

# ROGUE TRADER™

## THE SOUL REAVER



THE DARK KIN



# THE DARK KIN

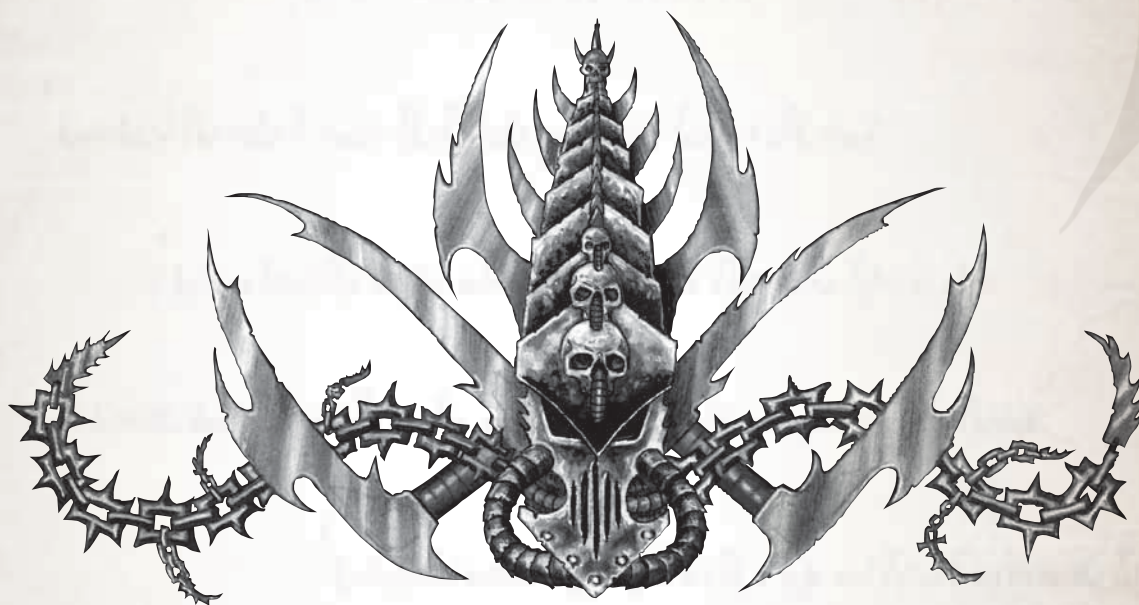
*"Power is available to anyone with the ambition to do whatever is necessary to grasp it, but only the cunning can survive it. What depths will you tread for power? How long do you think you can walk amidst its venomous barbs before reaching the end of your path?"*

—Archon Salaine Morn

This web-exclusive supplement to **THE SOUL REAVER** provides new options for Dark Eldar Explorers that players and Game Masters alike can use alongside the Kabalite Warrior Career Path featured in the main volume to explore new facets of the insidious Dark Eldar. This supplement requires a copy of the **ROGUE TRADER** Core Rulebook for use.

These new options include the Wych Career Path, for players who wish to take on the role of these elegant and brutal killers. Unlike Kabalite Warriors, who focus on inflicting suffering at range, Wyches are artists of the arena, melee combat specialists who do their dark work up close. To them, a dying breath is not a whisper heard from afar, but a billowing breeze that stirs around them each time they kill.

Further, it contains three Alternate Career Ranks to help players construct iconic Dark Eldar characters. The Skyterror is a master of aerial combat, the fiendish Fleshcrafter Disciple twists bodies into terrifying new forms, and the Incubus Initiate relentlessly pursues martial perfection. With these deadly tools in hand, we hope that players will go on to create unique Dark Eldar characters to overcome deadly challenges, reap vast and terrible rewards, and shake the Koronus Expanse to its very core.



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# WYCH CAREER PATH

*"Anything less than perfection is waste."*

—Anyalra, Succubus of the Cult of the Withered Blade

**T**hough the high towers of the Kabals may be the centres of political power in Dark Eldar society, the arenas of the Wych cults are the beating, bloody hearts of their settlements. As such, Wyches often hold places of



## STARTING SKILLS, TALENTS, TRAITS, & GEAR

**Dark Eldar:** The Wych Career uses the rules for Dark Eldar Explorers on pages 96-99 of *THE SOUL REAVER*.

**Starting Skills:** Acrobatics (Ag), Awareness (Per), Chem-Use (Int), Dodge (Ag), Silent Move (Ag), Speak Language (Eldar) (Int), Speak Language (Dark Eldar) (Int).

**Starting Talents:** Ambidextrous, Decadence, Disturbing Voice, Hard Target, Melee Weapon Training (Primitive, Universal), Thrown Weapon Training (Universal).

**Starting Traits:** Keen Senses, Non-Imperial, Matchless Grace, Power Through Pain, Speak Not Unto the Alien, Soul's Nemesis.

**Starting Gear:** Best Craftsmanship splinter pistol or Common Craftsmanship shardnet, Best Craftsmanship wychknife or Common Craftsmanship impaler or Common Craftsmanship razorflail, wychsuit, micro-bead, translator unit, gruesome trophy or kill-recorder, 2 doses of any one poison or 3 doses of any one combat drug, 2 Eldar plasma grenades.

prestige in Dark Eldar society, and the greatest of their champions, individuals like the fabled Lelith Hesperax, wield great power through the Kabals whose members patronize their circles of bloodshed. Still, first and foremost, each of these individuals is a killer of the highest calibre, and all other pursuits are secondary to refining the art of total lethality.

In the Nexus of Shadows, the greatest such arenas are the Shadowspine Pits, built by the Cult of the Withered Blade. The pits are perched above the vast, gaping maw of the ancient structure upon which the Nexus has spread like a cruel stain, and terrible spectacles of carnage and gore take place in the arenas daily to slake the endless thirst of masses of outcast Dark Eldar who reside in the Nexus of Shadows.

The Wyches of the Cult of the Withered Blade are the depraved performers who dance across this stage with utmost grace, effortlessly slaughtering all manner of exotic and deadly creatures and offering up their suffering to the others of their brutal and thirsty kin in attendance.

Wyches wield a staggering variety of arms that clearly demonstrate the twisted genius of the Dark Eldar weaponsmiths, from lashing chains of blades known as razorflails to cruel, tearing nets to the strange spiked gloves called hydra gauntlets. The Wyches of the Cult of the Withered Blade, however, frequently prefer the elegant simplicity of their knives. With these supremely honed edges, they can find gaps in any armour.

In the arena, the Wyches of the Withered Blade Cult are a stunning sight indeed, dreadful and enthralling as they weave between the blows of the deadliest enemies and disembowel with the most delicately efficient of cuts.



## RANK 1 WYCH CHARACTERISTIC ADVANCES

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	250	500	750	1000
Strength	250	500	750	1,000
Toughness	500	750	1,000	2,500
Agility	100	250	500	750
Intelligence	250	500	750	1,000
Perception	100	250	500	750
Willpower	500	750	1,000	2,500
Fellowship	250	500	750	1,000

## RANK 1 WYCH ADVANCES

Advance	Cost	Type	Prerequisites
Carouse	100	Skill	
Climb	200	Skill	
Common Lore (War)	200	Skill	
Deceive	200	Skill	
Pilot (Personal)	200	Skill	
Performer (Any One)	200	Skill	
Speak Language (High Gothic)	200	Skill	
Speak Language (Low Gothic)	200	Skill	
Tracking	200	Skill	
Ambidextrous	200	Talent	Ag 30
Quick Draw	200	Talent	
Resistance (Fear)	200	Talent	
Sound Constitution	200	Talent	
Takedown	200	Talent	
Exotic Weapon Training (Any Dark Eldar) x2	300	Talent	
Kabalite Weapon Training	300	Talent	Dark Eldar

## RANK 2 WYCH ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +10	100	Skill	Awareness
Trade (Voidfarer)	100	Skill	
Acrobatics +10	200	Skill	Acrobatics
Concealment	200	Skill	
Contortionist	200	Skill	
Deceive +10	200	Skill	Deceive
Dodge +10	200	Skill	Dodge
Interrogation	200	Skill	
Intimidate +10	200	Skill	Intimidate
Pilot (Personal) +10	200	Skill	Pilot (Personal)
Wrangling	200	Skill	
Leap Up	200	Talent	Ag 30
Nerves of Steel	200	Talent	
Rapid Reaction	200	Talent	Ag 40
Combat Master	200	Talent	WS 30
Sure Strike	200	Talent	WS 30
Exotic Weapon Training (Any Dark Eldar)	300	Talent	
Two-Weapon Wielder (Melee)	400	Talent	
Tormentor's Fury	500	Talent	Power Through Pain

## RANK 3 WYCH ADVANCES

Advance	Cost	Type	Prerequisites
Carouse +10	100	Skill	Carouse
Acrobatics +20	200	Skill	Acrobatics
Awareness +20	200	Skill	Awareness +10
Charm	200	Skill	
Chem-Use +10	200	Skill	Chem-Use
Contortionist +10	200	Skill	Contortionist
Forbidden Lore (Xenos)	200	Skill	
Interrogation +10	200	Skill	Interrogation
Intimidate +20	200	Skill	Intimidate +10
Silent Move +10	200	Skill	Silent Move
Trade (Chymist)	200	Skill	
Disarm	200	Talent	Ag 30
Pity the Weak	200	Talent	S 35, WP 35
Sound Constitution	200	Talent	
Dodge +20	300	Skill	Dodge +10
Medicae	300	Skill	
Scholastic Lore (Chymistry)	300	Skill	
Furious Assault	300	Talent	WS 35
Precise Blow	300	Talent	WS 40, Sure Strike
Unarmed Warrior	300	Talent	WS 35, Ag 35
Blademaster	300	Talent	WS 30, Melee Weapon Training
Assassin Strike	500	Talent	Ag 40, Acrobatics
Tormentor's Will	700	Talent	Power Through Pain



## RANK 4 WYCH ADVANCES

Advance	Cost	Type	Prerequisites
Carouse +20	100	Skill	Carouse +10
Common Lore (Dark Eldar) +10	200	Skill	Common Lore (War)
Common Lore (Koronus Expanse)	200	Skill	
Common Lore (Imperium)	200	Skill	
Inquiry	200	Skill	
Command	200	Skill	Command
Navigation (Surface)	200	Skill	
Performer (Any One) +10	200	Skill	Performer (Any One)
Double Team	200	Talent	
Resistance (Psychic Techniques)	200	Talent	
Charm +10	300	Skill	Charm
Survival	300	Skill	
Cruelty	300	Talent	Pity the Weak, WS 40
Exotic Weapon Training (Any) x2	500	Talent	
Bloodtracker	300	Talent	
Sound Constitution	300	Talent	
Two-Weapon Wielder (Ballistic)	300	Talent	
Lightning Reflexes	400	Talent	
Step Aside	400	Talent	Ag 40, Dodge
Hip Shooting	500	Talent	BS 40, Ag 40
Swift Attack	500	Talent	WS 35
Tormentor's Might	750	Talent	Power Through Pain



## RANK 5 WYCH ADVANCES

Advance	Cost	Type	Prerequisites
Climb +10	100	Skill	Climb
Trade (Chymist) +10	100	Skill	Trade (Chymist)
Trade (Voidfarer) +10	100	Skill	Trade (Voidfarer)
Charm +20	200	Skill	Charm +10
Common Lore (Dark Eldar) +20	200	Skill	Common Lore (Dark Eldar) +10
Concealment +10	200	Skill	Concealment
Literacy	200	Skill	
Tracking +10	200	Skill	Tracking
Forbidden Lore (Webway)	300	Skill	Forbidden Lore (Webway)
Interrogate +10	300	Skill	Interrogate
Medicae +10	300	Skill	Medicae
Navigation (Webway)	300	Skill	
Sound Constitution	300	Talent	
Resistance (Psychic Techniques)	400	Talent	
Crippling Strike	500	Talent	WS 50
Dual Strike	500	Talent	Ag 40, Two Weapon Wielder (Melee)
Exotic Weapon Training (Any)	500	Talent	
Deadeye Shot	500	Talent	BS 35
Surgical Precision	500	Talent	Medicae, Int 30
Unarmed Master	500	Talent	WS 45, Ag 40, Unarmed Warrior
Lightning Attack	1000	Talent	Swift Attack



## RANK 6 WYCH ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Koronus Expanse) +10	200	Skill	Common Lore (Koronus Expanse)
Common Lore (Imperium) +10	200	Skill	Common Lore (Imperium)
Forbidden Lore (Webway) +10	200	Skill	
Forbidden Lore (The Warp)	200	Skill	
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Navigation (Surface) +10	200	Skill	Navigation (Surface)
Drive (Skimmer)	200	Skill	
Scholastic Lore (Beasts)	200	Skill	Scholastic Lore (Beasts)
Scholastic Lore (Chymistry) +10	200	Skill	Scholastic Lore (Chymistry)
Tech-Use	200	Skill	
Inquiry +10	300	Skill	Inquiry
Interrogate +20	300	Skill	Interrogate +10
Medicae +20	300	Skill	Medicae +10
Counter-Attack	300	Talent	WS 40
Crushing Blow	500	Talent	S 40
Delicate Lethality†	500	Talent	WS 40, Unarmed Warrior
Exotic Weapon Training (Any)	500	Talent	
Iron Discipline	500	Talent	WP 30, Command
Sharpshooter	500	Talent	BS 40, Deadeye Shot
Siphon Pain	500	Talent	Power Through Pain, Corruption 10+
Wall of Steel	600	Talent	Ag 35
Tormentor's Majesty	750	Talent	Power Through Pain

† This Talent, usually reserved for NPCs, is described on page 124 of **THE SOUL REAVER**.

## RANK 7 WYCH ADVANCES

Advance	Cost	Type	Prerequisites
Carouse +20	100	Skill	Carouse +10
Climb +20	100	Skill	Climb +10
Acrobatics +20	200	Skill	Acrobatics +10
Command +20	200	Skill	Command +10
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Drive (Skimmer) +10	200	Skill	Drive (Skimmer)
Literacy +20	200	Skill	Literacy +10
Navigation (Surface) +20	200	Skill	Navigation (Surface) +10
Silent Move +20	200	Skill	Silent Move +10
Talented (Acrobatics)	200	Talent	
Concealment +20	300	Skill	Concealment +10
Navigation (Webway) +10	300	Skill	Navigation (Webway)
Pilot (Personal) +20	300	Skill	Pilot (Personal) +10
Psyniscience	300	Skill	
Scholastic Lore (Chymistry) +20	300	Skill	Scholastic Lore (Chymistry) +10
Resistance (Heat)	400	Talent	
Resistance (Cold)	400	Talent	
Dual Shot	500	Talent	Ag 40, Two-Weapon Wielder (Ballistic)
Exotic Weapon Training (Any)	500	Talent	
Gunslinger	500	Talent	BS 40, Two Weapon Wielder (Ballistic)
Tormentor's Vigour	1000	Talent	Power Through Pain
Unnatural Agility (x3)	1000	Trait	WS 45, Ag 40, Unarmed Warrior

## RANK 8 WYCH ADVANCES

Advance	Cost	Type	Prerequisites
Trade (Chymist) +20	100	Skill	Trade (Chymist) +10
Trade (Voidfarer) +20	100	Skill	Trade (Voidfarer) +10
Common Lore (Imperium) +20	200	Skill	Common Lore (Imperium) +10
Common Lore (Koronus Expanse) +20	200	Skill	Common Lore (Koronus Expanse) +10
Drive (Skimmer) +20	200	Skill	Drive (Skimmer) +10
Forbidden Lore (Psykers) +10	200	Skill	Forbidden Lore (Psykers)
Forbidden Lore (Psykers) +20	200	Skill	Forbidden Lore (Psykers)
Forbidden Lore (The Warp) +10	200	Skill	Forbidden Lore (The Warp)
Forbidden Lore (The Warp) +20	200	Skill	Forbidden Lore (The Warp) +10
Scholastic Lore (Beasts) +10	200	Skill	Scholastic Lore (Beasts)
Survival +10	200	Skill	Survival
Wrangling +10	200	Skill	Wrangling
Sound Constitution	300	Talent	
Security	400	Skill	
Tech-Use +10	400	Skill	Tech-Use
Talented (Dodge)	400	Talent	
Agony From Afar	500	Talent	Deadeye Shot, Per 45, Power Through Pain
Exotic Weapon Training (Any) x2	500	Talent	
Into the Jaws of Hell	500	Talent	Iron Discipline
Whispers	500	Talent	Int 45, Fel 35
Disciple of Shaimesh	750	Talent	Chem-Use +20, Scholastic Lore (Chymistry) +20
Strong Minded	750	Talent	WP 30, Resistance (Psychic Techniques)
Tormentor's Supremacy	1000	Talent	Power Through Pain, Tormentor's Vigour



# SKYTERROR

*"Kill in a single pass, without slowing, without hesitation. Relish knowing that your foe is dead before he does."*

—Idris Cwn'Anwn, Dark Eldar Mercenary

The Eldar claim to have mastered the subtle nuances of gravity long before humanity mastered bipedal motion. Regardless of any truth or falsehood behind this assertion, the Eldar have danced on the wind since before their empire collapsed in a horrific pit of its own decadence.

The Dark Kin of Commorragh turn their mastery of gravity to the wickedest of ends, much as they do with all of their eldritch knowledge, twisting this apparent miracle for their sadistic purposes until sheer terror overshadows any awe it might inspire in onlookers.

The Dark Eldar particular revel in flying at a mad pace, slaughtering fleeing prey and their rivals alike, and they can be found mocking the feeble grip of gravity all across the Nexus of Shadows.

The bladed towers of this Dark Eldar haven in the Koronus Expanse Webway are haunted by countless gangs of Hellions, feral and vicious Dark Eldar who spurn the authority of the Kabals to ride the bloody draughts that blow between the Bonespires and around the Palace of the Archon. Their bladed skyboards carry these killers from place to place, where they seek new thrills and new torments. Though they reject the hierarchy of Dark Eldar society, these anarchic killers still ascribe to its most basic tenets; those swift and savage enough to claim victory prize it from the spattered corpses of their foes.

There are others still in the Nexus of Shadows who put a premium on high-velocity murder. Reaver pilots swirl around the Shadowspine Pits on their shrieking jetbikes, showering the arenas of the Cult of the Withered Blade and their occupants with gore from their own aerial battles. These heedless riders can guide their artificial mounts with unfathomable precision, severing the limbs or even slitting the arteries of dumbfounded foes who find themselves dismantled and drowning in gouts of their own blood before the pain even sets in.

The most talented and depraved of these pilots go on to pilot the terrors known as Razorwing fighters. Named after the swift, voracious avians that sometimes accompany Dark

Eldar Beastmasters onto the field of battle, these sleek vessels are move with a deadly grace, spreading pain and terror in their wake.

Dark Eldar voidships function in much the same way, but on a far grander scale, slipping through the void, silent and unseen until it is far too late for their hapless prey to retreat. The pilots of these craft have been known to perform manoeuvres that would tear an Imperial vessel in half, practically dancing between monstrous shells in the tempest from a group of macrobatteries to dart in, delivering crippling strikes and savage boarders alike. Shrouded by fields of utter darkness, these ships come from nowhere and return just as quickly, seeming to blink into existence only long enough to wreak terrible harm upon their victims. In this way, their vessels have been known to

bleed giants to death, slowly shearing apart the defences of even the most formidable voidships before leaving their crippled husks to die from a death of ten thousand cuts.





## SKYTERROR ADVANCES

Advance	Cost	Type	Prerequisites
Trade (Voidfarer)	100	Skill	
Common Lore (Dark Eldar) +10	200	Skill	Common Lore (Dark Eldar)
Deceive +10	200	Skill	Deceive
Dodge +10	200	Skill	Dodge
Drive (Skimmer)	200	Skill	
Intimidate +10	200	Skill	Intimidate
Pilot (Flyers)	200	Skill	
Pilot (Personal) +10	200	Skill	Pilot (Personal)
Pilot (Spacecraft)	200	Skill	
Leap Up	200	Talent	Ag 30
Nerves of Steel	200	Talent	
Peer (Underworld)	200	Talent	
Rapid Reaction	200	Talent	Ag 40
Exotic Weapon Training (Any Dark Eldar)	300	Talent	
Drive (Skimmer) +10	300	Skill	
Pilot (Personal) +20	300	Skill	Pilot (Personal) +10
Passing Slash	300	Talent	WS 35, Pilot (Any One)
Sure Strike	400	Talent	WS 30
Arterial Strike	500	Talent	WS 40, Passing Slash
Combat Master	500	Talent	WS 30
Talented (Pilot (Any One))	600	Talent	
Talented (Drive (Skimmer))	600	Talent	
Hotshot Pilot	750	Talent	Pilot Skill (Any One), Ag 40

Despite their relentless savagery, Dark Eldar warriors do occasionally serve in the company of Rogue Traders. Though only the most audacious of Rogue Traders openly employ xenos, let alone the callous and treacherous Eldar, those who do find themselves in command of Dark Eldar mercenaries quickly learn to value the swift wits and swifter reflexes of their sinister subordinates. On the surface of alien worlds, in strange skies, and even in the deep void, the Dark Eldar practice their killing art with equal grace. And so long as a Rogue Trader can pay the great and terrible toll the Dark Eldar demand and direct their fickle attentions elsewhere, he finds their thirsty blades at his side—and not in his back.

**Required Careers:** Any Dark Eldar

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

**Requirements:** Ag 35, Pilot (Any One)

**Other Requirements:** The Explorer must have the chance to hone his skills as a pilot of Dark Eldar craft. This could have been amidst the Hellion gangs who haunt the spires of Dark Eldar settlements, the Reaver jebike riders whose deadly chases swirl around the arenas, or even the elite pilots who guide the deadly Dark Eldar transports across the battlefield or their eldritch voidships through the Webway on their way to raid vulnerable worlds.

## PASSING SLASH (TALENT)

**Prerequisites:** WS 35, Pilot (Any One)

This warrior has studied the high-speed kill through exhaustive personal experience, and slows for nothing—least of all his hapless foes!

Once per Round, when the Explorer flies within 1 metre of a foe as part of a Full Move Action, he may make a **Difficult (–10) Pilot Personal Test** (or a **Hard (–20 Drive (Skimmer) Test** if he is driving an appropriate vehicle with the Open-Topped Trait). If he succeeds, he may make a melee Standard Attack Action against the target as a Free Action. He gains a +1 bonus to Damage on the attack for every two Degrees of Success he scored on the Pilot (Personal) or Drive (Skimmer) Test.

## ARTERIAL STRIKE (TALENT)

**Prerequisites:** WS 40, Passing Slash

There is more to slaying the lesser creatures than raw velocity and power, and this character has mastered not just the brute technique but the delicate art of killing this way.

The Explorer may make a melee Called Shot Attack Action in place of the Standard Attack Action when making an attack with the Passing Slash Talent.



# FLESHCRAFTER DISCIPLE

*"Knowledge is valuable, yes, but you can't teach inspiration. You have to find it yourself. You have to tear it out, bloody and thrashing. And once you do—once it's in your grip—you can start to create something truly worthwhile."*

—Haemonculus Anasta Skaein

The Dark Eldar see the art of manipulating as they see everything else; it is a thing to be mastered utterly, so that it can be used in the most depraved ways imaginable to assuage the Prince of Excess' eternal gnawing at their haggard and worn souls. The body is ultimately disposable to the Dark Eldar—the Haemonculi in their shadowy pits long-ago conquered death. But nothing in their power can overcome the grip of Slaanesh upon their immortal essence. Nor is it the pain of the body that they crave in others, for such corporeal torment is shallow and unsatisfying. Nothing less than wracking the very soul of another brings the Dark Eldar a modicum of relief.

Still, the soul is most easily reached through the body, and so the Dark Eldar have turned aeons of knowledge, from before the Fall of the Eldar and beyond it, towards their deplorable studies. Physiology is a plaything to these creatures, to be manipulated, twisted, and subverted as they see fit.

Some Dark Eldar approach this path by becoming Wracks, wretched creatures who turn themselves over to the dreaded Haemonculi for experimentation. They do so in the hopes of finding an end to the eternal corrosion of their spirits, though none can say if they ever succeed, for their twisted forms are inscrutable and horrific. Wracks serve as the assistants to the Haemonculi, acting as the hands of their masters, who rarely deign to bloody their own hands in mundane toil over unfortunate victims. Some whisper that the greatest of Wracks, whose inspiration and depravity begins to rival that of their superiors, in fact become Haemonculi, but none can say if it is true or not. The Haemonculi, after all, have no room for servants who do not obey in their laboratory domains.

The deadly and beautiful Lhamaeans also master the art of the body, and these courtiers can be found in the inner circles of many powerful Archons. Unlike the Haemonculi, who explore a dark myriad of arcane sciences in the dark recesses beneath Dark Eldar holdings, their focus is clear; Lhamaeans are masters of intrigue and poison, their tongues and their blades both carrying wicked venoms equally capable of destroying any who stand in their way. Trained in the school of Shaimesh, deity of poisons, they stand as peerless masters of their craft.

Finally, the Haemonculi themselves are perhaps the greatest and certainly the most debased of those who study the fleshcrafter's art. Their poisons can dismantle a foe at a cellular level, wreaking miniscule and debilitating harm wherever it passes. Their knowledge of anatomy is unparalleled, and with a blow they can break bones, rend organs, and tear muscle in a perfect pattern that leads to the slowest, most agonising possible death. Who can say for certain what pit these creatures emerged from, what part of the Dark Eldar mind gave birth to such horror? What is certain is that they are here to stay, and that the flames of their mad desire can never be quenched, no matter how deep they wade into seas of blood, ichor, and bile.





## FLESHCRAFTER DISCIPLE ADVANCES

Advance	Cost	Type	Prerequisites
Tech-Use	100	Skill	
Trade (Armourer)	100	Skill	
Trade (Armourer) +10	100	Skill	Trade (Armourer)
Trade (Chymist) +10	100	Skill	Trade (Chymist)
Trade (Chymist) +20	200	Skill	Trade (Chymist) +10
Intimidate +20	200	Skill	Intimidate +10
Medicae +10	200	Skill	Medicae
Medicae +20	200	Skill	Medicae +10
Orthoproxy	200	Talent	
Pity the Weak	200	Talent	S 35, WP 35
Resistance (Psychic Techniques)	200	Talent	
Siphon Pain	200	Talent	Power Through Pain, Corruption 10+
Forbidden Lore (Webway)	300	Skill	
Tech-Use +10	300	Skill	Tech-Use
Tech-Use +20	300	Skill	Tech-Use +10
Exotic Weapon Training (Any Dark Eldar)	300	Talent	
Sound Constitution x4	300	Talent	
Surgical Precision	400	Talent	Int 40, Medicae
Crushing Blow	500	Talent	S 40
Duty Unto Death	500	Talent	WP 40
Infused Knowledge	500	Talent	Int 40
Master Surgeon	500	Talent	Medicae +10
Tormentor's Inspiration	500	Talent	Power Through Pain, Surgical Precision
Two-Weapon Wielder (Melee)	500	Talent	WS 35, Ag 35
Tormented Physique	900	Trait	Power Through Pain, Corruption 30+
Multiple Arms	1000	Trait	Tormented Physique, Corruption 35+

**Required Careers:** Any Dark Eldar

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

**Requirements:** Int 40, Medicae, Trade (Chymist)

**Other Requirements:** The Explorer must have had the opportunity to train in the Dark Eldar ways of the fleshcrafter, the poisoner, and the alchemist, and learned to wield the double-edged scalpel of depraved healing and exquisite harm that comes with starting down this dark and twisted path.

## TORMENTOR'S INSPIRATION (TALENT)

**Prerequisites:** Power Through Pain, Surgical Precision  
Madness has entirely consumed this Dark Eldar's mind, and of this insanity comes a brilliance unparalleled in its acuity and depravity.

Whenever this Explorer gains a Pain Token, he gains a +10 bonus to the next Intelligence-based Test that he makes before the end of his next Turn.

Once during an encounter in which he has gained three or more Pain Tokens, the Explorer may spend a Fate Point. If he does, he gains the Unnatural Intelligence (x2) Trait until the end of the encounter.

## TORMENTED PHYSIQUE (TRAIT)

**Prerequisites:** Dark Eldar, Corruption 30+

This twisted creature has gone to lengths even others of its depraved kin deem mad, twisting its body through atrocious augmentations in pursuit of new pleasure and pain. Even the fleshcrafted horrors that this wretched and wracked terror has inflicted on itself, however, do not truly give form to the abomination of a soul that resides within, and so it ever seeks to create new and more monstrous things.

The Explorer gains the Natural Armour (2) Trait, the Toxic Trait, becomes immune to the effects of diseases, poisons, toxic effects, and gains no benefit from combat drugs of any sort. Additionally, the Explorer gains one additional Vile Pleasure (see page 99 of *THE SOUL REAPER*) of his choice (he can still only gain a single Pain Token per Action or non-Action event, except as dictated by individual Vile Pleasures).



# INCUBUS INITIATE

*"Why do I fight? A foolish question. Over centuries of battle, I have flensed away all but conflict itself. I fight because war is all that I am."*

—Incubus Valstran Doomblade

Incubi are warriors first, last, and only, killers who dedicate themselves to this side of violence so thoroughly that they eschew the intrigues and politics of their dark brethren. Under the Hierarchs who rule the temples at which they train, Incubi lead lives of brutal asceticism, denying themselves all else as they sharpen their skills and their discipline. It is said that alone amongst the Dark Eldar, the Incubi can be trusted to keep their word to the end, so bound are they by their unrelenting code.

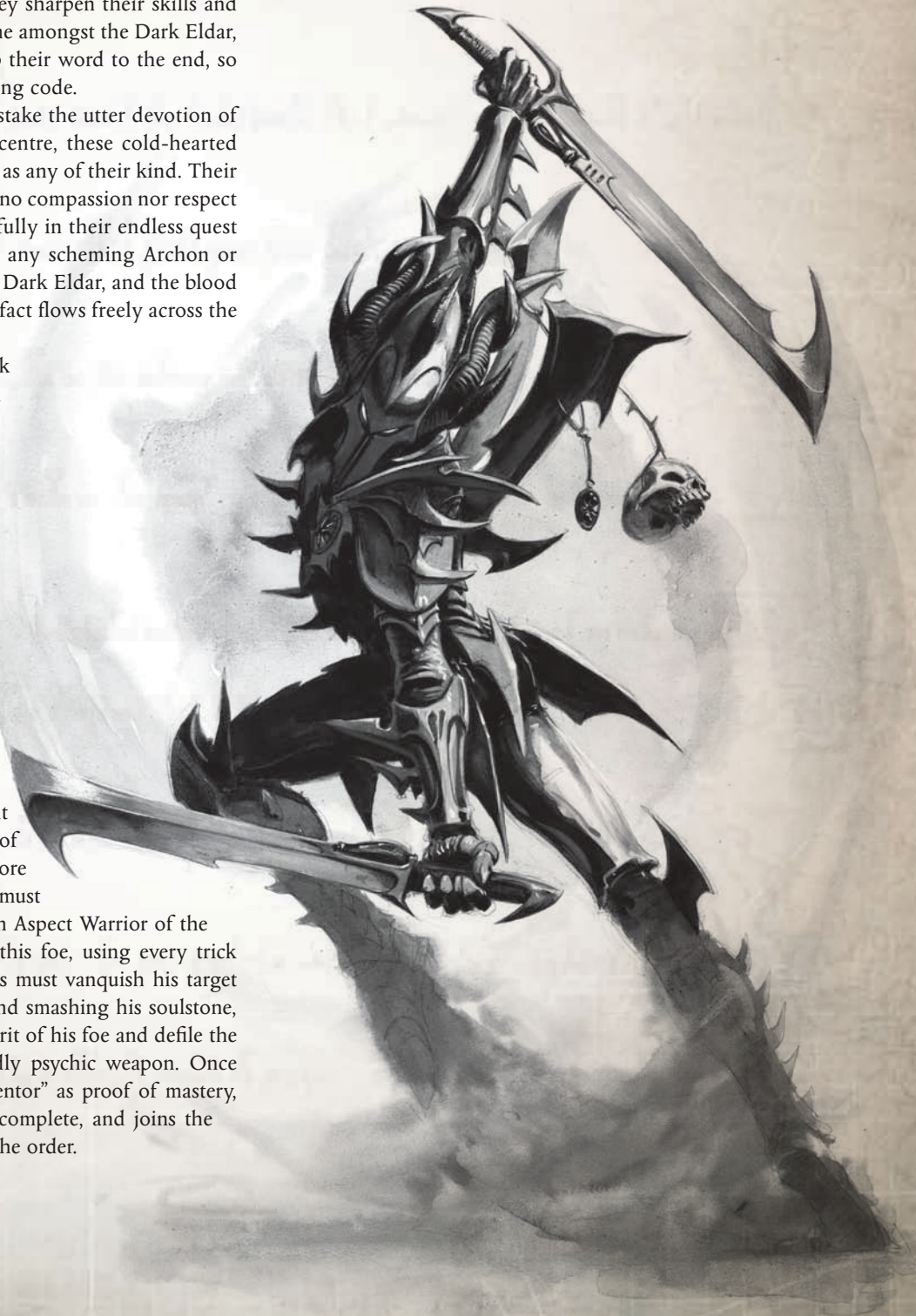
Though an outsider might mistake the utter devotion of the Incubi for piety or a moral centre, these cold-hearted killers spurn such things as much as any of their kind. Their honour is heartless, and they feel no compassion nor respect for the foes they butcher so skillfully in their endless quest for perfection. They, as much as any scheming Archon or depraved Haemonculus, are truly Dark Eldar, and the blood of those who have forgotten this fact flows freely across the pages of history.

To become an Incubus, a Dark Eldar must walk a razor path that few survive, overcoming terrible trials. He must claim his own life time and time again, slaughtering other trainees before the iron statues of Khaine, the Eldar god of war, that adorn each of obsidian shrine. After slashing through the countless ranks of aspirants, an Incubus must win his place in the temple by taking the life of a senior warrior, a full Incubus, whose armour he can claim in savage battle.

Even this accomplishment merely marks a new stage of training. After besting a more experienced Incubus, the aspirant must seek out an equally deadly foe: an Aspect Warrior of the Craftworld Eldar. After hunting this foe, using every trick that he has mastered, the Incubus must vanquish his target utterly, defeating him in a duel and smashing his soulstone, that he may take the shattered spirit of his foe and defile the gem that contains it into a deadly psychic weapon. Once equipped with a so-called "tormentor" as proof of mastery, an Incubus is finally considered complete, and joins the ranks of the veteran killers of the order.

Incubi traditionally wield great two-handed swords called klaives, which they see as the pinnacle of weaponry. Only the greatest among them, warriors who bear the rank of Klaivex, wield the deadly weapons known as demiklaives, paired versions of the klaive that can be joined together into a massive and devastating greatsword.

These warriors stand as far above their subordinates as an Incubus stands above the common rabble. Such is their skill that some who have witnessed them in battle claim that they must possess some mystical powers. Of course, few have seen their deadly talents put to use and survived.





## INCUBUS EXOTIC WEAPONS

Name	Class	Range	RoF	Damage	Pen	Clip	Rld	Special	wt	Availability
Klaive†	Melee	—	—	1d10+8 E	8	—	—	Power Field	9 kg	Near Unique
Demiklaive	Melee	—	—	1d10+4 E	8	—	—	Power Field, Linked††	9 kg	Unique
††Linked Demiklaives†	Melee	—	—	1d10+12 E	8	—	—	Power Field, Unwieldy	18 kg	Unique
Bloodstone	Basic	10m	S/—/—	1d10+3 E	7	N/A	N/A	Flame, Reliable	3 kg	Unique

† These weapons must be wielded in two hands.

## INCUBUS INITIATE ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (War) +10	200	Skill	Common Lore (War)
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Blind Fighting	200	Talent	Per 30
Chem Geld	200	Talent	
Counter-Attack	200	Talent	WS 40
Furious Assault	200	Talent	WS 35
Berserk Charge	300	Talent	
Blademaster	300	Talent	WS 30, Melee Weapon Training
Crushing Blow	300	Talent	S 40
Dual Strike	300	Talent	Ag 40, Two-Weapon Wielder (Melee)
Frenzy	300	Talent	
Battle Rage	400	Talent	Frenzy
Wall of Steel	400	Talent	Ag 35
Exotic Weapon Training (Klaive)	500	Talent	WS 50
Iron Jaw	500	Talent	T 40
Master Duellist	500	Talent	WS 40, Wall of Steel
Siphon Pain	500	Talent	Power Through Pain, Corruption 10+
True Grit	500	Talent	T 40
Exotic Weapon Training (Bloodstone)	600	Talent	WP 40
Exotic Weapon Training (Demiklaives)	600	Talent	WS 55
Lightning Attack	600	Talent	Swift Attack
Tormentor's Majesty	750	Talent	Power Through Pain
Murderous Onslaught	1000	Talent	WS 50, Battle Rage, Blademaster, Frenzy

**Required Careers:** Any Dark Eldar

**Alternate Rank:** Rank 6 or higher (21,000 xp)

**Requirements:** WS 45, WP 35

**Other Requirements:** The Explorer must have had the chance to train in the arts of the Incubi, usually at one of their obsidian shrines in the Webway cities of the Dark Eldar.

### MASTER DUELLIST (Talent)

**Prerequisites:** WS 40, Wall of Steel

This warrior has survived countless duels to the death and learned the bitter lessons that only such battles can teach, finding victory in the spattered blood of the vanquished.

Once per Round, when the Explorer successfully Parries a foe's attack, he may make an Opposed Weapon Skill Test against that enemy. If he wins the Opposed Test, his foe suffers a –10 penalty on all Weapon Skill Tests to Parry the Explorer's Attacks or Attack the Explorer until the end of the next Round. If the Explorer wins by four or more Degrees of Success, he disarms his opponent, forcing him to drop the weapon he used to attack.

### MURDEROUS ONSLAUGHT (Talent)

**Prerequisites:** WS 45, Battle Rage, Blademaster, Frenzy  
This Explorer descends into a cold fury in battle, his mind finding a state of dissonant clarity and savage precision in the storm of bloodshed that swells around him.

The Explorer may enter a Frenzy as a Free Action when making a Charge Action. Whenever the Explorer hits with a Melee Attack while Frenzied, he may spend a Pain Token. If he does, he may use any of the following Actions while Frenzied until the end of his next Turn (instead of being limited to only All-Out Attack and advancing towards the nearest foe): Aim, Called Shot, Charge, Dual Strike, Feint, Manoeuvre, Stun, and Swift Attack.