a **Challenging (+0) Willpower Test** or lose another 1d10 Wounds as craven individuals flee in the face of overwhelming power. Additionally, mobs gain certain bonuses, Talents, and Traits based on the number of members remaining in them (see **Table 5-1: Mob Strength** for details).

††**Vast and Overwhelming:** A mob is composed of dozens or even hundreds of individuals and is capable of attacking many Explorers at once. It can make additional attacks as part of a Standard Attack Action, dividing its attacks as evenly as possible between all enemies it is currently engaging (see **Table 5-1: Mob Strength** for details). Characters surrounded by a mob suffer a –30 penalty to Tests to Dodge and Parry.

†††**Wall of Bodies:** Attacks made with melee or ranged weapons against a mob deal half their listed Damage. Weapons with the Blast, Flame, or Scatter Quality, or that otherwise cover an area, deal full Damage to a mob. Mobs cannot be Knocked Down, Grappled, or Pinned. Mobs cannot Dodge, Parry, or benefit from cover. Mobs do not gain Fatigue, but instead suffer one Wound (ignoring Armour and Toughness Bonus) for each point of Fatigue that they would gain.

TABLE 5-1: MOB STRENGTH

Wounds Remaining	Size	Extra Attacks	Characteristic Bonuses	Talents and Traits
50+	Massive	7	+20 Willpower	Fear (2), Nerves of Steel, Unshakable Faith
40-49	Massive	6	+15 Willpower	Fear (1), Nerves of Steel
30-39	Enormous	5	+10 Willpower	Fear (1)
20-29	Enormous	4	+5 Willpower	Fear (1)
10-19	Enormous	3	–	–
2-9	Hulking	2	–	–

CULEXUS ASSASSIN

"That thing really is an unparalleled witch-killer; it fights with a ferocity I envy and a fervour that I admire. Still, it's a pity how frequently I need to replace the Acolytes assigned to watch over it. You'd think one would have gotten used to the thing before going mad by now."

—Inquisitor Havelock Blackheel

Among the most loathed and feared operatives of the Officio Assassinorum, these assassins are trained in the Culexus Temple, a facility so well hidden that it is even beyond the light of the Astronomican, and specialise in the killing of psykers. Born with the rare Pariah Gene, Culexus Assassins are Null-Entities, Untouchables, creatures that lack a presence in the Warp, and are therefore considered soulless. While their nature is apparent and incredibly unsettling to even the densest Imperial citizen, psykers regard them with particular horror, as their mere presence negates psychic powers. In addition, they are completely invisible to purely Warp-based entities like Daemons, making them uniquely suited to hunting and destroying these creatures.

The Pariah Gene that gives them their power makes the Culexus Assassins vanishingly rare. Perhaps only one individual in a billion possesses the gene and the operatives of the Culexus Temple are constantly scouring the galaxy for those so blessed. Indeed, the extreme scarcity of the potential assassins, coupled with a high number of losses during their incredibly dangerous training, make these killers the rarest of the Imperial assassins, with only a mere handful believed to be operating in the Imperium. They are also the coldest and most unnerving, their social interactions forever marked by their soulless nature and the near isolation from human contact in which they must live. While they are generally able to mimic human emotions in the course of their duties, in fact they feel little to no emotion, a trait that only adds to their unnerving presence.

Culexus Assassins are ruthless in their pursuit of psykers. Patient and masterful hunters, they track their prey through the galaxy and strike only when the time is right. They kill not with bolter or blade, but with negative psychic energy and raw Warpstuff that boils the blood and flays the skin of psykers just

as easily as conventional weapons. Their main form of attack is the terrifying Animus Speculum, a helm built with incredibly ancient technology that focuses their negatively charged auras into solid bolts of energy. Culexus Assassins are incredibly deadly enemies, and psykers would fear them if they ever discovered that such creatures exist and lived to tell of it.



Culexus Assassin

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	55	42	41	55	36	54	60	01

Movement: 5/10/15/30

Wounds: 28

Armour: Etherium, Animus Speculum (All 5). **Total TB:** 4

Skills: Acrobatics (Ag) +20, Awareness (Per) +10, Climb (S), Common Lore (Adeptus Astra Telepathica, Ecclesiarchy, Imperial Creed, Imperium) (Int), Concealment (Ag) +20, Contortionist (Ag) +10, Dodge (Ag) +10, Forbidden Lore (Assassins, The Inquisition, Psykers) (Int), Interrogation (WP), Intimidate (S) +20, Literacy (Int), Scholastic Lore (Imperial Creed) (Int), Scrutiny (Per) +10, Search (Per) +10, Security (Ag), Shadowing (Ag) +20, Silent Move (Ag) +20, Sleight of Hand (Ag), Speak Language (High Gothic, Low Gothic) (Int), Survival (Int), Tech-Use (Int), Tracking (Int) +10.

Talents: Ambidextrous, Assassin Strike, Basic Weapon Training (Universal), Catfall, Chem Geld, Counter Attack, Disturbing Voice, Die Hard, Duty Unto Death, Enemy (Psykers), Fearless, Hatred (Psykers), Hip Shooting, Iron Jaw, Leap Up, Light Sleeper, Lighting Attack, Lightning Reflexes, Meditation, Melee Weapon Training (Universal), Mimic, Paranoia, Precise Blow, Rapid Reaction, Sprint, Step Aside, Sure Strike, Takedown, Unarmed Master, Unarmed Warrior.

Traits: Fear (1), Untouchable (5)†.

†**Untouchable:** This is the full version of the Untouchable Trait that wholly negates all psychic abilities in a radius equal to the Assassin's Willpower Bonus in metres (see page 85).

Weapons: Animus Speculum (Arcane Eye), Psyk-out Grenades.



CULEXUS ASSASSIN WARGEAR

Assassins of the Culexus Temple use a frightening variety of strange, arcane wargear uniquely suited for slaying psykers.

Animus Speculum

This bulky helm is the Culexus Assassin's primary killing tool, as well as the apparatus by which he controls his incredibly disturbing anti-psyker aura. Packed with sensors and techno-arcane circuitry designed to enhance and help control the assassin's gifts, the Animus Speculum is an elongated helmet with a stylized skull face plate. Bulky apparatus that appear to be auspex arrays are connected to each side of the head via thick cables and the whole thing is, along with its obvious utility, designed to look as monstrous as possible to strike fear into the hearts of the assassin's enemies. The helmet grants 5 AP to the Assassin's head, acts as a Rebreather, and has a sophisticated built-in auspex system that mimics the abilities of an Omni-scope. Along with these systems, the Animus Speculum possesses the following functions:

- **Psyoculum:** The inbuilt psyoculum allows the assassin to clearly see individuals and objects obscured by psychic powers. A **Routine (+20) Tech-Use Test** with the psyoculum grants a +15 bonus to Search and Scrutiny Tests when used to locate an obfuscated psyker or object.
- **Arcane Eye:** This blast of potent negative energy inflicts terrible damage on psykers, Daemons, and psychically active creatures, but causes no damage to mundane targets. Against targets with a Psy Rating, the Daemonic Trait, or any other direct connection to the Warp, the Arcane Eye fires with the following profile: (Pistol; 50m; S/-/Special; 1d10+6 E; Pen -; Clip -; Rld -; Accurate, Warp Weapon). The Arcane Eye of the Animus Speculum draws much of its power from nearby psykers; when fired as part of a Fully Automatic Attack Action, it fires a number of shots equal to the number of psykers within a number of metres equal to half of the Assassin's Perception Characteristic (rounded up). Only creatures with the Untouchable Trait and Culexus Temple training can access this function of the Animus Speculum.

Etherium

This armoured body glove is laced with dozens of kilometres of fine, techno-arcane circuitry that allows the assassin to step out of phase with reality, letting physical and psychic attacks pass through him, and granting him the ability to pass through solid objects at will. When active, the Etherium grants the assassin the Phase Trait with the added bonus of allowing him to pass through psychic barriers, holy wards, or force fields. It also enhances his baleful aura and anyone wishing to directly attack the assassin must first pass a **Challenging (+0) Willpower Test**; any would-be attacker who fails this Test flinches, and must direct his attack elsewhere or take a different Action.

Psyk-out Grenades

Similar in basic principle to frag grenades, these weapons are impregnated with a potent anti-psyker agent distilled from metabolic by-products produced by the Golden Throne. Full

of negative psychic energy, they are incredibly lethal to psykers as well as Daemons and psychically active creatures, but are harmless against mundane targets. Against targets with a Psy Rating, the Daemonic Trait, or any other direct connection to the Warp, they deal 2d10 points of Energy Damage with a Blast of 5 and the Warp Weapon Trait. Additionally, psychic targets must make a **Challenging (+0) Willpower Test** or suffer and additional 1d10 points of Willpower Damage.



ROGUE PSYKERS

"I need no one's blessing, no one's sanction to be who I am and live the life I choose. Not yours, and certainly not that of a half-living corpse a galaxy away."

—Pallas Merchaum, Rogue Psyker

Not all psykers enjoy the God-Emperor's blessing. Indeed, there are many on the fringes of the Imperium blessed with psychic abilities who go their whole lives without ever realizing their true potential. Some are held in esteem in their cultures as soothsayers, oracles, and wise men. Most, however, are hunted down as witches and harbingers of doom, burned alive or consumed by angry mobs. Those who are not killed outright by the superstitious or overzealous more often than not succumb to the darkness and corruption of Chaos. Nevertheless, there are those who are able to rise to great heights despite not knowing His blessing. The following are just a few of the Rogue Psykers that can be found operating at large in the Koronus Expanse.

WYRD GUNSLINGER

"My word of honour is here in these pistols, along with my word of death. You are free to choose whichever you prefer."

—Katarin Bonaventure, Rogue Wyrd

Many who exhibit the powers of the witch do so in small, subtle ways. These psykers are called "wyrds," and most with the ability to manipulate the Warp even slightly would be discovered within the reaches of the Imperium. However, the Koronus Expanse is a lawless place and few hunt for psykers there—though those who do are especially aggressive, and so most psykers with sufficiently limited gifts learn quickly to conceal them or die.

A wyrd can make for an especially dangerous opponent exactly because of the limited scope of his powers. Wyrds work hard to blend in and therefore become good at avoiding notice; in contrast, sanctioned psykers and renegade psykers alike are often obvious even to mundane folk. This subtlety, combined with a spark of psychic potential, can make for a deadly foe capable of turning the tables unexpectedly.

Wyrd Gunslinger



WS	BS	S	T	Ag	Int	Per	WP	Fel
35	50	35	41	51	34	39	45	40

Movement: 5/10/15/30

Armour: Dusty leathers (All 2).

Skills: Acrobatics (Ag), Awareness (Per) +10, Barter (Fel), Charm (Fel), Common Lore (Koronus Expanse, War) (Int), Contortionist (Ag), Deceive (Fel) +10, Dodge (Ag), Psyniscience (Per), Scrutiny (Per), Speak Language (Low Gothic), Survival (Int), Tech-Use (Int).

Talents: Ambidextrous, Basic Weapon Training (Universal), Blind Fighting, Catfall, Combat

Wounds: 18

Total TB: 4

WYRDS IN A CAMPAIGN

Most NPCs who do not already have a Psy Rating can easily be made into a Wyrd. Simply add the Psy Rating 1 Talent and grant the character 1-4 Psychic Techniques from an appropriate Discipline. Even a recurring character might become a wyrd in between two meetings with the Explorers, having awakened to new powers in the interim. Wyrds are interesting and dangerous because they are unexpected, and there are a vast number of ways in which a GM can take advantage of the opportunity for surprises they present.

Players who wish to play an Explorer with these characteristics should discuss the Awakened Psyker Alternate Career Rank with their GM (see page 68).

Master, Crack Shot, Deadeye Shot, Dual Shot, Gunslinger, Hard Target, Hip Shooting, Independent Targeting, Leap Up, Lightning Reflexes, Marksman, Mighty Shot, Nerves of Steel, Paranoia, Pistol Weapon Training (Universal), Psy Rating (2), Quick Draw, Rapid Reaction, Rapid Reload, Step Aside, Technical Knock, True Grit, Two-Weapon Wielder.

Psychic Techniques: Mind's Shadow, Desperate Transmogrification, Shielded by the Warp, Warp Spasm.

Weapons: Pair of custom Ceres-pattern bolt pistols (Pistol; 30m; S/2/-; 1d10+6 X; Pen 4; Clip 8; Rld Half Action; Accurate, Customised, Tearing).

Gear: Chrono, gas mask, extra ammunition, micro-bead.

WARP GUIDE

"This voyage will be long and the path twisting. Yes, we shall arrive... though not 'safely.' But what choice do you have? Make this pact with me and live, or die out here, drifting forever in the heartless void..."

—Gehen Vaust, Warp Guide

Navigating the Warp is a treacherous, mind-bending ordeal that has been the purview of the Navis Nobilitate for millennia. Those rare individuals blessed with the Navigator gene and their noble families are the glue that holds the Imperium of Man together. There are, of course, other means by which a voidship can be guided through the Empyrean—but few are willing to pay the price of such desperate measures. Only the truly desperate consider the dark bargains required to travel in this way, but there are those on the fringes with no options and nothing to lose but their souls.

During the years of conflict between the Elutrian Confederacy (a splinter alliance within the Navis Nobilitate) and the Seekers of the Daybreak (a cult of psykers within the Scintillan Nobility) House Typhon managed to use its considerable weight at the time to recall—or eliminate—many of the Navigators in service of allies of the Seekers of the Daybreak. The cult found itself contained, and so it turned to more and more desperate attempts to unlock new powers within its psykers. To pass safely through the Warp without a Navigator, the Seekers of the Daybreak found but one option: bargaining with the beings that exist in the shrouded

madness of the Immaterium. By treating with Daemons and paying a tribute in blood and souls, its allies' ships could once again pass through the Sea of Souls unscathed. Of course, such creatures are capricious and wicked, and often ships led by Daemons found themselves in the twisted depths with no means of escape and no sign of their guides but a faint cackling. Still, the cult pressed on and a number of its so-called "Warp Guides" became skilled at their wicked craft.

When the Seekers of the Daybreak were finally purged by the Ordo Calixis for their flagrant heresy, a number of these Warp Guides scattered to the stars, some fleeing into the Koronus Expanse, where some still teach their dark arts, selling their service to reavers, marauders, and others unable or unwilling to secure the services of a Navigator. A Warp Guide unlocks the ability to traverse the Warp through human sacrifice, attracting Daemons to lead the vessel through the Warp. By sacrificing a ritually prepared individual, the Warp Guide enters a fugue state in which he perceives the Astronomican, the energies of the Warp, and even the very strands of time and causality itself. They are rarely found aboard Rogue Trader ships, but if a Rogue Trader is particularly desperate or tainted, he may take one on instead of a true Navigator.



Warp Guide

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	32	41	31	41	44	50	23

Movement: 4/8/12/24

Wounds: 15

Armour: Curse-Carved Void Suit (All 2).

Total TB: 4

Skills: Awareness (Per), Blather (Fel) +10, Common Lore (Imperium, Koronus Expanse, Navis Nobilitate, Rogue Traders) (Int), Concealment (Ag), Deceive (Fel) +10, Forbidden Lore (Chaos, Navigators, Pirates, Psykers, The Warp) (Int), Invocation (WP), Literacy (Int), Navigation (Stellar, Warp) (Int) +10, Psyniscience (Per), Scholastic Lore (Astromancy, Navis Nobilitate, Numerology, Occult) (Int), Scrutiny (Per), Sleight of Hand (Ag), Speak Language (Low Gothic), Survival (Int), Tech-Use (Int), Trade (Soothsayer) (Fel).

Talents: Dark Soul, Decadence, Blood Sacrifice†, Enemy (Navigators), Foresight, Improved Warp Sense, Jaded, Psy Rating (3), Warp Affinity, Warp Conduit, Warp Sense.

Psychic Techniques: All Renegade Psyker Techniques (see page 100).

Weapons: Rite knife (Melee; 1d5+3 R; Pen 0; Primitive).

Gear: Almanac Astrae Divinitus, data-slate, micro-bead, stolen and bloodspattered navis prima, psy-focus, shipboard emergency kit.

†**Blood Sacrifice:** While they are not Navigators in the traditional sense, for they lack the Navigator gene, the Warp eye, and kinship with a great House, Warp Guides can navigate great voidships through the Warp using guile, their few innate psychic abilities, and the unpredictable aid of the denizens of the Warp. Through blood sacrifice, they curry the favour of Daemonic entities that may (or may not) watch over the ship's passage. First, the Void Guide must ritually prepare his sacrificial victim, either a human or an intelligent xenos. This ritual that requires a successful Forbidden Lore (Warp) Test and 1d5 hours. For the next 1d10+10 days, the Warp Guide may lead a vessel through the Warp in the same way as a Navigator (see page 26 of **Chapter II: Plying the Warp**), but uses his Forbidden Lore (Warp) Skill whenever he would be called upon to make a Navigation (Warp) Skill Test. For every Degree of Success he scores on his Forbidden Lore (Warp) Test, and for every additional sacrifice he makes during the ritual, the Void Guide gains a +5 bonus (to a maximum of +30) to all Forbidden Lore (Warp) and Psyniscience Skill Tests he must make during the voyage.

No matter how seemingly justified his cause or desperate his position, whenever a Void Guide makes such a sacrifice, he gains 1 Insanity Point and 1 Corruption Point per individual he slays, as does anyone else who bears witness to his depraved ritual.

ELDAR

"A warrior may become as skilled with a blade as he wishes, but he is still subject to the fickle whim of his destiny, and his doom. We who walk the Path of the Seer take destiny into our own hands, and wield doom as our blade."

—Spiritseer Baluith of Craftworld Kaelor

The Eldar of the Craftworlds live their lives in rigid cycles of intense devotion to a particular field of study. Only with these strict controls in place can these xenos hope to maintain a society that would not bow before the power of the Chaos God Slaanesh. Each of these disciplines is referred to as a path. Arguably the most challenging of these is the Path of the Seer, which calls upon its followers to develop their psychic abilities. Key to these abilities for all Eldar is the nature of runic symbolism and their alien forms of divination. As their psychic powers continue to develop, they are often haunted by visions of the future and the horrible doom of their race.

Even within this path, there is further stratification. Some Eldar may master one aspect of the Path of the Seer, only to embark upon a different path at a later point in their lives. Others might never travel this path, choosing to focus their talents in a more mundane fashion. There are numerous specialisations within the Path of the Seer, but all of those who walk it endanger their very souls for the good of their people, pitting their wills against the hungering doom that awaits all Eldar in the Sea of Souls.



ELDAR WARLOCK

"On this twisted, trying path, I have learned to see the skeins of the future and walk towards the fate I choose. And yet, now that I find my decisions are my own, I discover that I have no choice. There is only one course. I am a warrior, so let the battle be joined."

—Unknown Warlock, shortly before his death

Those who travelled the Path of the Warrior prior to embarking upon the Path of the Seer often become Warlocks. These individuals learn to focus their psychic abilities into weapons that they may wield alongside more traditional armaments. Their combined training enables them to become powerful defenders and leaders for their Craftworld.



Eldar Warlock

WS	BS	S	T	Ag	Int	Per	WP	Fel
51	42	34	36	54 ⁽¹⁰⁾	44	46	50	39

Movement: 5/10/15/30

Wounds: 14

Armour: Eldar Rune Armour (All 6).

Total TB: 3

Skills: Acrobatics (Ag), Awareness (Per) +10, Climb (S), Concealment (Ag) +10, Deceive (Fel), Dodge (Ag) +10, Forbidden Lore (The Black Library, Xenos, The Warp, The Webway, Psykers) (Int), Inquiry (Fel), Psyniscience (Per) +20, Scrutiny (Per), Speak Language (Eldar, Low Gothic) (Int).

Talents: Assassin Strike, Blademaster, Catfall, Combat Formation, Disarm, Duty Unto Death, Exotic Weapon Training (Singing Spear, Shuriken Pistol, Witchblade), Foresight, Guardian, Hard Target, Heightened Senses (Sight), Improved Warp Sense, Lightning Reflexes, Meditation, Nerves of Steel, Precise Blow, Psy Rating 5, Quick Draw, Resistance (Psychic Techniques), Sprint, Secrets of the Seers, Sure Strike, Swift Attack, Total Recall, Wall of Steel, Warp Sense.

Traits: Eldritch Mastery, Unnatural Agility (x2).

Weapons: Shuriken pistol (Pistol; 30m; S/3/5; 1d10+2 R; Pen 4; Clip 40; Rld 2 Full; Reliable), witchblade (Melee; 1d10+14; Pen 5; Balanced, Power Field, Witch-Edge) *or* singing spear (Melee; 1d10+14, Pen 10; Power Field; Witch-Edge).

Gear: Robes, runes of warding, runes of witnessing, empty spirit stone.

Psychic Disciplines: Telepathy, Telekinesis, Divination, Eldar Warlock.

Psychic Techniques: Divining the Future, Force Shards, In Harm's Way, Mind Link, Mind Probe, Precision Telekinesis, Telekinetic Crush, Telekinetic Shield, Walking the Path, and 3 Psychic Techniques of the GM's choice from the Eldar Warlock Discipline (see page 121). Some sample sets of Warlock Techniques might include:

- **Soultaker:** Destructor, Conceal, Executioner
- **Battle-Guide:** Embolden, Enhance, Conceal
- **Blazing Emblem:** Embolden, Enhance, Destructor

TABLE 5-2: ELДАР WARLOCK TECHNIQUES

Name	Focus Time	Sustain	Focus Power Test
Destructor	Half Action	No	Willpower
Embolden	Half Action	Yes	Willpower
Conceal	Half Action	Yes	Psyniscience
Enhance	Half Action	Yes	Willpower
Executioner	Full Action	Yes	Willpower

ELДАР WARLOCK DISCIPLINE

When the Eldar must go to war, Warlocks wield their psychic powers among their brethren. Their abilities are focused both on disrupting their opponents and on defending their fellows. In concert with their dreaded psychically active Witchblades, Warlocks are respected and feared by those few who survive fighting against them, and by any who hear the tales of these swift and brutal conflicts.

Destructor

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 20m x Psy Rating

Sustained: No

After spending years treading the Path of the Warrior, violence and anger often become the core of an Eldar's being. Upon switching to the Path of the Seer, the act of harnessing the Warp for destructive purposes is intuitive for a Warlock. Consequently, for many Warlocks, this is the first technique that they master. For these natural psychics, channelling the raw energies of the Warp is often the easiest step. Exerting the fine control to destroy only their targets, without affecting their allies or their environment, can be a much more difficult stage of the learning process. For many, mastery of the Destructor technique is undertaken at the same time as they learn to focus their talents through a Witchblade.

The Warlock selects a target and makes a Focus Power

Test to unleash a devastating surge of psychic power. His fury creates a roiling blast of raw psychic power that engulfs his enemies. The target and all living beings within 1 metre x Psy Rating immediately suffer 2d10 + Psy Rating Energy Damage with a Pen equal to his Psy Rating. Every 2 Degrees of Success extends the radius of the attack by 1 metre. Destructor is considered an area effect weapon for purposes of Dodging.

Embolden

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 2m x Psy Rating

Sustained: Yes

All Eldar are expected to rise to the defence of their Craftworld when called to do so in times of need. Consequently, even those who have never undertaken the Path of the Warrior are capable of effectively utilising the tools of an Eldar Guardian. To these comparatively untrained individuals, the Craftworld's Warlocks are inspiring and intimidating individuals. The rank and file look up to these psychic warriors as symbols of the heroic might, boundless bravery, and mental fortitude that symbolises their race.

Most Warlocks learn the Embolden technique so that they might share a portion of their courage with their fellows, aiding them as they endeavour to fulfil their duties. In this way, the psyker instils an unshakeable sense of bravery and invulnerability upon his comrades, reaching into their minds

ELDRITCH MASTERY (TRAIT)

The Eldar are a race with immense psychic potential, and the finesse and subtlety with which they can manipulate the Warp surpasses believability and comprehension. Those who tread the harsh, ascetic Path of the Seer often do so for untold aeons, slowly but surely unlocking the secrets of each technique and mastering it to a degree impossible in short human lives. However, the Eldar do not rely on these slow and steady methods simply for tradition's sake, or because their life-spans permit it; the maw of Slaanesh, the Doom of the Eldar, ever gapes open before them, and those who devote themselves to psychic Talents must be most careful of all, for She Who Thirsts can never truly be slaked nor definitively avoided. Consequently, Eldar psykers use psychic powers in a somewhat different—and usually much more guarded—way than reckless Renegade Psykers or even than cautious Astropaths.

When making a Focus Power Test, an Eldar psyker chooses to use the Fettered, Unfettered, or Push level for the Test:

- **Fettered:** The psyker counts his Psy Rating as half of its normal value (rounded up) for the technique, but automatically succeeds on the Focus Power Test (he need not roll), and is considered to have scored a number of Degrees of Success on the Test equal to his Psy Rating minus 1d5 (to a minimum of 0).
- **Unfettered:** The psyker uses his full Psy Rating for the technique. If he rolls doubles or fails his Focus Power Test, he must roll on **Table 6-3: Psychic Phenomena** (see page 160 of the **ROGUE TRADER Core Rulebook**).
- **Push:** The psyker uses his full Psy Rating plus a number of his choice up to 4. If he rolls doubles or fails his Focus Power Test, he must roll on **Table 6-4: Perils of the Warp** (see page 161 of the **ROGUE TRADER Core Rulebook**), adding +15 per point by which he increased his Psy Rating when he decided to Push.

with visions of mighty heroes and great victories. With this effect, the xenos become far bolder in the ways that they undertake their responsibility of service.

With a Focus Power Test, the Warlock uses the power of the Warp to channel a portion of his courage into those who stand nearby. If he succeeds, as long as the Warlock sustains this power, all allies within 2 metres x Psy Rating receive a 10 + Psy Rating bonus to their Willpower Characteristic. Every Degree of Success on the Focus Power Test adds an additional +5 bonus to Willpower. Note that multiple instances of this Technique are not cumulative.

Conceal

Focus Power Time: Half Action

Focus Power Test: Psyniscience

Range: 2m x Psy Rating

Sustained: Yes

The Conceal power allows a Warlock to guide his forces in battle while minimising losses amongst the troops he leads. Rather than actively assisting his fellows, he instead clouds the minds of on-looking opponents. Those who fall prey to the technique become incapable of accurately identifying the location of the Warlock's companions. This enables the Eldar forces to move about the battlefield with relative impunity.

The Warlock makes a Focus Power Test. If he succeeds, for as long as he sustains this power, the Warlock and all allies within 2 metres x Psy Rating of the psyker are affected by Conceal. Each Degree of Success extends the range by an additional 1 metre. Any character that attempts to attack a target affected

by this Technique suffers a penalty of 20 + Psy Rating to his Weapon Skill or Ballistic Skill Test for that attack. Note that multiple instances of this Technique are not cumulative.

Enhance

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 2m x Psy Rating

Sustained: Yes

When working in concert with more experienced warriors or when engaging lesser foes, a Warlock need not focus his skills on bolstering the courage of his allies. Instead, he has the luxury of using his psychic abilities to increase his comrades' abilities, so that the Eldar's enemies can be overcome more swiftly. With the Warlock's psychic guidance, even the least trained of warriors are capable of fighting like battle-hardened veterans.

The Warlock activates this ability with a Focus Power Test. If he succeeds, for as long as he sustains the power, the psyker bolsters all of his allies within 2 metres x Psy Rating (but not the psyker himself). Each Degree of Success expands this range by 1 metre. All allies receive a bonus of 10 + Psy Rating to their Weapon Skill and Agility Characteristics. Note that multiple instances of this Technique are not cumulative.

Executioner

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: 20m x Psy Rating

Sustained: Yes

As part of their training, Warlocks learn the critical value that they hold as part of their Craftworld's defences, just as they are constantly reminded of the immeasurable value of each Eldar life. The Executioner technique serves as a way for a Warlock to engage particularly potent opponents without endangering his own life. In this way, a foe may be tested and possibly even overcome without significant risk to a valuable Eldar asset. It also allows the Warlock engage in a dramatic display of psychic power that may serve to both inspire and reassure his fellows.

When activating this ability, strands of incandescent energy stream from the Warlock's outstretched fingertips and weave themselves into a monstrous glowing form near a foe. The form is a psychic projection of the Warlock, which immediately springs forward to attack the enemy in hand-to-hand combat. While the projection may be capable of destroying an opponent, the foe is unable to physically injure the remote psyker.

The psyker activates this Technique by making a Focus Power Test and choosing a point within range. If he succeeds, he conjures a shadowy doppelganger into existence to fight at his side. The psychic creation has a profile and equipment identical to that of the psyker, except that it may not cast Executioner and the entire construct simply dissipates if it suffers Critical Damage, leaves the range of the power, or if the psyker ceases sustaining the power. The construct acts at the psyker's initiative. Each Degree of Success on the Focus Power Test grants the creation a +5 bonus to Weapon Skill. The psyker may only ever sustain one instance of this Technique at a time.



TABLE 5-3: ELДАР EXOTIC MELEE WEAPONS

Name	Class	Range	Dam	Pen	Special	Wt	Availability
Singing Spear†	Melee††	—	1d10+5 R	5	Power Field, Witch-Edge	3 kg	Near Unique
Singing Spear†	Thrown††	Psy Rating x 2m	1d10+5 R	5	Power Field, Witch-Edge	3 kg	Near Unique
Void Sabre†	Melee	—	1d10+8 R	2	Balanced, Tearing	2 kg	Extremely Rare
Witchblade	Melee	—	1d10+5 R	0	Power Field, Balanced, Witch-Edge	1.5 kg	Near Unique

†This weapon has additional rules included in its full entry.

††This weapon can function as either a Melee or Thrown weapon, and thus has separate profiles for its different modes of attack.

ELДАР PSYCHIC WARGEAR

The Eldar have a vast myriad of psychic weapons and wargear grown from the mysterious substance called Wraithbone, which specialised psykers sing into forms uniquely suited to the Eldar.

SINGING SPEAR

Singing spears are weapons that are related to the witchblades wielded by Farseers and Warlocks that take the form of a long spear, thus providing greater striking range and penetrating power. They are also known for their odd property of returning to the user's hands when called. This quality is particularly useful for Farseers and Warlocks who hurl their spears in battle, and often catches foes flat-footed.

Once per Round, as a Free Action, the weapon's user may recall it to himself from anywhere within a number of metres equal to five times his Psy Rating, at which point it flies back to him and comes to rest gently in his hand (if he does not have a Psy Rating, he simply cannot perform this action). The weapon will automatically dislodge itself from any objects or individuals in which it is embedded. A creature that is actively attempting to hold on to the weapon must make a **Very Hard (-30) Strength Test**; if it succeeds, then it, too, is dragged back to the psyker along with the Singing Spear.

VOID SABRE

Supposedly cursed blades that many high-ranking Eldar void pirates carry, these wraithbone swords are embedded with shards of strange crystal formations found on certain worlds in the dark fringes of space. Many Craftworlders look upon the blades with a mixture of disdain and fear, but many amongst the ranks of the Eldar Corsairs carry them as badges of honour.

If a character wielding a void sabre scores Righteous Fury when rolling for Damage caused by this weapon, he adds +8 to the weapon's Penetration for that attack.

WITCH-EDGE (WEAPON QUALITY)

In the hands of a character with the Secrets of the Seers Talent, a weapon with the Witch-Edge Quality adds an additional bonus to Damage equal to twice the user's Strength Bonus and a bonus to Penetration equal to the user's base Psy Rating (already included in the relevant NPC profiles). When wielded by any other warrior, the weapon and its other Qualities still function normally, but this Quality does not take effect.

SECRETS OF THE SEERS (TALENT)

Eldar possess an innate connection to the substance known as Wraithbone, and those initiated in the Path of the Seer can interact with artefacts sculpted from it in a way that strangers to these mystic secrets cannot hope to understand. Those with the Secrets of the Seers Talent can access the Witch-Edge Quality of the weapons they wield, which lie dormant in the hands of untrained users.

WITCHBLADE

Witchblades are psychically attuned weapons that Eldar walking the Path of the Seer often carry to battle. These blades resonate with their users, enhancing their strength to terrifying levels; Farseers have been known to slash through the heaviest of power armour or cleave battle tanks clean in half with devastating blows from these weapons.



TABLE 5-4: ELДАР ARMOUR

Name	Locations Covered	AP	Wt	Availability
Eldar Rune Armour†	All	6	6 kg	Near Unique
Eldar Void Armour†	All	4	12 kg	Very Rare
Ghoshelm†	Head	6	1 kg	Unique

†This armour has additional rules included in its full entry.

ELДАР RUNE ARMOUR

The armour of a Farseer is etched with arcane runes of protection and provides innate defences to psychic wearers. Whenever an attack strikes the wearer, he may make a Focus Power Test (Willpower) with a -30 Penalty as a Free Action. If he succeeds, reduce the Damage that would be dealt by the attack by an amount equal to his Psy Rating plus the Degrees of Success he scored on the Focus Power Test. If his Focus Power Test roll is lower than his effective Psy Rating, the attack is simply negated entirely instead.

ELДАР VOID ARMOUR

This elegant Eldar armour functions as both battlefield protection and a sealed environment. Thanks to its superior Eldar construction, the signature “wings” that sprout from its back to grant added stability but weigh shockingly little, and improve the balance of the wearer during both atmospheric and void flight.

This armour is considered a sealed environment so long as a character wears all of it and also provides a long-range vox, an auspex, and grants the Dark Sight Trait. The armour’s integrated void impellers grant the wearer the Flyer (12) Trait in zero gravity. Further, thanks to the wings and inbuilt micro-thrusters, anyone wearing this armour benefits from improved manoeuvrability and gains a +10 bonus to all Pilot (Personal) Tests.

GHOSTHELM

Covered in spidery, arcane runes, a ghoshelm is a potent and ancient device worn by Farseers to protect them from the dangers of the Warp. The wearer of a ghoshelm may make a **Very Hard (-30) Willpower Test** to remain unaffected by the results of any roll on **Table 6-3: Psychic Phenomena** or **Table 6-4: Perils of the Warp** (see pages 160-161 of the **ROGUE TRADER** Core Rulebook). The effects of the result rolled on the table still occur, and may affect others or the environment.

RUNES OF WARDING

Farseers often embellish their equipment with defensive runes that interfere with the psychic powers of their foes, and thus protect the Farseer from harm. On the field of battle, these baleful runes cast their gaze upon the Farseer’s foes, cursing these adversaries with ill fortune.

Enemy psykers within the psyker’s Perception Characteristic in metres add +10 to all rolls they make on both **Table 6-3: Psychic Phenomena** and **Table 6-4: Perils of the Warp** (see pages 160-161 of the **ROGUE TRADER** Core Rulebook).

RUNES OF WITNESSING

Farseers carry countless trinkets, esoteric devices, and runes to assist in their divinations and panoply of other rituals and powers. Runes of witnessing are designed to help lead the Farseer to the destinies he chooses, without becoming lost in the ineffable web of fate.

Once per Round, a character with Runes of Witnessing may choose to reduce—or increase—the result of a roll that he has made on either **Table 6-3: Psychic Phenomena** and **Table 6-4: Perils of the Warp** (see pages 160-161 of the **ROGUE TRADER** Core Rulebook) by a number equal to his Perception Bonus.

SPIRIT STONES

Craftworld Eldar carry empty spirit stones to capture their spirits as their essence departs their bodies, snatching them from the thirsting maw of Slaanesh. These empty spirit stones have no effect besides providing this psychic assurance to the wearer.

Farseers carry spirit stones that have taken on the spirits of their powerful predecessors into battle, so that they may call upon the psychic might of those who came before them in battle. Because spirit stones contain the essence of revered ancestors and represent the only way for an Eldar spirit to evade the incomprehensibly agonising embrace of Slaanesh, the Eldar value spirit stones in a way that most species cannot truly understand and do not hesitate to kill members of “lesser” species with the gall or bad fortune to come into possession of these treasured relics.

Once per combat encounter, the wearer may tap into the power of his spirit stones during his Turn to use one of his Psychic Techniques as a Free Action.

TABLE 5-5: ELДАР PSYCHIC EQUIPMENT

Name	Wt	Availability
Runes of Warding	0.5 kg	Extremely Rare
Runes of Witnessing	0.5 kg	Extremely Rare
Spirit Stone	1 kg	Near Unique

ELDAR FARSEER

“Without mercy or moral feeling, the Farseer’s consciousness stands upon the edge of spiritual destruction.”

—Inquisitor Czevak

Most Eldar travel many of the countless paths for a relatively short portion of their long lives. However, some may become so focused upon a particular path that their souls and psyches become lost within it. Those who lose their way upon the Path of the Seer are known as Farseers. These incredibly potent psykers often assume critical leadership roles among each Craftworld, but also are compelled to act upon the visions that they discover as they study the countless strands of fate.

Powerful and prescient, Farseers are Eldar who became trapped on the Path of the Seer. Responsible for leading the slowly dwindling Eldar diaspora in its twilight, Farseers typically guide their people as leaders of the massive Craftworlds that roam the trackless void. They use their not insubstantial psychic powers to peer into the future where they pluck apart the strands of time and possibility through the casting of Runestones. By reading the throw of these

Wraithbone icons, the Farseers determine the best of all possible courses for their people. While the results of their divination are quite accurate in the short-term, even the most powerful Farseers have difficulty seeing into the distant future.

While not as martially powerful as those Eldar who follow the Path of the Warrior, Farseers are as competent leading in wartime as they are during eras of peace. Their foresight and powers of precognition allow them to foretell an enemy’s actions and relay this information to their allies and subordinates. This, along with their prodigious psychic powers, makes them incredibly dangerous on the battlefield or the bridge of an Eldar cruiser.



Eldar Farseer

WS	BS	S	T	Ag	Int	Per	WP	Fel
60	45	32	30	(10) 57	64	59	(10) 59	41

Movement: 5/10/15/30

Wounds: 30

Armour: Rune Armour, Ghosthelm (All 6).

Total TB: 3

Fate Points: 5

Skills: Acrobatics (Ag), Awareness (Per) +20, Climb (S), Concealment (Ag) +10, Common Lore (Koronus Expanse) (Int), Deceive (Fel), Dodge (Ag) +10, Forbidden Lore (The Black Library, Xenos, The Warp, The Webway, Psykers) (Int) +20, Inquiry (Fel) +10, Invocation (WP), Psyniscience (Per) +20, Scrutiny (Per), Search (Per), Silent Move (Ag), Speak Language (Eldar, Low Gothic).

Talents: Assassin Strike, Bastion of Iron Will, Blademaster, Catfall, Combat Formation, Exotic Weapon Training (Shuriken Pistol, Singing Spear, Witchblade), Favoured by the Warp, Foresight, Hard Target, Heightened Senses (Sight), Improved Warp Sense, Lightning Reflexes, Meditation, Nerves of Steel, Precise Blow, Psy Rating 8, Resistance (Psychic Techniques), Secrets of the Seers, Sprint, Step Aside, Strong Minded, Sure Strike, Swift Attack, Total Recall, Touched by the Fates, Warp Conduit, Warp Sense.

Traits: Eldritch Mastery, Unnatural Agility (x2), Unnatural Willpower (x2).

Disciplines: Telepathy, Divination, Farseer Techniques.

Psychic Powers: All Psychic Techniques from the Telepathy, Divination, and Eldar Farseer Disciplines.

Weapons: Shuriken pistol (Pistol; 30m; S/3/5; 1d10+2 R; Pen 4; Clip 40; Rld 2 Full; Reliable), witchblade (Melee; 1d10+14; Pen 6; Balanced, Power Field, Witch-Edge) *or* singing spear (Melee; 1d10+14, Pen 11; Power Field, Witch-Edge).

Gear: Runes of warding, runes of witnessing, spirit stones, empty spirit stone.



TABLE 5-6: ELÐAR FARSEER TECHNIQUES

Name	Focus Time	Sustain	Focus Power Test
Fortune	Half Action	Yes	Psyniscience
Battle Fate	Half Action	Yes	Psyniscience
Force of Asuryan	Full Action	Yes	Psyniscience
Crystal Seer	Full Action	No	Psyniscience
Eldritch Storm	Half Action	No	Willpower
Phoenix Spirit	Full Action	No	Willpower
Temporal Exile	Full Action	No	Psyniscience
Doom	Half Action	Yes	Opposed Willpower

ELÐAR FARSEER DISCIPLINE

Some Eldar who travel the Path of the Seer become trapped among its countless turns. As they send their minds out to explore the tangled skein of fate and destiny, they become obsessed with its nature. Their psyches compel them to constantly take action so that they can ensure that time and events shape the galaxy in ways that have been preordained. These psykers wield their potent and highly trained abilities and lead their people in endless quests to preserve their race.

Fortune

Focus Power Time: Half Action

Focus Power Test: Psyniscience

Range: 2m x Psy Rating

Sustained: Yes

As Farseers spend a substantial portion of their lives focusing upon the strands of destiny, it is not uncommon for them to see visions of those that they know. Particularly stressful situations, often including physical conflicts, can become focal points for fate. Different destinies can interweave leading to alternative outcomes, and a talented psychic may learn to twist and manipulate world events so that the pattern takes on a different shape. Farseers can manipulate these strands as they learn to predict the actions of their opponents. Learning an opponent's common strategies is nowhere near as reliable as foreseeing the actions that he is most likely to take based on following the chains of causality itself. With such knowledge in hand, the psyker can carefully prepare for a future that has not yet arrived, assuring that his people are capable of dealing with the mostly probable outcomes.

The psyker activates this Technique with a Focus Power Test. All friendly characters within 5 metres x Psy Rating come under the effects of Fortune. Each Degree of Success raises the range of the Technique by an additional 2 metres. Any enemy that attempts to attack a character under the effects of Fortune must reroll its first successful Weapon Skill or Ballistic Skill Test each Round, using the second result even if it is worse.

Battle Fate

Focus Power Time: Half Action

Focus Power Test: Psyniscience

Range: 2m x Psy Rating

Sustained: Yes

As a dying race, the Eldar often focus upon psychic techniques that might effectively preserve the lives of those who yet remain. However, these Eldar established their dominance through their devastating psychic abilities, and those have not been lost. Just as a Farseer can glean the best path for an Eldar to preserve his life, he may also determine what path could be most destructive to the enemy. With this knowledge in hand, the psyker may be able to see to it that his forces can destroy their opponents before the Eldar sustain meaningful losses, or decide that a sacrifice is necessary for the good of the Eldar.

The psyker activates this Technique with a Focus Power Test. Allies within range come under the effects of Battle Fate. Each Degree of Success increases the range of the Technique by an additional 2 metres. All characters under the effect of Battle Fate receive a bonus of 10 + Psy Rating to Weapon Skill as long as the psyker sustains the Technique.

Force Of Asuryan

Focus Power Time: Full Action

Focus Power Test: Psyniscience

Range: 2m x Psy Rating

Sustained: Yes

By carefully studying the skeins of fate as they are linked to a group of individuals, the Farseer can direct them so that they can study and react with seeming preternatural quickness to situations. Because of their divinations, such actions become the work of careful training and direction to events that have been foretold rather than the reactions of a moment's notice. In this way, the Farseer's allies are better prepared for a conflict than any virtually other force.

The psyker activates this Technique with a Focus Power Test. All friendly characters (including the psyker himself) within range come under the effects of Force of Asuryan. Every Degree of Success on the Focus Power Test increases the range of the Technique by an additional 2 metres. All characters affected by the Technique gain an additional Half Action and an additional Reaction as long as the psyker sustains the Technique.

Crystal Seer

Focus Power Time: Full Action

Focus Power Test: Psyniscience

Range: Self

Sustained: No

For a Farseer, linear time is an inconvenience, but one that can often be overcome. Just as the psyker may peer into the future to advise his forces, he may be able to call upon the services of those who have come before. Within any given conflict, the spirit of an ancestral Eldar may be available to assist in any psychic conflict. At times, the Farseer may have to call upon these ancient ones for assistance, but just as often their aid might appear without request.

The psyker makes a Focus Power Test to activate this Technique. On success, he may immediately use two Focus Power Tests to activate Psychic Techniques other than Crystal Seer as Free Actions. For every two Degrees of Success on the Focus Power Test, the Farseer may make another Focus Power Test to use an additional Technique other than Crystal Seer as a Free Action. These Techniques may not be used at a Psy Rating higher than the one used for Crystal Seer and the psyker gains one level of Fatigue for each additional Technique that he activates this way.

Eldritch Storm

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 5m x Psy Rating

Sustained: No

Even with their extensive planning and understanding of destiny, there are times when a Farseer must unleash the raw potential of the Warp against his foes. On such occasions, the Farseer may truly exhibit his race's psychic potential as these exhibitions of raw energy can yield tremendous destructive force.

The Farseer selects a target and makes a Focus Power Test to unleash a corona of crackling energy that strikes out with arcs of lightning. His Warp-fuelled anger can hurl his opponents in all directions as the energies of the Immaterium are transformed into raw destructive power. The target and all living beings within 2 metres x Psy Rating immediately suffer 3d10 + Psy Rating Energy Damage with a Pen of 8. Each Degree of Success extends the radius of the attack by 2 metres. Eldritch Storm is considered an area effect weapon for purposes of Dodging. Anyone the Eldritch Storm strikes is knocked prone by the furious blast.

Phoenix Spirit

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: 10m x Psy Rating

Sustained: No

Farseers often commune with the spirits of their Craftworld's Infinity Circuit. The psyker can come to grips with notions of mortality and also to the understanding of how an Eldar's soul might continue to exist within its spirit stone. A Farseer can learn how to permit an Eldar to remain in control of his physical body for a few moments after his apparent demise.

The Farseer selects an Eldar target that has died recently and makes a Focus Power Test. The subject may immediately Stand as a Free Action and then take a full Turn. The target character is not healed, but may act without any penalties incurred by injury other than those associated with dismemberment. For every two Degrees of Success on the Focus Power Test, the target character persists for another Round, acting normally at the Farseer's initiative. Once the power ends, the target falls dead once more and cannot be "revived" again by this power.

Temporal Exile

Focus Power Time: Full Action

Focus Power Test: Psyniscience

Range: 10m x Psy Rating

Sustained: No

A Farseer's abilities are focused tightly upon his knack for manipulating the skeins of fate. One who becomes particularly adept at these techniques may directly influence how another's strands are interwoven into the webwork of the galaxy. Using his psychic abilities, the Farseer may choose to render a subject's thread completely isolated, as unweaving it from time itself. Such isolation leaves the subject incapable of acting upon any other targets. Generally, Farseers are reluctant to use this ability, as it may have consequences upon the future. Even in those circumstances where they come to accept its necessity, they may hesitate before applying it liberally.

The psyker selects a target and makes a Focus Power Test. If the psyker succeeds, he cuts the target free from the flow of causality and the target can take no Actions nor be affected by others for one Round. For every 2 Degrees of Success on the Focus Power Test, the individual remains isolated for an additional Round. Upon returning to the normal fabric of causality, the target must make a **Challenging (+0) Willpower Test**; if he fails, he gains 1d5 Insanity Points, his mind shaken by the paradoxical experience of being removed briefly from the tapestry of space and time.

Doom

Focus Power Time: Half Action

Focus Power Test: Opposed Willpower

Range: 20m x Psy Rating

Sustained: Yes

The psyker chooses a foe and, focusing his mind, delves into the myriad threads of causality to find the ones in which blows strike true against this enemy no matter how robust its defences. Some of the few who have survived being the target of this technique describe feeling as if the psyker's blows had landed before he even attacked and that his strikes wove in and around their defences of their own accord.

The psyker selects a target within range and makes a Focus Power Test. If he succeeds, as long as the psyker sustains this power, all attacks made against the target hit, regardless of the results of Weapon Skill and Ballistic Skill Tests, and the target suffers a -5 penalty to Dodge and Parry, with an additional -5 for each Degree of Success by which the psyker won the Opposed Test. The affected character may spend a Fate Point at any time to end this effect; if he does so, he becomes immune to this power for the remainder of the encounter.

ELDAR CORSAIR VOID DREAMER

"The void roils with dreams, with half-forgotten memories and long-lost emotion. I must pierce through this sea of eternal ephemerality with the swiftness and precision of a spear. Every cast decides our fate: safety or doom, oblivion or glory."

—Diumraid the Shining, Corsair Void Dreamer

Similar to Farseers, but substantially less powerful than those august prophets, Void Dreamers are Eldar blessed with preternatural foresight. Where the Farseers use their gifts to sift through the endless possibilities of fate and the far future to guide their people, Void Dreamers see that which is near at hand and use this foresight to guide their Corsair ships through the Webway. Their gifts allow them to clearly see the matrix of causality, the ebb and flow of time in the immediate future, and to determine the ideal course to travel. While they spend most of their time casting their runes and probing the future for the safest path through the fractured Webway, they are powerful foes in combat. They possess powers that, aside from letting them guide their living voidships with incredible precision, allow them to hurl bolts of pure psychic energy, bolster the morale of their allies, and even shrug off psychic attacks as if they were rain. This makes them incredibly dangerous, especially when leading packs of Eldar Corsairs in daring boarding raids or lightning strikes.



Eldar Corsair Void Dreamer

WS	BS	S	T	Ag	Int	Per	WP	Fel
51	55	35	30	(8) 45	52	55	(10) 53	42

Movement: 4/8/12/24

Wounds: 15

Armour: Eldar void armour (All 4).

Total TB: 3

Skills: Awareness (Per) +10, Common Lore (Koronus Expanse) (Int), Dodge (Ag), Forbidden Lore (Pirates, Psykers, The Warp, The Webway) (Int), Navigation (Stellar, Warp) (Int) +20, Pilot (Spacecraft) (Ag), Psyniscience +10 (Per), Speak Language (Eldar, Low Gothic) (Int), Tracking (Int) +20.

Talents: Assassin Strike, Blademaster, Catfall, Combat Formation, Exotic Weapon Training (Shuriken Pistol, Witchblade, Void Sabre), Favoured by the Warp, Foresight, Hard Target, Heightened Senses (Sight), Improved Warp Sense, Lightning Attack, Lightning Reflexes, Meditation, Nerves of Steel, Precise Blow, Psy Rating 7, Rapid Reaction, Resistance (Psychic Techniques), Secrets of the Seers, Sprint, Step Aside, Strong Minded, Sure Strike, Swift Attack, Total Recall, Touched by the Fates, Warp Conduit, Warp Sense.

Traits: Eldritch Mastery, Unnatural Agility (x2), Unnatural Willpower (x2).

Psychic Disciplines: Divination, Void Dreamer Techniques.

Psychic Powers: All Divination Techniques and four from the Void Dreamer Discipline. Two possible options are listed below:

- **Radiant Spear:** Shearing Light, Soul Scry, Spirit Shield, Withering Radiance
- **Voidhunter:** Empyrean Hunter, Spirit Shield, Void Watcher, Withering Radiance

Weapons: Shuriken Pistol (Pistol; 30m; S/3/5; 1d10+2 R; Pen 4; Clip 40; Rld 2 Full; Reliable), Void Sabre (Melee; 1d10+8 R; Pen 2; Balanced, Tearing) *or* Witchblade (Melee; 1d10+14; Pen 5; Balanced, Power Field, Witch-Edge).

Gear: 3 spare clips of shuriken pistol ammunition, Eldar medkit, Eldar void armour, empty spirit stone.

ELDAR VOID DREAMER DISCIPLINE

Along with their numerous Divination powers, the Eldar Void Dreamers have a handful of special techniques unique to them.

Empyrean Hunter

Focus Power Time: Full Action

Focus Power Test: Psyniscience

Range: 5 VU x Psy Rating

Sustained: Yes

The connection that a Void Dreamer shares with the Immaterium is such that he can track other vessels through realspace or the Warp the same way a bloodtracker trails his prey.

As long as the psyker sustains this Technique, he can follow another vessel using the Tracking Skill (page 88 of the **ROGUE TRADER CORE** Rulebook). He can follow a ship's trail as old as a number of months equal to his Perception Bonus, plus one month per Degree of Success that he scores on his Focus Power Test.

Shearing Light

Focus Power Time: Half Action

Focus Power: Willpower

Range: Self

Sustained: Yes

The psyker focuses on his desire to break through his enemies' defences and rips a crimson shaft of energy from the Immaterium. This weapon slices through unnatural protection granted by the Warp as easily as through mortal flesh, allowing the Void Dreamer to combat the monsters lurking in the aether.

If the psyker succeeds on the Focus Power Test, he calls a weapon with the following profile into being:

Carmine Lance of Khaine (Melee; 1d10 + X E, Pen X; Tearing) *or* (Thrown; X x 10 metres; 1d10 + X E; Pen X; Tearing), where X equals the psyker's Psy Rating when he calls it forth.

This weapon ignores bonuses to Armour or Toughness and other defences granted by psychic abilities or the Daemonic Trait. Only the psyker may wield this weapon and it vanishes moments after he stops sustaining the Technique or after it strikes (or misses) when thrown.

Soul Scry

Focus Power Time: Full Action

Focus Power Test: Psyniscience

Range: 5m x Psy Rating

Sustained: Yes

With this power, the Void Dreamer looks into the immediate future, teasing apart the tangled strands of fate and happenstance and taking the measure of his companions' courage and dedication. In doing so, he sees what will and will not work to inspire or drive them and uses the information accordingly. This power makes the psyker a powerful and prescient advisor.

As long as the psyker sustains this Technique, he and a number of allies equal to his Psy Rating within range gain a +5 bonus to Interaction Tests, with an additional +5 bonus to these Tests per Degree of Success he scores on the Focus Power Test.

Spirit Shield

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 5m x Psy Rating Radius

Sustained: Yes

The Spirit Shield technique allows the Void Dreamer to use his unique powers to protect himself and his allies against the depredations of enemy psykers and Daemons.

Upon activation, the power creates a powerful disruptive aura centred on the psyker. As long as the psyker sustains this power, each ally within range may use the Void Dreamer's Willpower Characteristic instead of his own for Opposed Willpower Tests and Tests to resist Fear and Pinning.

Void Watcher

Focus Power Time: Full Action

Focus Power Test: Psyniscience

Range: 10 VU x Psy Rating

Sustained: No

This power allows a Void Dreamer to gaze into the black gulf around his ship and divine the nature of any and all celestial objects within his range. It can reveal hidden dangers such as mines, debris fields, void creatures, and even other voidships.

With a successful Focus Power Test, the Void Dreamer detects all foreign objects within range. If he scores three or more Degrees of Success on his Focus Power Test, the Void Dreamer also detects the immediate intentions and desires of any living beings within range unless they are aware of his psychic vigil and pass a **Very Hard (-30) Deceive Test**.

Withering Radiance

Focus Power Time: Half Action

Focus Power: Willpower

Range: Self

Sustained: Yes

Drawing forth the very stuff of the Warp, the Void Dreamer forms a deadly spear made of pure amber energy. This spear is a deadly weapon when hurled at a foe, but on top of its impossibly sharp edge, it also withers those it strikes with the fury of time itself, inflicting ravages of years in the instant the strike lands.

If the psyker succeeds on the Focus Power Test, he calls a weapon with the following profile into being:

Brilliant Withering Spear (Melee; 1d10 + X E, Pen X; Balanced) *or* (Thrown; X x 10 metres; 1d10 + X E; Pen X; Accurate), where X equals the psyker's Psy Rating when he calls it forth.

Further, when a target suffers Damage (after reductions from Armour and Toughness Bonus) from an attack with this weapon, it must immediately make a **Difficult (-10) Toughness Test**. If it succeeds, it gains one level of Fatigue. If it fails, it gains one level of Fatigue and suffers 1d10 Characteristic Damage to a randomly chosen Characteristic. This Characteristic Damage does not begin to heal while the psyker who inflicted it draws breath. Only the psyker may wield this weapon and it vanishes moments after he stops sustaining the Technique or after it strikes (or misses) when thrown.

TABLE 5-7: ELДАР VOID DREAMER TECHNIQUES

Name	Focus Time	Sustain	Focus Power Test
Empyrean Hunter	Full Action	Yes	Psyniscience
Shearing Light	Half Action	Yes	Willpower
Soul Scry	Full Action	Yes	Psyniscience
Spirit Shield	Half Action	Yes	Willpower
Void Watcher	Full Action	No	Psyniscience
Withering Radiance	Half Action	Yes	Willpower

ORK PSYKERS

"Orkz is made fer fightin'! An' dis is da fastest way to get to da fight! Now get in da Warp rift, ya grot! Two of da last three made it throo! Gork, I'll showz ya—it'z safe!"

—Final Words of Weirdboy Gazgrug

The Orks are an innately psychic species and they unconsciously generate a considerable amount of psychic "background noise," an energy field known simply as "Da Waaagh!" This field grows more potent and more intense when the Orks themselves are excited, particularly during battle, creating an almost palpable tension that accompanies Ork hordes.

ORK WEIRDBOY

Weirdboyz are the psykers of the Ork species, absorbing the energy of Da Waaagh! and expelling it in violent surges of luminescent green power. Weirdboyz have little control over their abilities, and as the potency of this energy increases with the number and enthusiasm of the Ork Boyz around them, so does the power that a Weirdboy must endeavour to control. Even when they manage to contain this violent and erratic force, bizarre phenomena commonly accompany Weirdboyz, ranging from flashing lights and strange noises to psychokinetic tremors and random fires. Should they fail to disperse, direct, or expel this energy in some controlled manner, they may cause even more dramatic phenomena, such as the explosion of nearby Ork heads.

For this reason, and the fact that Weirdboyz dislike the company of other Orks, these psykers remain apart from the rest of their kind, dwelling in tall towers at the edge of encampments. Indeed, those who have gone truly mad are often garbed in luridly-coloured clothing and large, belled hats that signal their presence and nature to others. They commonly carry tall copper rods to ground the power they naturally gather—this can hardly disperse the energy produced by an Ork warband in the midst of battle, but it is usually sufficient to keep them safe day-to-day.

A Weirdboy encountered while adventuring in the Koronus Expanse is likely to have been cut off from other Orks. Perhaps his army was destroyed. Maybe his ship was destroyed and his escape vessel spun wildly off course, separating him from the rest of "da Boyz." Whatever the reason, it is this isolation that allows him to move about without constantly erupting with Waaagh! energy. Still, all Orks are capable of generating some Waaagh! on their own. Even the small amount a Weirdboy creates on his own or with just his Minderz can lead to surprising, explosive results.

His erratic nature makes an Ork Weirdboy a particularly difficult foe to handle. Strategies that apply to dealing with psykers of other races do not necessarily work when confronting an Ork. The inherently unpredictable nature of their powers, combined with the physical capabilities of a Greenskin, means that a party will need to react to events as they unfold, countering assaults that work on psychic and physical levels at the same time.

Ork Weirdboy



WS	BS	S	T	Ag	Int	Per	WP	Fel
39	20	45	40 ⁽⁸⁾	35	29	35	40	19

Movement: 3/6/9/18

Wounds: 19

Armour: Adorned leathers (All 2)

Total TB: 8

Skills: Awareness (Per), Intimidate (S), Survival (Int), Psyniscience (Per).

Talents: Bulging Biceps, Common Lore (Ork), Crushing Blow, Da Power of Waaagh!, Furious Assault, Hardy, Iron Jaw, Lotsa Power!, Make It Stop!, Minderz (x2), Peer (Own Clan), Psy Rating 2, Speak Language (Ork, Low Gothic), Throo Da Kosmos, True Grit, Runtz, Xenos Weapon Training (Ork).

Traits: Brutal Charge, Mob Rule, Resistance (Cold, Heat, Radiation), Sturdy, Unnatural Toughness (x2)

Weapons: Channelling rod (Melee; 1d10+8; Pen 0; Primitive).

Gear: 2d10 Ork teeth ("Teef"), crude respirator, pouch with odd bitz (dried bat-squig guano, the bones of a "lucky" grot, etc.).

Psychic Disciplines: Waaagh!

Psychic Techniques: An Ork Weirdboy has the Powa' Burst Basic Technique (see page 104), and more powerful specimens might have mastered one or more Techniques. When selecting powers, the GM may choose whether to apply the prerequisites for Weirdboy Explorers. Some sample varieties include:

- **Storm-Blasta:** Frazzle, Zzap
- **Killboy:** Up An' At Em!, Smash Da Gitz
- **Deff-Charga:** Dis Iz Takin' Too Long, Warpath



ORK WARPHEAD

“Remember, da first rule of bein’ an Ork iz dat ‘more is betta.’ Err, maybe dat’s da second rule. Don’t matter. But, if you’z got more of da Waaagh!, dat’s betta, right? See, you’z lernin’!”

–Warphead Grogni to the headless corpse of his pupil Torok

Orks are reckless creatures by nature, and Weirdboyz are “gifted” with the capacity to detonate themselves in many new and interesting ways unavailable to their more mundane brethren. As such, few Weirdboyz would survive long enough to gain any real control over their powers, even if this was something that they desired. However, Orks are not constrained by any perverse wish to “control” their power. “Restraint” is a form of subtlety reserved for “sneaky gitz, like grotz, ‘umies, and ‘dem prancin’ gitz wif’ da’ big fancy hatz.”

As such, if a Weirdboy does happen to survive the development of his powers, he is unlikely to gain any wisdom or sense of responsibility to accompany it. Instead, it is much more likely that he will go on to push himself to impressive (and undeniably insane) heights of psychic prowess, becoming more and more puissant and unhinged over time. They learn and invent increasingly bizarre and terrifying powers, mastering techniques that allow them to rend holes in the Warp through which they can travel or pulp enemies through cover with waves of Waaagh! energy. Weirdboyz who have attained these peaks of power and managed to avoid a messy death thus far are called Warpheads. Though Warpheads are obviously rare given their “profession” and proclivities, a single Warphead can make for a terrifying and unpredictable foe.



Ork Warphead

WS	BS	S	T	Ag	Int	Per	WP	Fel
46	20	50	48 ⁽⁸⁾	35	32	35	55	22

Movement: 3/6/9/18

Wounds: 24

Armour: Ceremonial armour (All 4).

Total TB: 8

Skills: Awareness (Per), Intimidate (S), Survival (Int), Psyniscience (Per).

Talents: Bulging Biceps, Common Lore (Ork), Crushing Blow, Da Power of Waaagh!, Ded ‘Ard Furious Assault, Good Reputation (Own Clan), Hardy, Iron Jaw, Lotsa Power!, Minderz, Oh Zog!, Peer (Own Clan), Psy Rating 3, Sparky Squigs, Speak Language (Ork, Low Gothic), Throo Da Kosmos, Too ‘Ard Ta Care, True Grit, Runtz, Warphead, Xenos Weapon Training (Ork).

Traits: Brutal Charge, Mob Rule, Resistance (Cold, Heat, Radiation), Sturdy, Unnatural Toughness (x2).

Weapons: Best Quality copper channelling rod (Melee;

1d10+10; Pen 0; Primitive), Tusk squigknife (Melee; 1d5+8 R; Pen 0; Tearing).

Gear: 3d10 Ork teeth (“Teef”), crude respirator, large ritual pouch with odd bitz (squig teef, jangly bells, etc.).

Psychic Disciplines: Waaagh!

Psychic Techniques: Each Ork Warphead has the Powa’ Burst Basic Technique (see page 104). Additionally, Warpheads should have three or more Psychic Techniques from the **Weirdboy Waaagh! Discipline** on page 104 to represent their status as experienced Ork psykers. When selecting powers, the GM may choose whether to apply the prerequisites used by Weirdboy Explorers. Some sample varieties of Warphead include:

- **Tankmasha:** Frazzle, Dis Iz Takin’ Too Long, Zzap
- **Orksecushuna:** Frazzle, Smash Da Gitz, Deff Wave
- **Warp Rida:** Warpath, ‘Ere We Go, I’z Gonna Squig Ya!

ORK WEAPONS

The Orks wield a frightening variety of weapons, most of them variations on the classic theme of twisted metal hunks best used for clubbing an opponent upside the head. Weirdboyz use several strange tools of their trade chosen for specific purposes beyond (or at least to supplement) their capacity for blunt violence.

COPPER CHANNELLING ROD

Ork Weirdboyz often carry large copper rods. These staves can serve as a primitive psy focus and also occasionally act as a grounding rod for the Weirdboy, channelling the energy of the Waaagh! away from him. Of course, they can also serve as none-too-delicate instruments of a Weirdboy’s ire.

A copper channelling rod counts as a psy focus. Further, once per encounter, if a Weirdboy holding a copper channelling rod must roll on **Table 3–3: ‘Eadbang** (see page 59) he may make a Very Hard (–30) **Willpower Test** as a Free Action. If he succeeds, he may choose his result on this Table instead of rolling as he diverts the worst of the surge away from himself. If he fails, however, he reverses the intended effect, and must add +10 to the result of his roll on the table.

TUSK SQUIGKNIFE

These odd double-sided blades, made from the teeth of wyrd squigs from the Ork-held world of Tusk in the ‘Undred-‘Undred Teef, are said by Weirdboyz to possess mystical properties that enhance their powers and jinx their foes. Whether or not this is actually true might be up to debate if any Imperial scholars cared to discuss such matters, but regardless, these daggers are valuable and unpleasantly sharp.

A Tusk squigknife counts as a psy focus. Further, whenever a character bearing one or more squigknives makes an Opposed Willpower Test against a psyker, he gains a +5 bonus to his Test.

TABLE 5–8: ORK PRIMITIVE MELEE WEAPONS

Name	Class	Range	Dam	Pen	Special	Wt	Availability
Copper Channelling Rod†	Melee	–	1d10+2 I	0	Primitive	5 kg	Scarce
Tusk Squigknife†	Melee	–	1d5+1 R	2	Primitive, Tearing	2 kg	Rare

†This weapon has additional rules included in its full entry.

GUR'KALL THE WANDERER

"And that, initiate, is why we do not merely 'take a guess' at where the machine spirit will choose to land! We must perform the proper ritual inquiries when bringing down a lander, for this craft is not just 'some Arvus Lighter'—it is an Arvus Lighter of the Ommissiah's Most Glorious 5477th Explorator Fleet, from the proud vessel Litany of Li—where in the Machine God's name is that shouting coming from?"

—Explorer Apis Sempronius, shortly before Gur'Kall's escape from Torvin's Folly

Gur'Kall, like all of his kind, was once regarded as nothing more than another bizarre Ork Weirdboy. His Warboss tolerated his presence because he brought something to the battlefield that dakka alone could not, but as time and battles went by, Gur'Kall's powers shifted further and further away from wanton destruction. He seemed distracted, always looking to space, seeking something ineffable and just beyond his reach.

When his Warboss led his Waaagh! to the stars, it was Gur'Kall who was charged with finding the path to the best fights and shiniest loot. The journey could have taken decades, or could have been stopped altogether by supplies running out or bored Ork crew tearing themselves apart, but remarkably, Gur'Kall managed to guide it to the Koronus Expanse. They located remote Ork settlements eager to join the trek and replace lost warriors. Time after time, Gur'Kall called out to the Warp and received perfect answers. The Warboss pushed harder and harder for Gur'Kall to seek new challenges. Gur'Kall, for his part, was eager to comply. It was as if he had a destiny, a purpose beyond that of other Warpheads. He felt touched by Gork, or maybe Mork. He was certain he was being guided by an unseen hand.

Then it all came crashing down.

DISASTER

When Gur'Kall's ship drew close to the Rifts of Hecaton for the first time, he knew immediately that he was drawing closer to his unseen destination. His excitement was more than he could contain. With a shout that was so powerful that it blew up the heads of all his remaining Minderz and even a few Orks outside of his copper corridors, Gur'Kall spewed raw, destructive Waaagh! energy from every part of his being.

The resultant explosion blew a hole through his chamber and straight through the decks of the ship. Navigation and propulsion systems failed. Thousands of Orks were sucked into space; thousands more burned up as the ship was pulled to the surface of a nearby planet. The Warboss was crushed under a falling fighta-bommer. By some twist of fate, Gur'Kall lived through the impact.

When he woke, he was alone. His ship was shattered. His clan was destroyed. Not knowing what else to do, he raised his face to the sky and shouted. There was no response. He shouted again, louder. Still nothing. He was alone on a planet with no other Orks.

For months, Gur'Kall wandered the planet, shouting at the sky and hoping that he would hear an answer. Then it struck him that perhaps his purpose was not gone after all. There had to

have been a reason he was drawn so directly to this system. His ability to shout had to be useful still.

He decided to spend his days searching the planet for his purpose, doing the only thing he knew. He returned to the wreckage of his ship, gathered up a few instruments from his navigation chamber, and headed out in search of something he could not express, shouting to the sky and listening for an answer.

Gur'Kall has since escaped this lonely rock, but he continues his search nonetheless, ever seeking something just out of his grasp. Though most who know of him seek to avoid Gur'Kall and the wake of destruction he leaves, there are those who say that he is being drawn to something awesome and terrible, and a few choose to trail him across the stars, hoping to get a piece of the prize at the end of his winding destiny.

Gur'Kall the Wanderer



WS	BS	S	T	Ag	Int	Per	WP	Fel
46	20	(12) 60	(10) 54	35	33	35	68	23

Movement: 3/6/9/18

Wounds: 30

Armour: Fancy kustom armour (All 6).

Total TB: 10

Fate Points: 3

Skills: Awareness (Per), Intimidate (S), Survival (Int), Psyniscience (Per).

Talents: Basic Weapon Training (Primitive, SP), Bulging Biceps, Common Lore (Ork), Crushing Blow, Da Power of Waaagh!, Ded 'Ard Furious Assault, Glowly Bubble, Good Reputation (Own Clan), Hardy, Iron Jaw, Lotsa Power!, Make It Stop!, Minderz, Oh Zog!, Peer (Own Clan), Psy Rating 4, Sparky Squigs, Speak Language (Ork, Low Gothic), Throo Da Kosmos, Too 'Ard Ta Care, Touched by the Fates, True Grit, Runtz, Warphead, Xenos Weapon Training (Ork).

Traits: Brutal Charge, Mob Rule, Resistance (Cold, Heat, Radiation, Psychic Techniques), Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Best Quality copper channelling rod (Melee; 1d10+17; Pen 0; Primitive), "stabby crystal" (Melee; 1d10+16 R; Pen 4; Force).

Gear: 3d10+5 Ork teeth ("Teef"), two Best Craftsmanship Tusk-born wyrd squigs (see page 112), crude respirator, massive ritual pouch with odd bitz (dried bat-squig guano, a small trove of "shiny rokks from 'dose fancy, weedy gits," several strange and organic-looking crystal growths, a numerous badly abused maps of "Da Kosmos," a small puzzle box well beyond Gur'Kall's ability to open).

Psychic Disciplines: Waaagh!

Psychic Techniques: Gur'Kall knows all Techniques from the Waaagh! Discipline.

RAK'GOL

"You thought they couldn't exist. You thought that the stories your squadmates told you were just meant to entertain you between engagements on long campaigns. You were wrong. They're here now, and that means we are already dead. Dead!"

—Sgt. Voran, speaking to his squad moments before leaping out a void-lock unshielded

An encounter with the Rak'Gol is an encounter with nightmares brought to waking life. A trio of hunters in a remote cave system or hundreds of the beasts crewing a voidship—either spells horrifying, panic-filled doom for the unfortunates who the Rak'Gol have marked for death.

It is a rare event to stumble into a chance meeting with members of the Rak'Gol race. They do not talk to other races or trade with them. They hunt them. They harvest them for their technology and their knowledge. Other races are used to sharpen the murderous skills of the Rak'Gol, to enhance their capabilities, and to lead them ever closer to caches of Yu'Vath artefacts. In short, a confrontation with the Rak'Gol means that their prey has something the creatures want, and terror, fear, and savage destruction can help the hunters get it.

TECHNO-SHAMANS

Rak'Gol hunting parties, and by extension their ships' compliments, sometimes contain one or more psykers, or Techno-Shamans. The normal prey of a Rak'Gol hunting party is weak in comparison to the beasts that stalk them. For these hunts, a pack of three to ten Rak'Gol hunters is more than sufficient to ensure that no being escapes.

Sometimes, for unknown reasons, a Techno-Shaman may lead the hunt. These creatures are terrifying destroyers, blurring the line between mind and machine and unleashing brutal torrents of invisible annihilation from strange, crystalline implants that seem to have grown into their bodies. Some superstitious voidsmen also claim that these abominations have the ability to corrupt machine spirits to their own destructive ends, though numerous reputable Explorators in the Expanse have dismissed these claims as both heretical and ridiculous.

Available Imperial records do not spell out reasons for the difference between normal Rak'Gol attacks and these other, more disturbing accounts. Deeper research and bribes to the right officials, however, get access to accounts that are not part of the standard Imperial documentation. These backroom conversations and hurriedly relayed transmissions show that there is one connecting factor between all appearances of Techno-Shamans: the lost technology and lore of the long-dead Yu'Vath.

If the target of a Rak'Gol hunting party contains a person with either an artefact of Yu'Vath origin or knowledge (subconscious or otherwise) of Yu'Vath technology, then a Techno-Shaman may well lead the marauders, guiding them to this individual for some unknown, sinister purpose.

Rak'Gol Techno-Shaman



WS	BS	S	T	Ag	Int	Per	WP	Fel
53	40	(8)	(8)	25	37	37	50	05

Movement: 5/10/15/30

Wounds: 32

Armour: Implanted plates (All 6).

Total TB: 8

Skills: Awareness (Per), Dodge (Ag), Psyniscience (Per).

Talents: Die Hard, Fearless, Melee Weapon Training (Primitive), Psy Rating 3, Resistance (Psychic Techniques), True Grit.

Traits: Fear (2), Hunting Frenzy†, Multiple Arms, Size (Hulking), Quadruped, Resonator Implants, Roiling Fury††, Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Implanted Yu'Vath Crystalblades (Melee; 1d10+10 R; Pen 4; Force).

†**Hunting Frenzy:** Rak'Gol are utterly merciless and unrelenting in battle, descending into a terrifying blood-rage once combat begins. Treat this as the Frenzy Talent, except the Rak'Gol can enter it at any time in combat as a Free Action. Techno-Shamans may use Psychic Techniques whilst in a Frenzy, and may use ranged Psychic Techniques on the nearest foe instead of moving towards it or performing an All-Out Attack.

††**Roiling Fury:** As a Rak'Gol Techno-Shaman slakes its bloodlust, its psychic potential grows; for each foe it slays in an encounter, its Psy Rating increases by 1 (to a maximum of 10).

Psychic Disciplines: Techno-Shaman Discipline.

Psychic Techniques: 1–4 from the Techno-Shaman Discipline.



RAK'GOL POWERS

Though the Rak'Gol are a horrifying species, mercifully few of their kind are gifted in the ways of the psyker; in fact, several xenographers of the Koronus Expanse have denied that Rak'Gol have any natural psychic potential at all. In spite of these claims, Rak'Gol raids are sometimes lead by terrifying specimens capable of wielding logic-defying powers.

These xenos psykers are termed Techno-Shamans, as their particular abilities enable them to fuse their bodies with technology, merge seemingly disparate machines into coherent and functional systems, and even to stalk the Warp so that they can achieve their unknowable goals. They are rare among the xenos and appear to receive some grudging degree of respect from their fellows—at the very least, other Rak'Gol give them a wide berth.

Techno-Shamans are also characterised by the unusual energy flows that arc around them. These foul energies often travel between and through unusual cybernetic implants. A few sources, including the infamous Explorator Abraxas, have claimed that these odd, often crystalline artefacts are the source of the Techno-Shamans' powers and the key to their secrets. Inquisitors and apostate Tech-Priests alike offer astronomical bounties for capturing one of these legendary monsters alive.

Seize the Machine

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: 3m x Psy Rating

Sustained: Yes

Techno-Shamans have an unholy affinity for technological devices. Even those guided by a machine spirit may fall prey to their corruptive advances. It is unclear if this is due to the strange and forbidding technology that they integrate into their bodies or some other eldritch source of power. However, it is certain that these psykers are capable of exploiting this affinity in ways that are inordinately destructive to those they face. Those who have attempted to use automated defences against Rak'Gol attacks have learned their folly, often in explosive fashion.

The psyker activates this Technique by selecting a target mechanical or electronic weapon and making a Focus Power Test. The selected target may mass no more than 50 kg x Psy Rating. If it succeeds, the psyker seizes control of the armament as long as he sustains the Technique. If a machine spirit typically automates the device, this Technique immediately destroys that spirit and the device falls silent until a Tech-Priest can coax a new machine spirit to take up the task of the one that was annihilated.

Telekinetic Sledge

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 3m x Psy Rating

Sustained: No

The Rak'Gol are a species that knows little of subtlety. Their combat actions are generally every bit as direct as they are savage. At least some of their confirmed psychic abilities reflect this; Techno-Shamans are reported to savagely beat their foes with raw bursts of telekinetic force, the blasts invisible except for the waves of gore they carry.

The psyker activates this power by choosing a target and unleashing his mind at it with a Focus Power Test. The strength is sufficient to abruptly move 100 x Psy Rating kilograms 10 metres in any direction. If the psyker uses the blast of force to attack a foe directly, it deals 1d10 + Psy Rating Impact Damage. Every 2 Degrees of Success on the Focus Power Test adds another 1d10 Damage to the attack or allows the psyker to move another 100 kgs. The attack hits automatically but may be Dodged like other Ranged Attacks.

Distort Function

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: 2m x Psy Rating

Sustained: Yes

After a Rak'Gol attack, vessels are seldom in adequate condition for repair. Rather, the ships are often scrapped and various components used for salvage. Rumours circulate that the machine spirits in some of the salvaged components have begun to share stories of the Rak'Gol. Only the Explorators who have interacted with the damaged devices know the truth of the matter, but the stories state that Rak'Gol psykers can combine seemingly mundane devices into deadly killing machines.

The psyker activates this Technique by selecting two or more mechanical or electronic devices in range and making a Focus Power Test. The selected targets may mass no more than a total of 100 kg x Psy Rating. If he succeeds, the psyker seizes control of the devices and merges them into a single new creation and it remains functional as long as he sustains the Technique. He may effectively direct his newly created technobomination to move and execute attacks. Its base movement is equal to the psyker's Psy Rating, and it is armed with a melee weapon that deals 1d10 + Psy Rating Damage and any ranged weapons that were integrated during its construction. It shares the psyker's Characteristics and has a number of Wounds equal to the psyker's Psy Rating, but its ramshackle construction means that it has no Armour Points.

Reap the Flesh

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 3m x Psy Rating

Sustained: No

The Rak'Gol go to extremes when they overcome their opponents. Vessels are gutted, bodies are left in shambles, and supplies are destroyed. Techno-Shamans are also seldom satisfied with merely besting foes; survivors claim that these psykers may have a psychokinetic attack that tears the skin from its victims.

The psyker activates this Technique by choosing a target location and making a Focus Power Test. If he succeeds, all characters within 1 metre x Psy Rating of the location are subject to 1d10 + Psy Rating Rending Damage with Pen 4 and the Tearing Quality. Each Degree of Success increases the radius of the attack by 1 metre. Characters may attempt to Dodge the effect as one evades an Area Effect Attack (see page 239 of the **ROGUE TRADER** Core Rulebook).

TABLE 5-9: TECHNO-SHAMAN TECHNIQUES

Name	Focus Time	Sustain	Focus Power Test
Seize the Machine	Full Action	Yes	Willpower
Telekinetic Sledge	Half Action	No	Willpower
Distort Function	Full Action	Yes	Willpower
Reap the Flesh	Half Action	No	Willpower
Reweave	Full Action	No	Willpower
Open the Mind's Eye	Full Action	No	Opposed Willpower
Flay Reality	Full Action	No	Opposed Willpower

Reweave

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: Touch

Sustained: No

Rak'Gol frequently incorporate cybernetic devices into their bodies. Recordings recovered from encounters, along with survivor's reports, consistently indicate that the largest of these hideous xenos appear almost mechanical. Little corroborating data suggests that the species has any particular medical knowledge beside field treatment (and even such basic care has never been observed firsthand). Anecdotal reports suggest that Techno-Shamans install some cybernetic devices through the psychic talents they have prised from other artefacts of lost predecessors.

The psyker may activate this Technique by selecting a target character and a target device that weighs no more than Psy Rating x 2 kg, and then making a Focus Power Test. If he succeeds, he permanently integrates the device into the subject's body and the subject's mind gains complete and intuitive control over the device. As a side-effect of the "installation," Reweave removes 1d5 + Psy Rating Damage, but also causes 1d5 permanent Toughness and Fellowship Damage. Each Degree of Success on the Focus Power Test increases the amount of Damage removed by 2.

Open the Mind's Eye

Focus Power Time: Full Action

Focus Power Test: Opposed Willpower

Range: 2m x Psy Rating

Sustained: No

Rak'Gol are known to be horrific, but their Techno-Shamans display abilities that go beyond mundane fears. Rather than attempting to overcome an foes with finesse and delicacy, they often use brute terror, unleashing the raw fury of the Warp.

The psyker selects a single living creature within range with an Intelligence Characteristic of 15 or greater and makes a Focus Power Test to activate this Technique. If the psyker wins the Opposed Test, the target immediately suffers 1d5 Impact Damage that ignores Armour and Toughness Bonus to the Head Location, plus an additional 1d5 Damage per two Degrees by which the psyker wins the Opposed Test. If the creature suffers Critical Damage from this attack, it must make a **Challenging (+0) Willpower Test**; if it fails, its head explodes in a shower of gore, instantly slaying it. Any living creature that suffers Damage from this Technique (and survives) gains a number of Insanity Points equal to the Damage it suffered from the power minus its Willpower Bonus (to a minimum of 0).

RESONATOR IMPLANTS (TRAIT)

Rak'Gol Techno-Shamans seek out the technology left behind by long-extinct species and implant these often horrifying artefacts into their bodies. Imperial scholars have no insight into why they seek out the cursed machines of the Yu'Vath and other dead empires, and most scholars of the Koronus Expanse deny that these monstrosities even exist.

The implants grant their bearers certain supernatural abilities akin to psychic powers, even if the bearer's species does not otherwise display such potential. Creatures with Resonator Implants use the rules for **Renegade Psykers** (see page 157 of the **ROGUE TRADER Core Rulebook**).

Flay Reality

Focus Power Time: Full Action

Focus Power Test: Opposed Willpower

Range: 1m x Psy Rating

Sustained: No

It is clear that many psykers perceive reality differently to those who lack psychic talents. Among the Rak'Gol, where many members perceive the world through cybernetic implants or radiation spawned mutations, the baseline for perceptions is decidedly variable. For those who are neither Rak'Gol nor a psyker, the world as perceived and understood by these creatures is a horrifying experience. Even more horrifying is the effect of the Rak'Gol psyker overlaying its dread perceptions onto the world around it, and those unfortunate enough to be caught within the blast can only watch in abject terror as reality itself frays and tatters, breaking apart at the most elemental level. Objects and individuals within the blast begin to break apart in incomprehensible ways, and madness seems the only escape from this realm of absolute terror.

The psyker makes a Focus Power Test to activate the Technique. This Technique affects each enemy within range (other than the psyker himself). Each target that loses its Opposed Test against the psyker suffers 1d10 + Psy Rating Characteristic Damage to a randomly chosen Characteristic. Every Degree of Success inflicts an additional 2 points of Characteristic Damage and 1 additional Insanity Point. Characters may attempt to Dodge the effect as one Dodges an Area Effect Attack (see page 239 of the **ROGUE TRADER Core Rulebook**).

SERVANTS OF THE RUINOUS POWERS

T'ZAR THE BROKER— HERALD OF TZEENTCH

Knowledge is perhaps the most destructive force in the galaxy, a fact that the followers of Tzeentch know well. A well placed bit of information or a concealed fact can destroy a whole star system just as quickly as the massed killing power of an Imperial Navy battlefleet. It is a tool that can bring down empires and raise up the lowly, and no one knows this better than T'Zar the Broker.

T'Zar is a Horror, a Daemon formed of pure Chaos and blessed of Tzeentch. It is a being consumed by an obsessive passion for ciphers, mysteries, and the control of information. Where others of its kind find joy in sorcery and killing, T'Zar prefers to scour libraries and break codes in an effort to slake its ravening thirst for information.

While its fellows gibber and screech and burn their enemies with Warp fire, T'Zar uses guile and treachery to perform Tzeentch's work.

Where Tzeentch's other servants are blatant, T'Zar is subtle. It learns what drives men to turn away from their God-Emperor, exploits the weaknesses of mind and spirit inherent in mortals, and uses this to devastating effect. The creature's exploits as a corrupter of men, especially those placed in the Administratum, have not gone unnoticed, and eventually it was made a Herald of Tzeentch.

The creature keeps a web of informers and spies that keep it constantly fed with information, secrets, and outrageous lies that allow it to do its work corrupting man. Its targets are typically middle-rank apparatchiks within the Adeptus Terra and it has a special love of turning Priests of Mars against the Omnissiah, pushing them to blur the line between blessed technology and dread sorcery. When it appears to humans, an act that it dearly loves, it appears as an aged, friendly academic come to the individual under the pretence of offering help with research. Its information is legitimate at first, or at least appears so. As time goes on, however, it leads its victim down dark paths through lies and trickery, using the victim's desire or desperation against him.



The Broker

WS	BS	S	T	Ag	Int	Per	WP	Fel
27	36	36	(4) 27	45	63	54	63	36

Movement: 4/8/12/24

Wounds: 18

Armour: Shifting Clothes (3 All)

Total TB: 8

Fate Points: 3

Skills: Awareness (Per), Charm (Fel) +10, Common Lore (Imperium, Koronus Expanse, Rogue Traders) (Int), Deceive (Fel) +20, Disguise (Fel) +20, Forbidden Lore (Chaos, Daemonology, Heresy, Psykers, The Warp) (Int), Literacy (Int), Scholastic Lore (Legend, Numerology, Occult, Philosophy) (Int), Speak Language (Daemononic Tongues, Eldar, High Gothic, Low Gothic, Ork).

Talents: Infused Knowledge, Polyglot, Psy Rating (5), Total Recall.

Traits: Blessings of Tzeentch†, Blue Horrors††, Daemonic, Dark Sight, Fear (2), From Beyond, Multiple Arms, Natural Weapons, Regeneration, Strange Physiology, Touched by the Fates, Warp Instability.

Psychic Disciplines: Divination, Telepathy, Daemon Powers.

Psychic Techniques: All Divination and Telepathy Powers, Fires of Revelation, Sorcerer's Tribute.

Weapons: Warp Fire (Basic; 30m; S/3/-; 1d10+9 E; Pen 6), Claws (Melee; 1d10+5 E; Pen 2).

†Blessings of Tzeentch: Whenever T'zar makes a successful Dodge Test, it gains the Incorporeal Trait until the end of its next Turn.

††Blue Horrors: If T'Zar is ever slain, his body will instantly dissolve into a puddle of iridescent liquid fire, and from that pool two Blue Horrors arise. These Blue Horrors have the same profile as their parent, but each one has only 10 Wounds and they lack the Blue Horrors Trait.



THE LUMINARY—HERALD OF SLAANESH

The Luminary is a Daemonette of Slaanesh of the immeasurable subtlety, a creature that turns the tiniest of cracks in the quiet facade of piety amongst the nobility into blaring catastrophes that the Imperium cannot ignore. Despite this Daemon's repeated and cancerous forays into the upper strata of various worlds in the Calixis Sector, no member of the Ordo Calixis has ever reported direct contact with the beast. Though pious agents of the Inquisition have put its followers to the torch by across countless worlds and voidships across the Calixis Sector and Koronus Expanse, each burning traitor to the Emperor describes The Luminary in a unique way. No two descriptions of the Daemon's disguise seem to match—even from individuals who saw the creature at the same time, as if all viewers saw what they wished to see—and so even the mask of this abomination is shrouded in secrecy.

The Luminary's pattern in the Calixis Sector has been clearly established, despite how illusive a foe it has proven for the agents of the Tricorn Palace. It takes the form of a passionate, charismatic figure and gathers around itself a cult of heretics, blasphemers, and idle hedonists. Unlike many agents of the Prince of Excess, the Luminary lures followers to its side with temptations that seem modest at first, encouraging followers to transgress societal rules in the name of unlocking a "secret potential" in themselves.

Through the personal power its teachings supposedly grant, the Luminary claims that its followers can lead humanity to its "intended future." It travels throughout the Sector, claiming that it comes to release the people of the Imperium from their bondage through what it calls "The Teachings of the Daybreak." Of course, its intentions are hardly humanitarian, but few see the creature's true nature until their souls are far too corrupted to reject the temptations it offers. For decades, The Luminary has crisscrossed the Sector, planting the seeds

of corruption in the form of splinter cults. These organisations tend to pop up on worlds suffering long-lasting cultural ennui and spread like wild fire through a populace desperate for release, and countless nobles have fallen from the heights of grace thanks to its subtle influence. Despite these purges, the cults always spring up once again in this creature's invisible wake.



The Luminary

WS	BS	S	T	Ag	Int	Per	WP	Fel
51	42	42	⁽⁶⁾ 33	⁽¹⁰⁾ 51	51	42	51	⁽¹²⁾ 60

Movement: 10/20/30/60

Wounds: 33

Armour: Fancy Clothes (2 All)

Total TB: 6

Fate Points: 3

Skills: Acrobatics (Ag), Awareness (Per), Blather (Fel) +10, Charm (Fel) +10, Common Lore (Imperium, Koronus Expanse) (Int), Contortionist (Ag) +10, Deceive (Fel) +20, Disguise (Fel) +20, Dodge (Ag), Forbidden Lore (Chaos, Daemonology, Psykers, The Warp) (Int), Inquiry (Fel) +10, Psyniscience (WP), Scholastic Lore () (Int), Scrutiny (Per), Shadowing (Ag) +10, Silent Move (Ag) +20, Speak Language (Daemonic Tongue, Low Gothic, High Gothic).

Talents: Assassin Strike, Catfall, Heightened Senses (All), Psy Rating (5), Swift Attack, Touched by the Fates.

Traits: Daemonic, Dark Sight, Fear (2), From Beyond, Natural Weapons (Claws), Soporific Musk†, Strange Physiology, Unnatural Agility (x2), Unnatural Fellowship (x2), Warp Instability.

Psychic Disciplines: Telepathy, Daemon Techniques.

Psychic Techniques: All Telepathy Techniques, Siren's Whisper, Call to Ecstasy.

Weapons: Pincer Claw (Melee; 1d10+4 R; Pen 3; Tearing).

†**Soporific Musk:** As a Daemonette, The Chosen has a tantalizing allure that entrances and beguiles mortals. All Dodge and Parry Tests made against The Chosen suffer a -10 penalty.



THE CARRIER—DAEMON PRINCE OF NURGLE

Once a common voidsman in the Imperial Navy, the Daemon prince now known as “The Carrier” began life as Josephus Mallone in the Calixis Sector. At void from his earliest recollection, Mallone was, by all accounts, a terrible voidsman. Known throughout Battlefleet Calixis as unreliable, unrepentant, and a serial malingerer, he gained a reputation as the laziest man in the battlefleet, a title he accepted with honour. While that appellation was, perhaps, an overstatement, Mallone was a man who cared little for work and instead made his way through life avoiding it, a task easier than one might believe aboard a massive Imperial Navy voidship. For five decades he coasted in the belly of one voidship after another, avoiding superiors and as much labour as possible until a simple accident changed his life forever.

During a fateful voyage in which the ship’s Gellar Field failed and suffered a minor Warp incursion, Mallone fought Daemons of Nurgle as part of a security party. During the pitched battle, Mallone contracted a disease from one of the Daemons. Strangely, some would say miraculously, he showed no signs of illness or taint, and his affliction went unnoticed. While he did not suffer from the disease, he carried it, and over the next few decades spread the taint of Nurgle among the battlefleet. Thousands of voidsmen and Imperial Navy functionaries died over the years, consumed from within by the awful plague Mallone unknowingly carried. Eventually, Mallone was discovered by agents of the Plague Lord and they approached him while he was in port. They informed him that he had been doing Nurgle’s work for decades, spreading

disease among his fellows. Papa Nurgle was pleased, they said, and offered him a proposition. Nurgle would give Mallone a life of eternal ease, away from the demands of naval life with its watches and hectoring bosuns, in exchange for continuing to spread his disease. He accepted, out of a sense of curiosity and idleness more than any real dedication to the Ruinous Powers.

Now, centuries later, he lives among the chaotic worlds of the Void Dancer’s Roil and serves his master with glee. While he kept his human appearance upon apotheosis, within he is a roiling mass of poison and disease. His laziness was, if anything, intensified upon becoming a Daemon, and it is widely said that he would be one of Nurgle’s most powerful servants if only he could be bothered. None of this matters to The Carrier; he is content to spread his plague and do the will of Nurgle as he sees fit. He does this by appearing aboard voidships lost in the Warp and offering them a way out of the howling Chaos of the Empyrean. Surprisingly, most are desperate enough to take the help of a shabby, ill-looking voidsman who simply manifests aboard and offers safe passage with an easy smile. Even ships of the Imperial Navy have fallen prey to this. True to his word, The Carrier guides each and every ship safely from the Warp, disappearing as soon as they transition back to realspace. Of course, by that time he already done the festering work of Nurgle, and the unfortunate vessel has also become a carrier of the Plaguelord’s pestilence.



The Carrier

WS	BS	S	T	Ag	Int	Per	WP	Fel
43	34	(8) 43	(12) 6I	34	34	25	52	52

Movement: 3/6/9/—

Wounds: 61

Armour: Filthy-encrusted void-suit (All 5)

Total TB: 12

Fate Points: 3

Skills: Awareness (Per), Barter (Fel), Carouse (T), Charm (Fel), Common Lore (Imperium, Imperial Navy, Koronus Expanse) (Int), Concealment (Ag), Deceive (Fel) +20, Disguise (Fel) +20, Forbidden Lore (Daemonology,, The Warp) (Int), Gamble (Int), Medicae (Int), Navigation (Stellar, Warp) (Int), Pilot (Spacecraft) (Ag), Psyniscience (Per) +20, Scholastic Lore (Astromancy, Legend) (Int), Secret Tongue (Underdeck) (Int), Speak Language (Daemonic, Low Gothic) (Int), Survival (Int), Trade (Voidfarer).

Talents: Basic Weapon Training (Las, SP), Decadence, Melee Weapon Training (Universal), Paranoia, Pistol Weapon Training (Las, SP), Psy Rating (8), Resistance (Disease, Psychic Powers), Warp Affinity, Warp Conduit, Warp Sense.

Traits: Daemonic, Dark Sight, From Beyond, Strange Physiology, The Stuff of Nightmares, Touched by the Fates, Unnatural Strength (x2).

Psychic Disciplines: Telekinesis, Daemon Techniques.

Psychic Techniques: All Telekenisis Techniques, Realm of Decay, Breath of the Plaguelord.

Weapons: Corrupted hand cannon (Pistol; 35m; S/—/—; 1d10+6 I; Pen 2; Clip 5: Rld 2 Full; Toxic, Infectious†).

†**Infectious:** Whenever a living creature suffers Damage from the Toxic Quality of this weapon, it also suffers 1d5 Toughness Damage. Any creature slain by this weapon rises as a Plaguebearer (see page 141).



THE HUNTSMAN— HERALD OF KHORNE

“Fight or flee psyker, it matters not. I will rend you with my blade and revel in your blood. I will tear out your skull and flog you with it even as you die before I place it on the throne of Khorne!”

—Final message transcription decoded by Astropath Sukord

The Huntsman is a hulking, savage Bloodletter, notable for his fierce hatred of psykers, for only Khorne and some of his greatest champions despise the witch more. Whenever a particularly troublesome psyker crosses the Lord of War, the Huntsman is dispatched to visit the wrath of Khorne upon him. To assist the creature, Khorne has blessed it with a pack of fearsome Flesh Hounds that can track his quarry even through the Warp itself. Once the Huntsman marks a psyker as his prey, that wretched individual is doomed to be hounded by the Bloodletter champion and his pack for the rest of his days—as few as they may be.

The Huntsman



WS	BS	S	T	Ag	Int	Per	WP	Fel
62	26	(12)	(8)	44	35	35	44	26

Movement: 5/10/15/30

Armour: Brazen Skin (4).

Fate Points: 2

Skills: Awareness (Per), Intimidate (S) +20, Wrangling (Int).

Talents: Battle Rage, Counter Attack, Crippling Strike, Crushing Blow, Exotic Weapon Training (Hellblade), Frenzy, Furious Assault, Heightened Senses (Smell, Hearing), Swift Attack, Precise Blow, Resistance (Psychic Powers), Strong Minded, Touched by the Fates.

Traits: Daemonic, Dark Sight, Fear (2), From Beyond, Natural Armour (4), Natural Weapons (Teeth and Claws), Size (Hulking), Strange Physiology, Unnatural Strength (x2).

Weapons: Thorn† (Melee; 2d10+14 R; Pen 3; Tearing), Teeth and Claws (Melee; 1d10+12 R; Pen 0).

Gear: Collar of Khorne††, psyker-skull necklace.

†**Thorn:** A unique variant of the Bloodletter’s usual Hellblade wielded by The Huntsman, Thorn has a particular hatred for psykers. It slices through any and all arcane protections, bypassing any psychic defences that its victims might be impudent enough to put in front of it. Further, when Thorn strikes a psyker, it puts an abrupt end to any Techniques the psyker is sustaining. For each Technique terminated this way, the psyker suffers 1d5 Energy Damage that is not reduced by Armour or Toughness Bonus. Finally, whenever Thorn is used to slay a psychic foe, its parching thirst for the blood of psykers grows. Thorn deals an additional +4 Damage for each psyker it has slain during a given encounter.

††**Collar Of Khorne:** Whenever a psyker makes a Focus Power Test to affect a creature equipped with a Collar of Khorne, he halves his Psy Rating (rounding up) for the Focus Power Test. Additionally, Damage to the wearer caused by psychic powers and weapons with the Force Quality does not ignore the additional Toughness Bonus granted by the Daemonic Trait.

Wounds: 44

Total TB: 8



Huntsman’s Flesh Hound



WS	BS	S	T	Ag	Int	Per	WP	Fel
45	—	(8)	(8)	40	15	60	40	10

Movement: 9/18/27/54

Armour: Daemonic Hide (All 4).

Skills: Awareness (Per), Tracking (Int).

Talents: Berserk Charge, Double Team, Furious Assault, Hard Target, Heightened Senses (All).

Traits: Bestial, Daemonic, Daemonic Presence†, Dark Sight, Fear (3), From Beyond, Improved Natural Weapons, Natural Armour (4), Natural Weapon (claws and teeth), Quadruped, Size (Hulking), Unnatural Senses (30 metres), Unnatural Strength (x2), Warp Instability.

Weapons: Teeth and claws (Melee; 1d10+10 R; Pen 2; Tearing).

Gear: Collar Of Khorne††.

†**Daemonic Presence:** All foes within 20 metres of the Flesh Hound suffer a –10 penalty to Willpower Tests.

††**Collar Of Khorne:** Whenever a psyker makes a Focus Power Test to affect a creature equipped with a Collar of Khorne, he halves his Psy Rating (rounding up) for the Focus Power Test. Additionally, Damage to the wearer caused by psychic powers and weapons with the Force Quality does not ignore the additional Toughness Bonus granted by the Daemonic Trait.

Wounds: 15

Total TB: 8

DAEMON TECHNIQUES

"Steel thy soul against their blandishments. For if thou art pure, they hold no power over you. The Emperor protects His own."

—Missionary Brianne Korsythe of the *Sacred Blade*

When creatures of the Warp enter the material world, they do not lose their abilities to interact with the Immaterium. Rather, they are fully capable of channelling that energy into the galaxy and using it as an incredibly potent tool. The majority of these entities have abilities that are comparable to the talents of the most gifted psykers. As if Daemons' physical talents were insufficient to the task of devastating humanity, their psychic abilities are often far superior to those of mundane mortals.

Daemons may know virtually any psychic power that a mortal could hope to master. As creatures that are inherently of the Warp, a Daemon's understanding of the Immaterium dramatically exceeds what any mortal might hope to attain. To such a creature, manipulating the Warp through the power of the mind is a routine and unconscious gesture. Further, these immortal spirits may have spent countless millennia identifying novel ways to manipulate the Warp for the purposes of their unholy causes. In addition to techniques that mortals might use, Daemons may enthusiastically embrace techniques that spread destruction and Chaos at a far grander scale.

There is no reasonable limit to the number or types of powers that a given Daemon might learn. The Daemon of a particular Chaos God usually focuses on abilities that epitomise its liege. However, there are Warp entities that serve none of the Dark Gods, and there are also some who seek the favour of more than one deity simultaneously. Because of this, it may be very challenging for a mortal psyker to anticipate the actions of a Daemon based only upon its physical appearance and demonstrated abilities. The powers that follow are a sampling of talents that a given Daemon might exhibit, but this is nowhere near representative of a comprehensive list.

SIREN'S WHISPER

Prerequisites: Daemonic Trait

Focus Power Time: Half Action

Focus Power Test: Opposed Willpower

Range: 20m x Psy Rating

Sustained: Yes

In order to successfully corrupt humanity, Daemons pursue a broad range of different approaches. For some individuals, punishment and agony is the most effective tool available. For others, the offer of pleasure can be incredibly addictive. Those Daemons that most commonly induce euphoria in their prey often begin with psychic techniques that fog the mind as they simultaneously overwhelm the sensory organs.

This technique represents one method of overcoming the defences of a single individual for these purposes.

Under its influence, a target may become far easier to manipulate and thus bind to the cause of the Ruinous Powers. Alternatively, a Daemon

might use this against a foe that must be quickly overcome—after all, in a euphoric state, a target is seldom capable of mounting an effective defence.

The Daemon selects a target within range and makes an **Opposed Fellowship Test**, which the target resists with his Willpower. If the Daemon wins the Opposed Test, it inflicts 1d10 Willpower Damage on the target, plus an additional 1d5 Willpower Damage for every two Degrees by which it won the Opposed Test. If the target's Willpower drops to zero because of this power, it falls under the sway of the Daemon (instead of suffering the normal effects of having zero Willpower) as long as the Daemon sustains the Technique. The target loses the ability to act of its own volition and simply remains standing, catatonic. Each Round, at the start of the Daemon's Turn, it may spend a Free Action to make a **Challenging (+0) Fellowship Test** to convince the target to take any action of the Daemon's choosing, which it obeys without question. If any of the target's allies are present, any single ally may attempt to appeal to his erstwhile friend, spending his Reaction to make this Fellowship Test into an **Opposed Fellowship Test** against the Daemon. The winner of this **Opposed Fellowship Test** then issues the order to the victim of this power. When the Daemon stops sustaining this power, the target is released from its grasp and immediately suffers all of the effects of having zero Willpower until it can recover from this Characteristic Damage (see page 251 of the **ROGUE TRADER CORE RULEBOOK**).

CALL TO ECSTASY

Prerequisites: Daemonic Trait

Focus Power Time: Full Action

Focus Power Test: Opposed Willpower

Range: 10m x Psy Rating

Sustained: Yes

The power of the Immaterium is vastly potent and its applications are boundless. Just as the Warp can rend a body with raw energy, it can also fill it with joy and pleasure. Those who serve the Ruinous Powers often have a knack for turning anything into an effective weapon. The battlefield applications for pain and destruction are abundantly clear. An exhibition of joy in the midst of a violent confrontation has the potential to be a deadly application of a technique that also has tremendous potential applications in more peaceful encounters.

The Call to Ecstasy causes its victims to experience and exhibit a near fanatical degree of euphoria. Its most common application may be in the realm of politics or negotiation, where such a spectacle could be disastrous. However, when the air is littered with gunfire, cavorting joyfully through the firing lanes can be terminal.

The Daemon selects a target within range and makes an **Opposed Fellowship Test**, which the target resists with his Willpower. If the Daemon wins, the subject is immediately compelled to spend all of its Actions dancing and singing at the top of his lungs for as long as the Daemon sustains the power. The subject may not take any other Actions or Reactions while under the Technique's effects, but at the beginning of each of its Turns, it may attempt to wrest its mind from the Daemon's control and make a **Challenging (+0) Willpower Test** with a -5 Penalty for each Degree

TABLE 5-10: DAEMONIC TECHNIQUES

Name	Focus Time	Sustain	Focus Power Test
Siren's Whisper	Half Action	Yes	Opposed Willpower
Call to Ecstasy	Full Action	Yes	Opposed Willpower
Realm of Decay	Half Action	Yes	Willpower
Breath of the Plaguelord	Full Action	No	Willpower
Sorcerer's Tribute	Half Action	No	Willpower
Fires of Revelation	Full Action	Yes	Opposed Willpower

by which the Daemon won the Opposed Test. If the target succeeds, the target escapes the Daemon's grip, but if it fails, it suffers 1 level of Fatigue from the mental effort it expends to try to rip free. The target does not benefit from extra Armour Points granted by cover that does not fully block line of sight while under the effects of this power.

REALM OF DECAY

Prerequisites: Daemonic Trait

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 3m x Psy Rating

Sustained: Yes

At times, the Warp's corruption may be almost invisible as it inflicts its damage through treachery and concealment. However, when its unholy nature is fully unleashed, its merest hint can be devastating to a mortal psyche. A Daemon in service to Nurgle may choose to expose the faintest hint of his dark god's power into the material world. In doing so, those exposed are completely overwhelmed by its presence, such that they may become incapable of normal function.

The Daemon makes a Focus Power Test to exude a hideously foul cloud of corruption about itself. As long as the Daemon sustains this power, any creature without the Daemonic Trait within range suffers a penalty equal to the Daemon's Psy Rating to all Tests, with an additional -2 penalty for each Degree of Success that the Daemon scored on its Focus Power Test. Additionally, whenever a creature within range fails a Toughness Test (regardless of the cause of the Test), it suffers 1d5 Impact Damage that is not reduced by Armour or Toughness Bonus. This stench is a direct product of the Warp, so no amount of mundane shielding or air filtration is capable of overcoming its effects.

BREATH OF THE PLAGUELORD

Prerequisites: Daemonic Trait

Focus Power Time: Full Action

Focus Power Test: Willpower

Range: 10m x Psy Rating

Sustained: No

Among the horrors that dwell within the Warp are creatures that embrace the essence of corruption and decay for its own sake. They revel in the very process of destruction. These entities long to see those who would dare oppose them reduced to a

PLAGUEBEARER

These servants of Nurgle are devoted to spreading his corruption throughout their travels. Their exposed intestines, cyclopean eye, and horns strike fear in those who face them, while their plagueswords infect anyone they wound.

Plaguebearer Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
45	30	(8)	(15)	30	30	30	30	10

Movement: 3/6/9/18

Armour: None

Skills: Awareness (Per), Psyniscience (Per), Scholastic Lore (Numerology) (Int), Speak Language (any one).

Talents: Crippling Strike.

Traits: Cloud of Flies†, Daemonic (TB 10), Daemonic Presence††, Fear (2), From Beyond, Improved Natural Weapons, Natural Weapons (Claws), Regeneration (1), Strange Physiology, Unnatural Strength (x2), Unnatural Toughness (x2), Warp Instability.

Weapons: Plaguesword (Melee; 1d10+13; Pen 1; Toxic), Claws (Melee; 1d10+8; Pen 2; Toxic).

†**Cloud of Flies:** All foes within metres of the Plaguebearer suffer a -10 penalty to Weapon Skill and Ballistic Skill Tests as choking clouds of buzzing, biting flies attack every exposed inch of flesh.

††**Daemonic Presence:** All enemies within 20 metres of a Plaguebearer suffer a -10 penalty to Willpower Tests.

feeble state prior to their complete defeat. Nurgle's Embrace is a wasting disease that can destroy its victims and may even transform them into Daemons. This potent attack is duly feared as the disease is nearly always fatal.

The Daemon activates this power by selecting a target area and making a Focus Power Test. If the Daemon succeeds, all creatures within 2 metres x Psy Rating of the target area are afflicted by Nurgle's Rot. Targets may attempt to Dodge the cloud of disease, treating it as an Area Effect Attack. Those within range must immediately pass a **Hard (-20) Toughness Test**. Each Degree of Success on the Focus Power Test inflicts an additional -5 penalty to the Toughness Test. If a target succeeds, it has shrugged off the effects. If it fails the Test, the target becomes infected with Nurgle's Embrace.

When a living creature catches Nurgle's Embrace, it suffers 1d5 Impact Damage not reduced by Armour or Toughness immediately. It then suffers an additional 1d5 Impact Damage not reduced by Armour or Toughness Bonus at the start of each of its Turns for a number of Rounds equal to the Degrees of Failure it scored on its failed Toughness Test to resist the disease. As the disease festers, it may also spread to others; each time a character suffers Damage from Nurgle's Embrace, each living creature within 5 metres that is not already infected must make a **Challenging (+0) Toughness Test** or also become infected for a number of Rounds equal to the Degrees of Failure it scores on its own failed Toughness Test. Whenever a creature dies from Damage caused by Nurgle's Embrace, it rises as a Plaguebearer, intent on spreading the gifts of Papa Nurgle far and wide across the Materium (see page 141).

SORCERER'S TRIBUTE

Prerequisites: Daemonic Trait

Focus Power Time: Half Action

Focus Power Test: Willpower

Range: 20m x Psy Rating

Sustained: No

Some Daemons are capable of inflicting the twisting nature of the Warp directly upon their material targets. Those subjected to such attacks may become dramatically transformed by the Warp energy that wreathes them. Often, such an attack may appear as a searing blast of Warp-flame, symbolic of the many-coloured fires of Tzeentch.

The Daemon activates this Technique by selecting a target within range and making a Focus Power Test. The attack deals 1d10 Energy Damage with a Pen of 5, plus an additional 1d10 Energy Damage per two Degrees of Success on the Focus Power Test. Any living creature affected by the Technique must immediately make a **Challenging (+0)**

Toughness Test. Failure indicates that the target gains 1d5 Corruption Points, plus an additional Corruption Point for every Degree of Failure. A target that fails this Test by five or more Degrees of Failure becomes subject to swift and catastrophic mutation, transforming irreversibly into a Chaos Spawn. Characters with Fate Points may "burn" a Fate Point to avoid the unsavoury doom that is Spawndom.

FIRES OF REVELATION

Prerequisites: Daemonic Trait

Focus Power Time: Full Action

Focus Power Test: Opposed Willpower

Range: 2m x Psy Rating

Sustained: No

Those who put their trust in the Warp are constantly compelled to draw others under its influence. This strategy is as fundamental to the nature of mortal cultists as it is to the most powerful Daemonic entities. Some of these beings are capable of using their Warp-spawned powers to twist mortal minds into completely new systems of belief. By exploiting their inherently psychic nature, they can delicately manipulate an individual's core personality so that it assumes an entirely new outlook, sometimes without their subject's knowledge.

The Daemon selects a target and makes a Focus Power Test. On success, the Daemon is able to dominate the target's thoughts and alter some aspect of their belief system. The severity of this change is directly proportionate to the Psy Rating of the Daemon (see **Table 5-11: Fire of Revelation Transformations**). On 3+ Degrees of Success, the subject does not realise that the change in beliefs has occurred. If a character with Fate Points falls under the sway of this power, he may "burn" a Fate Point to permanently remove the Daemon's mystical influence over him. If he does so, he also becomes immune to any future uses of this power by the same Daemon.



TABLE 5-11: FIRES OF REVELATION TRANSFORMATIONS

Psy Rating	Extent of Mental Change
1-2	Minor preference, e.g. eating habit, common stylistic choice.
3-4	Strong preference, e.g. attitudes towards others, philosophical outlook.
5-6	Priority, e.g. goals, plans, visceral reactions.
7-8	Deep seated value, e.g. allegiance, ingrained cultural nature.
9+	Core Belief, e.g. faith, dreams, desires.

CHARACTER NAME _____

PLAYER NAME _____

RANK _____

CLAN _____

DESCRIPTION _____

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
<input type="checkbox"/>								
○○○○ Adv. Taken								

SKILLS

	BASIC	TRAINED	+10%	+20%	BONUS
Acrobatics (Ag) _____					
Awareness (Per) _____	■				
Barter (Fel) _____	■				
Blather (Fel) _____	■				
Carouse (T) _____	■				
Charm (Fel) _____	■				
Chem-Use (Int) _____					
Ciphers (Int) _____					
Climb (S) _____	■				
Command (Fel) _____	■				
Commerce (Fel) _____					
Common Lore (Int)					
(Orks) _____	■	■			
(War) _____					
Concealment (Ag) _____	■				
Contortionist (Ag) _____	■				
Deceive (Fel) _____	■				
Demolition (Int) _____	■				
Disguise (Fel) _____	■				
Dodge (Ag) _____					
Drive (Ag) _____					
Evaluate (Int) _____	■				
Forbidden Lore (Int)					
Gamble (Int) _____	■				
Inquiry (Fel) _____	■				
Interrogation (WP) _____	■	■			
Intimidate (S) _____	■				
Invocation (WP) _____					

TALENTS & TRAITS

- 'Ard
- Brutal Charge
- Da Power of Waaagh!
- Iron Jaw
- Make It Work
- Melee Weapon Training (Universal)
- Might Makes Right
- Mob Rule
- Non-Imperial
- Peer (Own Clan)
- Psy Rating 1
- Sturdy
- Speak Not Unto the Alien
- True Grit
- Unnatural Toughness (x2)
- Xenos Weapon Training (Ork)

SKILLS (CONT.)

	BASIC	TRAINED	+10%	+20%	BONUS
Literacy (Int) _____					
Logic (Int) _____	■				
Medicae (Int) _____					
Navigation (Int)					
(Surface) _____					
(Warp) _____					
Performer (Fel)					
Pilot (Ag) _____					
Psyniscience (Per) _____	■				
Scholastic Lore (Int)					
Scrutiny (Per) _____	■				
Search (Per) _____	■				
Secret Tongue (Int) _____	■				
Security (Ag) _____	■				
Shadowing (Ag) _____	■				
Silent Move (Ag) _____	■				
Sleight of Hand (Ag) _____					
Speak Language (Int)					
(Low Gothic) _____	■	■			
(Ork) _____	■	■			
Survival (Int) _____	■	■			
Swim (S) _____	■				
Tech-Use (Int) _____					
Tracking (Int) _____					
Trade (Int) _____					

EXPERIENCE POINTS

XP to Spend

Total XP Spent

PROFIT FACTOR

Starting _____

Current _____

Misfortunes _____

ORK WEIRDBOY POWER SCALE

Psy Rating 1-2

The Weirdboy's power generates occasional but largely inconsequential Warp disturbances. His eyes glow slightly, he crackles with light when he is angry, and he shouts even louder than usual.

Psy Rating 3+

The psychic disturbances become more noticeable. Further, the Weirdboy may add or subtract his Psy Rating from the result of any roll that he makes on **Table 4-5: Powa' Burst Effects (see page 104)**.

Psy Rating 6+

The Weirdboy must make a **Challenging (+0) Willpower Test** each Turn in combat to avoid using a Psychic Technique or suffering 1d5 Energy Damage (ignoring his Armour and Toughness Bonus).

Psy Rating 9-10

The Willpower Test to avoid using a Psychic Technique becomes **Very Hard (-30)**, and the Weirdboy must roll on **Table 3-2: Weirb Fings** when using Psychic Techniques other than the Powa' Burst Technique.

MOVEMENT

Half Move (AB x1)	Full Move (AB x2)	Charge (AB x3)	Run (AB x6)	Base Leap (SB x1m)	Base Jump (SB x20 cm)
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CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
<input type="text"/>								
○○○○ Adv. Taken								

WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ RoF _____ Clip _____ Reload _____
 Special Rules _____

WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ RoF _____ Clip _____ Reload _____
 Special Rules _____

LIFTING

Lift	Carry	Push
<input type="text"/>	<input type="text"/>	<input type="text"/>

FATE POINTS

Total	Current
<input type="text"/>	<input type="text"/>

Roll	Effect	Mastered?
1-5	Anticlimactic Fizzle! (No effect)	N/A
6-20	Frazzle	<input type="checkbox"/>
21-30	Up an' at 'Em!	<input type="checkbox"/>
31-40	Warpath	<input type="checkbox"/>
41-50	Zzap	<input type="checkbox"/>
51-60	Dis Is Takin' Too Long!	<input type="checkbox"/>
61-70	Smash da Gitz!	<input type="checkbox"/>
71-75	'Ere We Go	<input type="checkbox"/>
76-80	We'z Gotta Be Lucky	<input type="checkbox"/>
81-85	Deff Wave	<input type="checkbox"/>
86-90	Krump 'Em All!	<input type="checkbox"/>
91-95	'Ead to 'Ead	<input type="checkbox"/>
96-99	I'z Gonna Squig Ya!	<input type="checkbox"/>
100	Waaagh! Overload! Choose another result and roll on Table 3-3 : 'Eadbang (see page 59)	N/A

GEAR

ACQUISITIONS

INSANITY

Current Points _____
 Current _____

ARMOUR

WOUNDS

Total _____
 Current _____
 Critical Damage _____
 Fatigue _____

HEAD 1-10 TYPE: _____ Armour Weight <input type="text"/>	RIGHT ARM 11-20 TYPE: _____	LEFT ARM 21-30 TYPE: _____
BODY 31-70 TYPE: _____		
RIGHT LEG 71-85 TYPE: _____	LEFT LEG 86-100 TYPE: _____	

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