

DARK HERESY 2ND EDITION VERSION TWO BETA UPDATE #4

This document contains all of the changes for the first week of the **DARK HERESY 2ND EDITION BETA (VERSION TWO)**. Items in **red** indicate new changes added to the beta in this update.

CHAPTER I: PLAYING THE GAME

Page 12, Opposed Tests: Replace the second paragraph with “If both parties fail, whoever scores the fewest degrees of failure wins. If both parties tie, the character with the higher value in the skill or characteristic being used for the test wins. If it is still a tie, nothing happens or the test is re-rolled until there is a victor; either outcome is appropriate and is left to the GM’s discretion.”

CHAPTER II: CHARACTER CREATION

Page 18, Generate Characteristics: Replace the text with the following: “As part of choosing his home world, the character also generates his characteristics. These are the basic building blocks that determine the character’s strengths and weaknesses, as described on page 9, and are generated one at a time. For each characteristic, the player rolls 2d10, adds the results together, then adds 20. He then follows this same procedure for each of his ten characteristics, filling in the resulting numbers on his character sheet as he goes. Which home world a character has chosen affects these roles through characteristic modifiers. These appear as a characteristic’s name with either a “+” or a “-” in front of it:

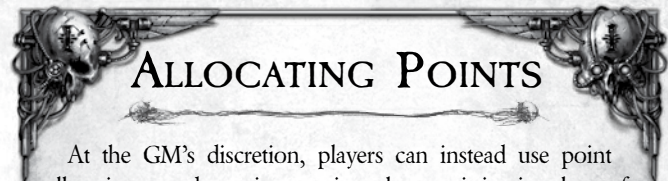
- + **Characteristic:** When rolling to determine the specified characteristic, the character rolls 3d10, takes the two dice with highest results, and adds their results to 20 to determine the characteristic.

- **Characteristic:** When rolling to determine the specified characteristic, the character rolls 3d10, takes the two dice with lowest results, and adds their results to 20 to determine the characteristic.

Inquisitors do not choose their Acolytes at whim. The player characters in **DARK HERESY** are a cut above the rest of humanity, having impressed an Inquisitor in some manner, and fated for a greater destiny. Because of this, the player can reroll any one characteristic value but must keep the second result.

If desired and all players (especially the GM) agree, players can instead start character generation with 25 instead of 20 to reflect more experienced Acolytes ready to face even greater threats. If so, adjust the values in the **Allocating Points** sidebar to start with 25 points, and raise the + and - Characteristics by 5.”

Page 18, Allocating Points sidebar: Replace the sidebar with the following:



At the GM’s discretion, players can instead use point allocations to determine starting characteristics in place of rolling for them. To do this, the character starts with a score of 20 in each characteristic and then receives 60 points which he can distribute to any of his characteristics as desired. No characteristic can be raised higher than 40 in this way.

CHARACTERISTIC MODIFIERS

When using point allocations, the characteristic modifiers applied from the PC’s home world changes the starting score of the respective characteristics:

- + **Characteristic:** Starts with a score of 30.

- **Characteristic:** Starts with a score of 20.

No characteristic can be raised higher than 40 during point allocation.

Page 23, Hive World Rules: Replace the Home World Bonus with “*Teeming Masses in Metal Mountains:* Hive world characters do not count crowds as difficult terrain, and when running or charging amidst them do not suffer any penalties on Agility tests to keep on their feet. When in enclosed spaces they also gain a +20 bonus to Navigate (Surface) tests.”

Page 29, Adeptus Administratum Rules: Replace Background Bonus with “*Master of Paperwork:* Adeptus Administratum characters count the availability of all items as 1 level more available (Very Rare items count as Rare, Average items become Common, etc.).”

Replace Starting Skills with “Commerce or Medicae, Common Lore (Adeptus Administratum), Linguistics (High Gothic), Logic, Scholastic Lore (Pick One)”

Page 30, Adeptus Arbites Rules: Replace Starting Skills with “Common Lore (Adeptus Arbites, Underworld), Inquiry or Interrogation, Intimidate, Awareness, Scrutiny”

Replace Starting Equipment with “Shotgun or shock maul, enforcer light carapace armour or carapace chestplate, 3 doses of stimm, manacles, 12 lho sticks”

Replace Background Aptitude with “Offence or Defence”

Page 32, Adeptus Astra Telepathica: Replace Starting Skills with “Awareness, Common Lore (Adeptus Astra Telepathica), Deceive or Interrogation, Forbidden Lore (the Warp), Psyniscience or Scrutiny”

Page 32, Adeptus Astra Telepathica Rules: Replace the Background Aptitude with “Defence or Psyker”

Page 33, Adeptus Mechanicus Rules: Replace Background Bonus with “*Replace the Weak Flesh:* Adeptus Mechanicus characters count the availability of all cybernetics as 2 levels more available (Rare items count as Average, Very Rare items are Scarce, etc.).”

Replace Starting Skills with “Awareness or Operate (Pick One), Common Lore (Adeptus Mechanicus), Logic, Security, Tech-Use”

Add “Starting Trait: Mechanicus Implants (see page 105)”

Page 35, Adeptus Ministorum Rules: Replace Starting Skills with “Charm, Command, Common Lore (Adeptus Ministorum), Inquiry or Scrutiny, Linguistics (High Gothic)”

Replace Stating Talents with “Weapon Training (Flame or Low-Tech) and Weapon Training (Solid Projectile)”

Page 36, Imperial Guard Rules: Replace Starting Skills with “Athletics, Command, Common Lore (Imperial Guard), Medicae or Operate (Surface), Navigate (Surface)”

Replace Background Bonus with “*Training Endures*: Imperial Guard characters can ready or stow a Basic weapon as a Free Action.”

Page 37, Outcast Rules: Replace Starting Skills with “Acrobatics or Sleight of Hand, Common Lore (Underworld), Deceive, Dodge, Stealth”

Page 40, Assassin Special Rules: Replace the Role Aptitudes with “Agility, Ballistic Skill or Weapon Skill, Fieldcraft, Finesse, Perception”

Replace the Role Bonus with “*Sure Kill*: In addition to the normal uses of Fate points (see page 245), an Assassin who inflicts damage in an attack can spend a Fate point to add his degrees of success to the damage inflicted.”

Page 41, Chirurgeon Special Rules: Replace the Role Aptitudes with “Fieldcraft, Intelligence, Knowledge, Strength, Toughness”

Replace the Role bonus with “*Dedicated Healer*: In addition to the normal uses of Fate points (see page 245), when a Chirurgeon character fails in a test to provide First Aid, he can spend a Fate point to automatically succeed with the degrees of success equal to his Intelligence bonus.”

Page 43, Desperado Special Rules: Replace the Role Bonus with “*Move and Shoot*: Desperado characters are familiar with the need for rapid violence to successfully escape a bad situation, and after performing a Move action can perform a single Standard Attack with a Pistol weapon (without spending the necessary Half Action).”

Page 45, Mystic Special Rules: Replace Role Aptitudes with “Defence, Intelligence, Knowledge, Perception, Willpower”

Page 49, Warrior Special Rules: Replace Role Bonus with “*Expert at Violence*: In addition to the normal uses of Fate points (see page 245), after making a successful attack test, but before determining hits, Warrior characters can choose to spend one Fate point to substitute their Weapon Skill (for melee) or Ballistic Skill (for ranged) bonus for the degrees of success scored on the attack test.”

Page 50, Starting Experience: Replace this paragraph with “Each player character starts with 900 experience points to spend at character creation. This experience represents everything the Acolyte has learned in his life before service to his Inquisitor, on top of what is granted from his other character creation options. If all players concur, this value can be adjusted upwards for more advanced play with higher-powered Acolytes, or lowered to represent less skilled Acolytes perhaps newly recruited by a novice Inquisitor.”

Page 51, Characteristic Advances: Replace the progression levels with the following:

Simple: A small fulfilment of the character’s potential.

Intermediate: A significant and noticeable improvement of the character’s capabilities.

Trained: A measure of the character’s improvement beyond most around him.

Proficient: Active, focused effort upon improving the character’s prowess.

Expert: The limit of a character’s natural abilities.

Replace the third paragraph with the following: “As shown in Table 2–2: Characteristic Advances, if the Player Character has one matching aptitude, then the first +5 to his characteristic costs 250 xp; the next +5 advancement (the Intermediate progression level) costs 500 xp, a further +5 improvement (the Trained level) costs 750 xp, a fourth +5 improvement (the Proficient level) costs 1,000 xp, and the final improvement (the Expert level) costs 1,500 xp. Table 2–3: Characteristic Aptitudes lists the nine characteristics that players can actively seek to improve through spending experience, and the aptitude associated with each. Advancing Agility, for example, has the Agility and Finesse aptitudes linked with it.”

Page 51, Table 2–2 Characteristic Advances: Replace the table with the new one below.

Page 52, Table 2–5: Skill Aptitudes: Replace “Knowledge” as the Common Lore Aptitude 2 with “General.”

Page 57, Table 2–9: Divinations: Replace the Effect for results 68–71 with “This character increases his Perception characteristic by 2. Should the situation call for a test, he can reroll his Awareness test to avoid Surprise.”

Page 62, Psyker Special Rules: Replace the first Instant Change with “Gain the Psyker trait, Psyker aptitude, and a psy rating of 1.”

Under Unlocked Advances, replace the last paragraph with “Characters with the Psyker elite advance can also purchase psy rating advances to increase their psy rating. When a character purchases an advance in his psy rating, he increases his psy rating by 1. To do this, the character spends an amount of experience equal to 200 multiplied by his new psy rating value. For example, to increase a character’s psy rating from 2 to 3 would cost 600xp (3x200).”

Table 2–2: Characteristic Advances

MATCHING APTITUDES	SIMPLE	INTERMEDIATE	TRAINED	PROFICIENT	EXPERT
Two	100 xp	250 xp	500 xp	750 xp	1250 xp
One	250 xp	500 xp	750 xp	1,000 xp	1,500 xp
Zero	500 xp	750 xp	1,000 xp	1,500 xp	2,500 xp

Page 63, Untouchable Special Rules: Replace sidebar with the following:

UNTOUCHABLE SPECIAL RULES

Experience Cost: Free.

PREREQUISITES

- **A Beacon in the Warp:** Characters with the Psyker trait cannot gain the Untouchable elite advance.
- **GM Guidance:** Psychic Untouchables are incredibly rare, and often live lonely and short lives due to the effect they have on all living beings that get near them. This advance should ideally be done as part of character creation, given that it is something the character is born with, but could possibly be something added later once the effects of the genetic curse become impossible to ignore. It is recommended that each play group have only one character with the Untouchable elite advance. Additionally, groups with both an Untouchable and a Psyker can often cause many problems as the Untouchable interferes with the Psyker's ability. This can be a great opportunity for interesting player interaction, but GMs should be careful to not allow their players to create a hostile play environment.

INSTANT CHANGES

- Can no longer gain the Psyker trait for any reason.
- Gains the Resistance (Psychic Powers) talent.
- Fellowship characteristic always counts as one-half (rounding up) its value for tests or other game usage. When interacting with anyone who has a psy rating or the Psyniscience skill, the Fellowship characteristic counts as 1.
- Can never gain nor benefit from the positive effects of Psychic Powers or any other related unnatural talents, traits, or abilities that call on the Warp for power.
- Automatically ignore any effects resulting from Psychic Phenomena, and gain a +30 bonus on any tests to resist effects from a Perils of the Warp result.

UNLOCKED ADVANCES

Untouchable characters gain access to a special set of talents.

These talents available only to Untouchable characters, and are purchased with experience in the same way as regular talents are purchased.

Page 64, Psychic Null: Replace the Effect description with "The character gains the Deny the Witch talent. He also gains a +20 bonus when making Evasion tests against psychic attacks and when making Opposed tests to resist psychic powers. This talent stacks with Resistance (Psychic Powers) and can be purchased multiple times; each time this is done increase the bonus by +5."

Page 64, Warp Anathema: Replace the Effect description with "Characters affected by Warp Disruption reduce their psy rating by 2, instead of the normal amount. This talent can be purchased multiple times; each time this is done so the reduction in psy rating increases by 1. If purchased 3 times, for example, the reduction would be 4."

Page 64, Warp Disruption: Replace the Effect description with "All characters with a psy rating within WPB metres of the character reduce their base psy rating by 1 while they remain within range. Characters reduced to a psy rating of 0 cannot use any psychic powers."

CHAPTER III: SKILLS

Page 72, Command: Replace the second paragraph with "Characters with a noble background might have some training in this skill. Those with military service are of course practiced with it; even those who have only been given commands are very familiar with the practice and can issue them as well. Other characters might have learned it as a bureaucratic manager or a tribal leader. In contrast, characters accustomed to working independently could have little aptitude for Command."

Page 73, Common Lore: Add the following new Speciality for this skill "Underworld: The Acolyte is familiar with basic criminal elements and groups, such as pickpockets, debt-carnivores, and the like."

Page 74, Dodge: Replace the second paragraph with "A character can use his Dodge skill to dodge either melee attacks or ranged attacks. Dodging an attack is made as a Reaction to a foe's successful attack. If the Dodge test succeeds, the total degrees of success gained on the test is subtracted from the degrees of success gained on the attack test. The attacker then proceeds to resolve the attack using the resulting number as his degrees of success. If the result is zero or lower, the character successfully evades, and the attack fails."

Page 76, Linguistics: Replace the third paragraph with "Any character who has Linguistics as a skill knows how to read and write in his primary language. For most of the Imperium, this is Low Gothic. Note that all Acolytes are capable of basic verbal communication in Low Gothic that would not require a skill test, such as normal conversation or reading standard Munitorum manuals."

Page 80, Navigate (the Warp): Add the following sentence to the end of the first paragraph "This can range from Navigators using their mutant powers to plot courses using the Astonomicon to normal humans navigating shorter passages with Warp charts on familiar, stable routes."

Page 82, Parry: Replace the first paragraph with "When engaged in combat, avoiding an opponent's assault is often every bit as crucial as striking the critical blow. Parry is the ability to block attacks in close combat, deflecting them using one's hands or weapons. An Acolyte targeted by melee attacks can deflect these attacks using the Parry skill. This is a Reaction (and as such can usually only be attempted once each turn) and can only be used against close combat attacks from foes engaged with the character in melee. If the Parry test succeeds, the total degrees of success gained on the test is subtracted from the degrees of success gained on the attack test. The attacker then proceeds to resolve the attack using the resulting number as his degrees of success. If the result is zero or lower, the character successfully evades, and the attack fails."

Table 4–2: Tier 2 Talents

TALENT	PREREQUISITES	APTITUDE 1	APTITUDE 2	BENEFIT
Armour-Monger	Int 35, Tech-Use, Trade (Armourer)	Intelligence	Tech	Increase the efficacy of physical armour.
Battle Rage	Frenzy	Strength	Defence	Parry while frenzied.
Bulging Biceps	S 45	Strength	Offence	Remove bracing requirement from Heavy weapons.
Combat Master	WS 30	Weapon Skill	Defence	Opponents get no bonus for outnumbering the character.
Constant Vigilance†	Int or Per 35, Awareness +10	Perception	Defence	Can use Per or Int instead of Ag for Initiative rolls, and rolls two dice (picking higher) for the result.
Contact Network	Cover-Up, Int 35	Fellowship	Leadership	Use Fellowship instead of Influence when making Requisition tests.
Coordinated Interrogation	S 40 or WP 40, Clues from the Crowds	Intelligence	Social	+10 bonus to all Interrogate tests, additional +5 for others who also have Coordinated Interrogation.
Counter Attack	WS 40	Weapon Skill	Defence	May attack after successful Parry.
Cover-Up	Int 35	Intelligence	Knowledge	Can reduce Influence by 1 to gain 1d5 Subtlety.
Deny the Witch	WP 35	Willpower	Defence	Can use Willpower characteristic for Evasion tests.
Devastating Assault	WS 35	Weapon Skill	Offence	A successful All Out Attack grants a second attack.
Double Tap	Two Weapon Wielder	Finesse	Offence	Successful first attack grants bonus to second attack.
Exotic Weapon Training†	–	Intelligence	Finesse	Gain proficiency with one exotic weapon type.
Face in the Crowd	Fel 35, Clues from the Crowds	Fellowship	Social	Can use Fellowship instead of Agility when Shadowing.
Hard Target	Ag 40	Agility	Defence	–20 to hit character when he Charges or Runs.
Hardy	T 40	Toughness	Defence	Character always heals as if Lightly Damaged.
Hatred†	–	Weapon Skill	Social	Gain +10 bonus to attack hated creatures.
Hip Shooting	BS 40, Ag 40	Ballistic Skill	Finesse	Characters may shoot when moving.
Independent Targeting	BS 40	Ballistic Skill	Finesse	Fire at multiple targets more than 10 metres apart.
Killing Strike	WS 50	Weapon Skill	Offence	Spend Fate point to make melee attacks unavoidable.
Luminen Shock	Luminen Capacitors, Mechanicus Implants	Weapon Skill	Tech	Character can discharge energy in melee attack.
Maglev Transcendence	Maglev Coils/Mechanicus Implants	Intelligence	Tech	Character can hover for longer periods of time.
Marksman	BS 35	Ballistic Skill	Finesse	No penalties for firing at long or extreme range.
Mechadendrite Use†	Mechanicus Implants	Intelligence	Tech	Gain ability to use certain Mechadendrites.
Precision Killer†	WS 40 or BS 40	Weapon Skill or Ballistic Skill	Finesse	No penalty to making Called Shot in either Melee or Ranged Combat.
Prosanguine	Autosanguine Implant, Mechanicus Implants	Toughness	Tech	Test to heal 1d5 damage.
Strong Minded	WP 30, Resistance (Psychic Powers)	Willpower	Defence	May reroll failed WP tests to resist psychic powers.
Swift Attack	WS 30	Weapon Skill	Finesse	May make multiple melee attacks.
Two-Weapon Wielder†	–	Weapon Skill or Ballistic Skill	Finesse	May fight with two weapons.
Unarmed Specialist	Ag 45, WS 40	Strength	Offence	When fighting unarmed, attacks hit as Deadly Natural Weapons and user can re-roll damage.
Warp Conduit	PR, Strong Minded, WP 50	Willpower	Psyker	Spend Fate point to add 1d5 to psy rating.
Whirlwind of Death	WS 40	Weapon Skill	Finesse	Make one attack for each melee opponent.

† Denotes Specialist Talent.

Page 83, Psyniscience: Replace the paragraph with “To purchase this skill, the character must have a special ability stating he has access to it (such as the Psyker trait), reflecting his mental attunement to the Warp. Characters who are not psykers can also use this skill, representing their ability to recognise the subtle phenomena, such as strange patterns of dust motes or odd sensory distortions, which accompany psychic disturbances Unless otherwise noted, he can use the Psyniscience skill to detect entities, locales, and events up to

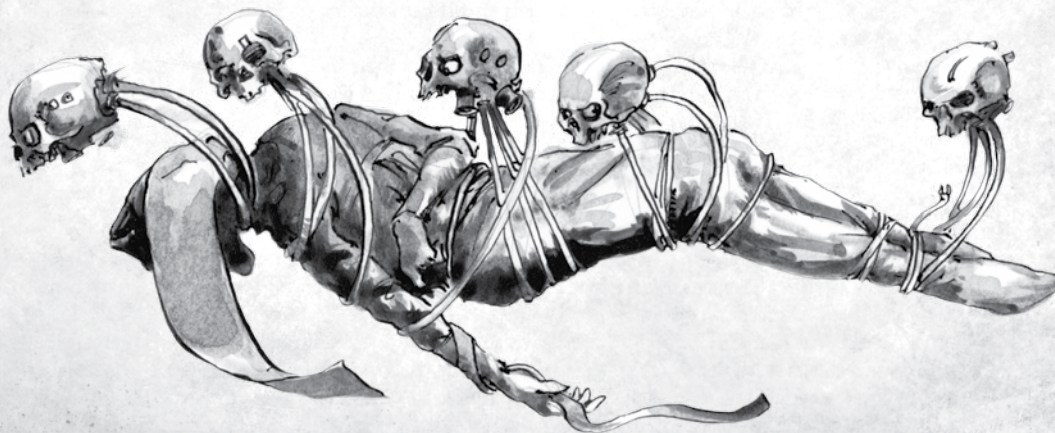
a number of kilometres away equal to his Perception bonus. A GM can, though, alter this range depending on the events or creatures. The general results of Psyniscience tests are summarized on **Table 3–4: Psyniscience Results.**”

Page 83, Scholastic Lore: Add the following Speciality “Bureaucracy: A familiarity with the rules and regulations involved with Askellian governments, particularly the Adeptus Administratum, and their many and varied departments, bureaus, and polices.”

Table 4–3: Tier 3 Talents

TALENT	PREREQUISITES	APTITUDE 1	APTITUDE 2	BENEFIT
Adamantium Faith	WP 45	Willpower	Defence	Immune to Pinning and Fear tests.
Assassin Strike	Ag 40, Acrobatics	Weapon Skill	Fieldcraft	After making melee attack, test Acrobatics to move.
Bastion of Iron Will	PR, Strong Minded, WP 40	Willpower	Psyker	Gain bonus for Opposed tests against psychic powers.
Blademaster	WS 30, Weapon Training (any Melee)	Weapon Skill	Finesse	Reroll missed attack, once per round.
Crushing Blow	WS 40	Weapon Skill	Offence	Add half WS bonus to damage inflicted in melee.
Deathdealer†	WS or BS 45	Perception	Finesse	Add Per bonus to damage inflicted in combat.
Delicate Interrogation	Fel 50, Coordinated Interrogation	Intelligence	Finesse	Reduce Subtlety loss by 1d5 when conducting an investigation.
Eye of Vengeance	BS 50	Ballistic Skill	Offence	Spend 1 Fate point to increase damage and penetration.
Favoured by the Warp	WP 35	Willpower	Psyker	Roll twice for Psychic Phenomena and choose result.
Flash of Insight	Int 40, Contact Network, Coordinated Interrogation	Perception	Knowledge	Spend 1 Fate point to reveal a clue.
Halo of Command	Fel 40, WP 40	Fellowship	Leadership	Affect NPCs within 100xFelB metres with Social skills.
Hammer Blow	Crushing Blow	Strength	Offence	Make a thunderous strike with a melee weapon.
Inescapable Attack†	BS or WS 40, Per 35	Weapon Skill or Ballistic Skill	Finesse	Attacker imposes penalty on Evasion tests equal to five times his Perception bonus.
Infused Knowledge	Int 40, Lore (any one)	Intelligence	Knowledge	Know a little bit about everything.
Lightning Attack	Swift Attack	Weapon Skill	Finesse	Character may make many melee attacks with single roll.
Luminen Blast	Luminen Shock, Luminen Capacitors, Mechanicus Implants	Ballistic Skill	Tech	May discharge stored energy as a ranged attack.
Mastery†	Rank 4 in selected skill	Intelligence	Knowledge	May spend Fate point to succeed on test.
Mighty Shot	BS 40	Ballistic Skill	Offence	Add half BS bonus to ranged damage rolls.
Never Die	WP 50, T 50	Toughness	Defence	Ignore penalties from Critical damage by spending Fate point.
Preternatural Speed	WS 40, Ag 50	Agility	Offence	Double speed when charging.
Sprint	–	Agility	Fieldcraft	Move more quickly in combat.
Step Aside	Agility 40, Dodge or Parry	Agility	Defence	Can make additional Dodge or Parry attempt.
Superior Chirurgeon	Rank 2 in Medicae skill	Intelligence	Fieldcraft	Gain +20 to Medicae tests, bonuses to first aid tests.
Target Selection	BS 50	Ballistic Skill	Finesse	May shoot into melee without penalty.
Thunder Charge	S 50	Strength	Offence	Break enemies with armoured charge.
True Grit	T 40	Toughness	Defence	Reduce Critical damage taken.
Two-Weapon Master	Two-Weapon Wielder (Melee, Ranged), Ag 45, BS or WS 40	Finesse	Offence	No penalties when fighting with two single-handed weapons.
Warp Lock	Psy Rating, Strong Minded, WP 50	Willpower	Psyker	Ignore Psychic Phenomenon once per session.

† Denotes Specialist Talent.



CHAPTER IV: TALENTS AND TRAITS

Page 90, Talent Descriptions: Add the following new talents:

DENY THE WITCH

Tier: 2

Prerequisites: Willpower 35

Aptitudes: Willpower, Defence

Schooled to abhor the foul psyker, the Acolyte draws on his faith and mental fortitude to act as his shield against those tainted by the Warp. The character can use his Willpower characteristic when making an Evasion reaction against ranged or melee attacks made with psychic powers. When successfully evading an attack with an area of effect, the character does not move but instead is simply unaffected by the psychic power.

DOUBLE TAP

Tier: 2

Prerequisites: Two Weapon Wielder

Aptitudes: Finesse, Offence

The Acolyte is practiced in making dual attacks, and can almost subconsciously tell when his hits strike to best effect. When making a second attack action in the same turn **against the same target**, he gains a +20 bonus to the attack test if his first attack scored one or more successful hits.

INESCAPABLE ATTACK

Tier: 3

Prerequisites: Ballistic Skill or Weapon Skill 40, Perception 35

Specialities: Melee, Ranged

Aptitudes: Ballistic Skill or Weapon Skill, Finesse

The Acolyte excels at anticipating his opponent's reactions, and ensures his hits strike no matter how a foe tries to avoid them. This talent applies to Melee or Ranged attacks, depending on the Speciality chosen. **After making a successful attack roll of the appropriate type, the character inflicts a penalty equal to five times his Perception bonus on all evasion attempts (Dodge or Parry tests) made against the attack.**

Page 91: Replace Table 4-2: Tier 2 Talents with the new table on page 4.

Page 92: Replace Table 4-: Tier 3 Talents with the new table on page 5.

Page 93, Coordinated Interrogation: Replace the description with "A trained Acolyte, especially when working in conjunction with fellow veteran Acolytes, can induce cooperation from even the most hardened of suspects and captured heretics. He gains a +10 bonus to all Interrogate tests, and gains an additional +5 for each other character participating in the interrogation who also has Coordinated Interrogation. This counts as test assistance, and thus also gains the assistance bonuses as per page 13."

Page 95, Delicate Interrogation: Replace the last sentence with "Whenever the Acolyte would decrease his warband's Subtlety due to an interrogation, the amount of Subtlety lost is reduced by 1d5. If this results in a negative number, the Acolyte's skilled efforts have increased the warband's Subtlety by 1."

Page 95, Devastating Assault: Replace the description with "The Acolyte launches a furious attack on his foe, the rage of the Emperor powering his assault. When making an All Out Attack action, if he successfully hits his opponent and the target fails to Dodge or Parry this attack, he gets a second attack with same bonuses or penalties as the first attack."

Page 101, Two-Weapon Wielder: Remove the last sentence.

Page 101, Weapon Training: Replace the last paragraph with "This talent can be taken more than once, each time with a different Specialisation. Note that a character without the Weapon Training (Low-Tech) talent operating a weapon that functions as a Low-Tech weapon in certain circumstances does not suffer this penalty, so long as he has the applicable Weapon Training talent for the weapon (Power for a power sword, for example)."

Page 105, Trait: Mechanicus Implants: Remove Respirator Unit.

Page 107, Table 4-6: Size: Change the name for Size (3) from "Weedy" to "Scrawny."

CHAPTER V: ARMOURY

Page 109, Ranged Weapon Craftsmanship: Replace the entry for Best with "As fine a piece of craftsmanship as can be found, this weapon gains all the benefits of Good craftsmanship but also never suffers from jamming or overheating."

Page 113, Flexible: Replace the last sentence with "These kinds of weapons lash about when used to attack, and therefore cannot be Parried though they themselves can be used to Parry an opponent's weapon."

Page 113, Force: Replace the first sentence of the second paragraph with the following: "Force weapons count as Best craftsmanship Mono variants of the equivalent Low-Tech weapon, additionally, these weapons have special qualities when wielded by a psyker."

Replace the last sentence with "Using these weapons does not involve selecting a psychic strength level and cannot generate Psychic Phenomena. Force weapons cannot be destroyed by weapons with the Power Field quality."

Page 115, Toxic: Replace the description with "Filled with all manner of malignant chemicals and fast acting poisons, toxic weapons bring down enemies through virulence and sickness. Anyone that takes damage from a Toxic weapon, after reduction for Armour and Toughness bonus, must make a Toughness test at the end of his next turn with a penalty equal to 10 times the number in parentheses (X) or suffer an additional 1d10 points of damage (of the same type as the weapon which inflicted the hit) not reduced by Armour or Toughness. For example, a weapon with Toxic (4) would impose a -40 on Toughness tests. Some weapons or creatures may carry additional effects with their toxins or inflict more damage as indicated in their individual descriptions."

Page 121, Anti-Plant Grenade: Delete this entry and add the following:

CHOKE GRENADE

Designed primarily for combatting riots, a choke grenade's foul gases can reduce violent mobs to easily dispersed groups of coughing, sobbing wretches. In dense hives the gases often spread across hab areas, a reminder of the price for disobeying the Emperor's Laws. Characters within the radius of the choke gas must make a Toughness test each turn; failure inflicts one level of Fatigue. Failure with four or more DoF indicates serious harm,

Table 5-7: Grenades and Explosives

NAME	CLASS	RANGE	RoF	DAM	PEN	CLIP	SPECIAL	WT.	AVAILABILITY
Blind Grenade	Thrown	SBx3	S/-/-	2d10 E	0	1	Smoke (3)	0.5kg	Scarce
Choke Grenade	Thrown	SBx3	S/-/-	Special	0	1	Blast (3)	0.5kg	Scarce
Frag Grenade	Thrown	SBx3	S/-/-	2d10 X	0	1	Blast (3)	0.5kg	Common
Hallucinogen Grenade	Thrown	SBx3	S/-/-	—	0	1	Blast (6), Hallucinogenic (2)	0.5kg	Scarce
Haywire Grenade	Thrown	SBx3	S/-/-	—	0	1	Haywire	0.5kg	Very Rare
Krak Grenade	Thrown	SBx3	S/-/-	2d10+4 X	6	1	Concussive (0)	0.5kg	Rare
Photon Flash Grenade	Thrown	SBx3	S/-/-	—	0	1	Blast (10)	0.5kg	Rare
Smoke Grenade	Thrown	SBx3	S/-/-	—	0	1	Smoke (6) [†]	0.5kg	Common
Stun Grenade	Thrown	SBx3	S/-/-	—	0	1	Blast (3), Concussive (2)	0.5kg	Common
Web Grenade	Thrown	SBx3	S/-/-	—	0	1	Blast (5), Snare (2)	1kg	Common
Frag Missile	—	—	—	2D10+2 X	2	—	Blast (5)	0.5kg	Average
Krak Missile	—	—	—	3d10+8 X	8	—	Concussive (3), Proven (2)	0.5kg	Scarce
Fire Bomb	Thrown	SBx3	S/-/-	1d10+2 E	0	1	Blast (2), Flame	0.5kg	Plentiful
Melta Bomb	—	—	—	6d10 E	12	1	Blast (2), Flame, Melta	12kg	Very Rare

[†] Unlike Blind Grenade effects, this only interferes with visual sight.

and the character suffers a 1d10 Toughness damage. The gas lasts for 2d5 rounds, or less in adverse weather conditions.

Page 122, Table 5-7: Grenades and Explosives: Replace the table with new one on page 7.

Page 122, Fire Bomb: Replace the last sentence with “Fire bombs take a Half Action to ready before use, and cannot be loaded into launcher weapons.”

Page 122, Melee Weapons: Add the following to the end of the description: “Some weapons require power for full effect, such as Power, Shock, and Chain weapons. If used in a deactivated mode, remove those weapon qualities that add to its lethality (Power, Shock, Tearing, etc.). It then functions as a Low-Tech version (power sword becomes a regular sword, shock maul becomes a truncheon, and so on) with appropriately lowered damage and penetration.”

Page 124, Table 5-8: Melee Weapons: Replace with the new table on page 8.

Page 125, Electro-Flail: Replace this weapon with the following:

SHOCK WHIP

This weapon is common wherever there are workers or slaves requiring additional encouragement to improve their efforts. Though not designed for combat, the extra reach it offers can mean the difference that halts a dark ritual or xenos incursion.

Page 125, Weapon Modifications: Replace the following to the end of the second paragraph with “Note that the GM has final say over which modifications can be applied; a sniper rifle, for example, would be too unwieldy for a pistol grip.”

Page 126, Extra Grip: Replace this weapon modification with the following:

PISTOL GRIP

This modified handle is designed for smoother usage, and allows the weapon to be wielded in one hand without the usual –20 penalty. However, it becomes more difficult to aim accurately and thus its range is halved.

Upgrades: Any Basic ranged weapon.

Page 126, Exterminator: Replace the Upgrades with “Any weapon except Pistol or Thrown.”

Page 126, Fire Selector: Replace the description with “An ideal upgrade for those using weapons that can take multiple types of ammunition, this device allows the user to swap types without needing to reload the weapon. The weapon can now have up to three different rounds loaded (the total amount of shells not exceeding its clip size); at the start of his turn, the wielder can use the item to select which clip he draws ammunition from for his shooting that round.”

Page 127, Table 5-9: Weapon Modifications: Replace the table with the new one on page 9.

Page 127, Mono: Replace the Upgrades with “Any Low-Tech or Power Melee weapon”

Page 127, Overcharge Pack: Delete this entry.

Page 128, Sacred Inscriptions: Replace the last sentence in the description with “Characters possessing any weapons with this modification gain a +10 bonus to Pinning tests.”

Page 128, Targeter: Replace the description with “Heavy and precious, targeters are highly valuable devices that use a combination of guidance cogitators and sensors to improve accuracy. They are often linked directly into a gun’s machine spirit, and allow a greater bond between wielder and weapon. If there is a penalty to a Ballistic Skill test when using a weapon with a targeter, it is reduced by ten. Thus, a Very Hard (–30) penalty to hit becomes Hard (–20).”

Page 130, Armour: Replace the description for AP (Armour points) with the following “How many Armour points the armour provides for the locations covered. Any non-Best craftsmanship armour that provides 7 or more APs inflicts a –30 penalty on the wearer’s Stealth tests.”

Add the following: “Max AB: This is the maximum value a character wearing this armour can count his Agility bonus: if the character’s Agility bonus is higher than this number, it counts as this number instead. If wearing multiple armour devices (such as a helmet and vest), the lowest Max AB value is used.”

Table 5-8: Melee Weapons

NAME	CLASS	RANGE	DAM	PEN	SPECIAL	WT.	AVAILABILITY
Chain Weapons							
Chainaxe	Melee	—	1d10+4 R	2	Tearing	13kg	Scarce
Chainblade	Melee	—	1d10+1 R	1	Tearing	2kg	Scarce
Chainsword	Melee	—	1d10+2 R	2	Balanced, Tearing	6kg	Average
Eviscerator	Melee	—	2d10 R	9	Razor Sharp, Tearing, Unwieldy	15kg	Very Rare
Force Weapons							
Force Sword	Melee	—	1d10+1 R	2	Balanced, Force	5kg	Near Unique
Force Staff	Melee	—	1d10 I	2	Force	2kg	Extremely Rare
Low-Tech Weapons							
Great Weapon	Melee	—	2d10 R	0	Unbalanced	7kg	Scarce
Hunting Lance	Melee	—	2d10+3 X	7	Concussive (3)	4kg	Scarce
Improvised	Melee	—	1d10–2 I	0	Primitive (7), Unbalanced	—	—
Knife	Melee/ Thrown	5m	1d5 R	0		1kg	Plentiful
Shield†	Melee	—	1d5 I	0	Defensive, Primitive (6)	3kg	Common
Spear	Melee	—	1d10 R	0	Primitive (8)	3kg	Common
Staff	Melee	—	1d10 I	0	Balanced, Primitive (7)	3kg	Plentiful
Sword	Melee	—	1d10 R	0	Balanced	3kg	Common
Truncheon	Melee	—	1d10 I	0	Primitive (7)	2kg	Plentiful
Warhammer	Melee	—	1d10+2 I	1	Primitive (8)	4.5kg	Scarce
Whip	Melee	3m	1d10 R	0	Flexible, Primitive (6)	2kg	Average
Power Weapons							
Omnissian Axe	Melee	—	2d10+4 E	6	Power Field, Unbalanced	8kg	Extremely Rare
Power Fist	Melee	—	2d10† E	9	Power Field, Unwieldy	13kg	Very Rare
Power Sword	Melee	—	1d10+5 E	5	Balanced, Power Field	3kg	Very Rare
Power Axe	Melee	—	1d10+7 E	7	Power Field, Unbalanced	6kg	Very Rare
Power Maul (High)	Melee	—	1d10+5 E	4	Power Field, Shocking	3.5kg	Very Rare
Power Maul (Low)	Melee	—	1d10+1 E	2	Shocking		
Shock Weapons							
Shock Maul	Melee	—	1d10+3 I	0	Shocking	2.5kg	Scarce
Shock Whip	Melee	—	1d10+1 I	0	Flexible, Shocking	3kg	Rare

† Provides 2 AP to the Body and Arm wielding the shield, which stacks with existing armour.

†† Power Fists add the user's SB×2 to the damage.

Page 130, Man-Stopper Bullet: Replace the Used With entry with “Stub revolvers, stub automatics, hand cannons, sniper rifles, autopistols, and autoguns.”

Page 132, Force Fields: Replace the second paragraph with “Unless stated otherwise, force fields offer protection for the entire body. It is a Half Action to turn the field on or off. A character may only benefit from one field at a time, regardless of how many different fields he may have equipped. When a character wearing an active field is attacked, but before evasion rolls are made, roll 1d100. If the result is lower than or equal to the field's protection rating, the attack is nullified and has no effect on the protected character (although the attack might have an impact on the character's surroundings or other nearby characters, such as weapons with the Blast quality).”

Page 133, Table 5-14: Clothing and Personal Gear: Replace the Availability for Recoil Glove with Rare.

Page 134, Drugs and Consumables: Replace the second paragraph with “Some of these items have no direct game rules, but can add to the narrative roleplaying experience for both Acolytes and NPCs. Many can be used as trade items on many worlds, or to embellish a character's behaviour or background. If the GM desires, special rules can also be created for specific items based on local variants; an especially potent regional recaf blend, for example, might keep an Acolyte from restful sleep for several days. Many drugs are Addictive, and if so noted follow the rules from the Excessive Drug Use and Addiction sidebar on page 135.”

Page 134, Amasec: Remove last sentence.

Page 135, Excessive Drug Use and Addiction: Replace the sidebar with the new one on page 9.

Page 135, Frenzon: Replace the second paragraph with “A character using frenzon gains the Frenzy talent, immediately becoming Frenzied for the duration of the drug. A single dose of frenzon lasts for 1d10 minutes. Frenzon is Addictive.”

Table 5-9: Weapon Modifications

NAME	WEIGHT	AVAILABILITY
Auxiliary Grenade Launcher	+2.5kg	Rare
Backpack Ammo Supply	+15kg	Scarce
Compact	x1/2	Average
Custom Grip	—	Rare
Deactivate Safety Features	—	Rare
Expanded Magazine	+1kg	Scarce
Exterminator	+1kg	Common
Fire Selector	+1kg	Rare
Fluid Action	—	Rare
Forearm Weapon Mounting	+1kg	Scarce
Melee Attachment	+2kg	Plentiful
Modified Stock	—	Scarce
Mono	+0kg	Scarce
Motion Predictor	+0.5kg	Very Rare
Omni-Scope	+2kg	Near Unique
Photo Sight	+0.5kg	Very Rare
Pistol Grip	—	Rare
Preysense Sight	+0.5kg	Very Rare
Quick-Release	—	Rare
Red-Dot Laser Sight	+0.5kg	Scarce
Reinforced	+1kg	Scarce
Sacred Inscriptions	—	Scarce
Silencer	+0.5kg	Plentiful
Suspensors	x1/2	Extremely Rare
Targeter	+1.5kg	Rare
Telescopic Sight	+1kg	Average
Tox Dispenser	+0.75kg	Rare
Tripod and Bipod	+2kg	Average
Vox-Operated	+0.5kg	Rare

Page 135, Lho-Sticks: Remove last two sentences.

Page 135, Recaf: Remove the second paragraph.

Page 136, Tranq: Remove last sentence.

Page 137, Grapnel & Line: Replace the description with “A combination of clip-harness and gas-powered pistol, this can fire a hook or magnetic clasp attached to a thin, strong wire at an overhead target up to 100m away. Once the grapnel attaches to the desired spot such as a rooftop, a user can manually climb the line or activate a powered winch that can lift the user roughly 5m per round. Common sets can hold 150kg, while Good or Best can support 200 kg.”

EXCESSIVE DRUG USE AND ADDICTION

When the same drug is used too often in a short period of time, there is a chance for it to have a diminished effect as the user builds up an immunity or tolerance. A character using more than one dose of a drug in a 24 hour period must make an Ordinary (+10) Toughness test for each use after the first, with a cumulative -10 penalty for each additional dose. Should the test fail the drug has no useful effect and further doses have no useful effect for a full 24 hours.

Excessive drug use can also lead to Addiction. Every time the effects of one of the drugs indicated below wears off, the user must take a Routine (+20) Willpower test with a -5 modifier for every dose taken in the last week. Failure means the user is Addicted and will suffer one level of Fatigue unless he gets another dose within 12 hours (should this dose trigger the Excessive Drug Use test above, it must be successfully passed for it to overcome the Fatigue loss).

The character (should he so choose) can overcome the Addiction by passing Very Hard (-30) tests for both Willpower and Toughness.

Page 144, Optical Mechadendrite: Replace the description with “Often consisting of highly flexible, snake-like tubing, this contains pict-capture and other sensory devices for inspection and detection. It is long for a mechadendrite, extending to 3 metres, and grants a +10 bonus to all vision-based Perception tests. The mounted pict-devices allow it to examine surfaces at a microscopic level or to be used as telescopic sight. It also contains an infrared torch and sensors with a range of 40m, and so within this area the user ignores combat or other penalties due to darkness. Finally, the mechadendrite is fitted with a stablight that can be tinted a variety of different colours depending on the controller’s whim.”

Page 145, Respirator Filter Implants: Replace the description with “These are implanted inside the lungs or involve masses of tubes, wires, vox-grills, or other augmetic parts replacing the neck and upper chest. The implant sifts out most toxic gases; inhaled particulate matter is also filtered, making breathing easier in heavily polluted atmospheres. This implant grants the user a +20 bonus to resist inhaled poisons, gas weapons, or atmospheric toxins.

Page 145, Memorance Implant: Remove the last sentence.

Page 150, Chimera Armoured Transport: Replace Chimera Armoured Transport availability with “Extremely Rare (-40).”

Under Options, replace the weapon title “Heavy Flamer” with “Storm Bolter”

Page 151, Hectin Autocarriage: “Rare (-20)” should read “Rare (-30).”

Page 151, Glassteed: Add “Wounds: 12”

Table 5-11: Armour

NAME	LOCATIONS COVERED	AP	Max AB	WEIGHT	AVAILABILITY
Basic Armour					
Heavy Leathers	Arms, Body	1	8	5 kg	Common
Imperial Robes	Arms, Body, Legs	1	—	4 kg	Average
Armoured Bodyglove	Arms, Body, Legs	2	—	5 kg	Rare
Chainmail Suit	Arms, Body, Legs	3	3	15 kg	Common
Feudal World Plate	All	5	2	30 kg	Scarce
Xenos Hide Vest	Body	6	6	20 kg	Very Rare
Flak Armour					
Flak Helmet	Head	2	—	2 kg	Average
Flak Gauntlets	Arms	2	—	1 kg	Average
Light Flak Cloak	Arms, Body, Legs	2	8	4 kg	Scarce
Flak Vest	Body	3	—	5 kg	Average
Flak Cloak	Arms, Body, Legs	3	7	8 kg	Scarce
Flak Coat	Arms, Body	3	8	5 kg	Average
Imperial Guard Flak Armour	All	4	5	11 kg	Scarce
Mesh Armour					
Mesh Vest	Body	4	—	2 kg	Rare
Mesh Cloak	Arms, Body, Legs	4	8	3 kg	Very Rare
Carapace Armour					
Carapace Helm	Head	4	—	2 kg	Rare
Carapace Gauntlets	Arms	5	—	2 kg	Rare
Carapace Greaves	Legs	5	—	3 kg	Rare
Enforcer Light Carapace	All	5	6	15 kg	Rare
Carapace Chestplate	Body	6	7	7 kg	Rare
Storm Trooper Carapace	All	6	5	15 kg	Very Rare
Power Armour					
Light Power Armour	All	7	5	40 kg	Very Rare

CHAPTER VI: PSYCHIC POWERS

Page 154, **Psychic Disciplines**: Remove the sentence “In addition, each discipline has a unique table the psyker rolls on to determine any psychic phenomena triggered while using the power.”

Page 156, **Detecting Psychic Powers**: Replace the text with “Psykers are especially attuned to the Warp around them, able to sense the currents and eddies caused by other psykers dipping into the flow of the Immaterium. When psychic powers are in effect in a his presence, he can make a Psyniscience test in order to determine their source (see page 82 for details on the Psyniscience skill and its uses). Others can also attempt this, but lacking a psyker’s abilities are less likely to succeed.”

Page 157, Table 6–2: **Psychic Phenomena**: Replace the Effect for results 15–17 with “**Aura of Taint**: All animals within 1d100 metres become spooked and agitated; characters can use the Psyniscience skill to pinpoint the psyker as the cause.”

Page 158, Table 6–3: **Perils of the Warp**: Replace the Effect for results 56–58 with “**Dark Summoning**: The Empyrean buckles and tears at the arrogance of the psyker, and a Plaguebearer (see page 298) or another Lesser Daemon at the GM’s discretion rips its way into existence. The pestilent fiend appears within 3d10 metres of the psyker, for a number of rounds equal to 1d5 plus the psyker’s Toughness bonus. The psyker’s turn immediately ends, and the Daemon can take its turn immediately. It detests the psyker and focuses all of its attacks upon the fool that unwittingly summoned it. It will not attack anyone else, even if others attack it; if the psyker is slain, it returns back to the Warp, satisfied with its kill.”

Page 159, **Discipline Limit**: Remove the entire Discipline Limit section.

Page 165, **Cauterise**: Replace the Effect with “The psyker chooses himself or another character he can physically touch. If the target is suffering from the **Blood Loss Critical Effect**, successfully using the power removes that condition.”

Page 166, **Fiery Form**: Replace the description with “Unnatural flame engulfs the psyker’s entire body. He is cloaked in sheets of fire that somehow do not harm him, but burns any nearby.”

Page 167, **Molten Beam**: Replace the damage in the stat box with “1d10+5+PR (E)”

CHAPTER VII: COMBAT

Page 176, Aim: Replace the description with “The active character takes extra time to make a more precise attack. Aiming as a Half Action grants a +10 bonus to the character’s WS or BS test for his next attack, while aiming as a Full Action grants a +20 bonus to the character’s next attack. The next action the Aiming character performs must be an attack (Standard Attack, Semi-Auto Burst, Lightning Attack, and so on) or the benefits of Aiming are lost. Aiming benefits are also lost if the character performs a Reaction before making his attack. Aiming can be used with both melee and ranged attacks, but not with attacks made with Psychic Powers.”

Page 177, Charge: Replace the last paragraph with “If the Charging character has no weapons or other items currently readied, he can attempt to Grapple his opponent instead of inflicting damage (see page 179) or to knock him down (see the Knock Down rules on page 180).”

Page 177, Delay: Replace the description with “Instead of acting immediately, the character waits for a better opportunity. When he chooses Delay, his turn immediately ends. Any time before the start of his next turn, the character can perform a Half Action of his choice—even though it is not currently his turn. This later action counts as being part of his turn, though—so, for example, he cannot use it to make another action with the attack or concentration subtype if he made one before taking the Delay action. The later Half Action cannot interrupt another character’s turn already in progress, and if it is not used before the start of the character’s next turn, it is lost. If two or more characters both attempt to perform a Half Action gained from Delay at the same time, they must make an Opposed Agility test to see who acts first.

Page 178, Evasion: Replace the complete text with “After a character is hit from an attack, but before damage is rolled, he can attempt to negate the hit by making a Dodge or Parry test. A character must be aware of the attack in order to make the test (and cannot be Surprised). If the test succeeds, subtract the total degrees of success gained on the test from the degrees of success gained on the attack test. The attacker then proceeds to resolve the attack using the resulting number as his degrees of success. If the result is zero or lower, the character successfully evades, and the attack fails. Keep in mind that reactions cannot be used during the character’s own turn, so a character cannot Dodge/Parry attacks made via Overwatch or when he flees from combat during his own turn, and so on.

Weapons with an area of effect, such as those with Blast quality, move a successfully evading character to the edge of the area of effect, as long as it is no further away than his Agility bonus in metres. Weapons that do not require a Ballistic Skill test, such as those with the Spray quality, require a Dodge test with a default difficulty of Challenging (+0) before any applicable modifiers. If successful, the character similarly moves to the edge of the firing path. In both these cases, if he would need to move further than this to avoid the attack, or is unable to be moved out of the way due to an obstruction of some sort (such as when inside the confines of a tight corridor), then he automatically fails the Dodge test.”

Page 179, Guarded Action: Replace the description with “The character’s next steps are careful and guarded, making sure he remains well poised to defend himself. This action must be the first action in the character’s turn. He suffers a –10 penalty to any Weapon Skill tests or Ballistic Skill tests made this turn, but gains a +10 bonus to all Evasion tests until the start of his next turn.”

Page 180, Knock Down: Replace the second sentence with “Make an Opposed Strength test, with the attacker gaining a +10 bonus if this is combined with a Charge action.”

Page 181, Suppressing Fire: Replace the first paragraph with “The active character unleashes a hail of firepower to force his opponents to take cover. This action requires a weapon capable of semi-automatic or fully automatic fire (see page 111, Rate of Fire). When Suppressing Fire is declared, the active character establishes a kill zone, which is any general area, such as a corridor or tree line, that encompasses a 30° (if the weapon is fired in semi-automatic mode) or 45° arc (if full automatic firing is used) in the direction the active character is facing. Then, as part of the Action the character fires a Full Auto or Semi-Auto Burst (as per the Full Auto and Semi-Auto Burst actions) and expends the appropriate ammo. All targets within the kill zone must make a Difficult (–10) Pinning test or become Pinned as per page 187. If the attacker fired a Full Auto burst, the Pinning test is Hard (–20) instead.”

Page 189, Fatigue: Replace the entire entry with the following:

FATIGUE

Not all injuries in DARK HERESY are lethal. Exhaustion, combat trauma, or swapping licks with bare fists can all leave a character battered but more or less intact. Fatigue represents the amount of non-lethal injury a character can take over the course of game play. Characters suffer Fatigue from certain types of attacks, Grappling, some Critical Effects, and other actions that push them beyond safe limits. Fatigue is measured in levels.

Any time a character gains or loses a level of Fatigue, he compares his new Fatigue level to his characteristic bonuses. Any characteristic with a bonus lower than the character’s current Fatigue level becomes “fatigued.” Fatigued characteristics affect the character in different ways depending on if the game is currently in narrative time or structured time:

Structured Time: A fatigued characteristic counts as half its normal value (rounded up) when the character wishes to perform an action that includes a test or use of that characteristic.

Narrative Time: Any time the character performs a task that includes a test of a fatigued characteristic, that task takes twice the normal time to attempt.

FATIGUE THRESHOLD

A character's Fatigue threshold is equal to his Toughness bonus and Willpower bonus added together. If a character's levels of Fatigue ever exceeds this threshold, the character passes out and is unconscious for 10-TB minutes; he awakes with his levels of Fatigue reverted to a number equal to his Toughness bonus. If a character's Fatigue ever exceeds double the amount of his Fatigue threshold, the character dies.

CHAPTER VIII: NARRATIVE TOOLS

Page 224, *Losing Influence*: Under *Sacrifice*, add the following to the bottom of the paragraph: "Note that in situations where no test is possible, this use of Influence cannot be made: the situation is beyond even the Acolyte's ability, or the item is impossible to acquire."

Page 245, *Using Fate Points*: Replace the first usage with "Re-roll a test once. The results of the re-roll are final."

Page 248, *Deathwatch Marine*: Replace *Astartes Bolt Pistol* damage with $1d10+9$, and replace *Astartes Chainsword* damage with $1d10+18$.

Page 249, *Eversor Assassin*: Replace total defence value for all hit locations with 10.

CHAPTER XI: THE GAME MASTER

CHAPTER XII: NPCs AND ADVERSARIES

Page 277, *Adeptus Arbiters Arbitrator*: Replace Skills with "Athletics (S), Awareness (Per) +10, Common Lore (Underworld) (Int) +20, Dodge (Ag), Inquiry (Fel) +10, Interrogation (WP) +10, Intimidate (S) +10"

Page 277, *Desoleum Bounty Hunter*: Replace Skills with "Athletics (S), Awareness (Per) +10, Common Lore (Underworld) (Int) +10, Deceive (Fel), Dodge (Ag) +10, Inquiry (Fel) +10, Interrogation (WP), Intimidate (S) +10, Scrutiny (Per), Survival (Per) +10"

Page 277, *Sanctioned Bondsman of the Oaths Involute*: Replace Skills with "Awareness (Per) +20, Common Lore (Underworld) (Int), Inquiry (Fel), Navigate (Int), Scrutiny (Per) +10, Tech-Use (Int)"

Page 278, *Crime Lord*: Replace Skills with "Charm (Fel) +10, Command (Fel) +10, Commerce (Int), Common Lore (Underworld) (Int) +20, Deceive (Fel) +20, Intimidate (S) +10, Scrutiny (Per) +20, Sleight of Hand (Ag)"

Page 278, *Desoleum Bondless Dealer*: Replace Skills with "Commerce (Int) +20, Common Lore (Underworld) (Int) +10, Deceive (Fel), Sleight of Hand (Ag), Tech-Use (Int)"

Page 279, *Insurrati Oiler*: Replace Skills with "Charm (Fel) +10, Commerce (Int), Common Lore (Underworld) (Int), Deceive (Fel) +10, Sleight of Hand (Ag), Tech-Use (Int)"

Page 294, *Warp-Priest*: Replace the talent *Constant Vigilance* (Intelligence) with *Constant Vigilance* (Perception).

Page 298, *Putricifex, Herald of Nurgle*: Replace the damage for the *Rotgifter Sword* with " $1d10+18^{10+SB}$ (I)"

CHAPTER XIII: SEEDS OF HERESY



FANTASY
FLIGHT
GAMES

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