

DARK HERESY 2ND EDITION

BETA UPDATE #3

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

CHAPTER I: PLAYING THE GAME

CHAPTER II: CHARACTER CREATION

Page 18, Fate Threshold: Replace the entry for Fate Threshold with “A value representing the starting fate threshold of all characters from this home world. A character starts with a threshold equal the listed value, but has a chance at gaining the “Emperor’s Blessing” and increasing the value by 1. The player rolls 1d10, and compares the result to the Emperor’s Blessing value on their home world. If the result is equal to or higher than the listed value, the character increases his fate threshold by 1.”

Page 20, Feral World Rules: Replace the Fate Threshold entry with “2 (Emperor’s Blessing 3+).”

Replace the Home World Bonus entry with “Feral world characters start the game with the Heightened Senses talent. They may choose any one of the focusses for this talent.”

Page 22, Forge World Rules: Replace the Fate Threshold entry with “3 (Emperor’s Blessing 8+).”

Page 23, Highborn Rules: Replace the Fate Threshold entry with “4 (Emperor’s Blessing 10+).”

Page 25, Hive World Rules: Replace the Fate Threshold entry with “2 (Emperor’s Blessing 9+).”

Page 26, Shrine World Rules: Replace the Fate Threshold entry with “3 (Emperor’s Blessing 6+).”

Page 28, Voidborn Rules: Replace the Fate Threshold entry with “3 (Emperor’s Blessing 3+).”

Page 30, Starting Equipment: Add the following to the end of the Starting Equipment entry “All weapons listed in starting equipment come with two clips of the standard ammunition for that weapon.”

Page 31, Adeptus Administratum: Add “Charm” to the Adeptus Administratum Starting Skills.

Add “Specialist (choose one)” to the Adeptus Administratum Starting Talents.

Replace the entry for the Adeptus Administratum Background Bonus with “Adeptus Administratum characters count the availability of all equipment as 10 higher.”

Page 34, Adeptus Astra Telepathica: Replace Starting Talents with “Cold Hearted, Resistance (Psychic Powers), Specialist (Adeptus Astra Telepathica), Weapon Training (Las), Weapon Training (Low-Tech).”

Replace the Background Bonus entry with “When the character or an ally within 10 metres triggers psychic phenomenon and must roll on a perils of the Warp table, the Astra Telepathica character can spend 1 fate point to have the rolling character roll 1d10 instead of the normal 2d10.”

Page 36, Adeptus Mechanicus: Remove “Commerce” from the Adeptus Mechanicus Starting Skills.

Remove “micro-bead” from the Adeptus Mechanicus Starting Equipment.

Replace the entry for the Adeptus Mechanicus Background Bonus with “Adeptus Mechanicus characters count the availability of all cybernetics as 20 higher.”

Page 37, Adeptus Ministorum: Replace servo-skull (utility) with servo skull (laud hailer).

Page 43, Assassin Special Rules: Add the following after the first sentence of the Manoeuvre action “This movement counts as a movement action for the purpose of triggering the Disruptive Blow action for characters other than the Assassin.”

Page 46, Table 2–4: Chirurgeon Characteristic Costs: Replace the Experience Modifier entry for Strength in **Table 2–4: Chirurgeon Characteristic Costs** with “150.” Replace the Experience Modifier entry for Agility in **Table 2–4: Chirurgeon Characteristic Costs** with “100.”

Page 51, Mystic Special Rules: Replace the first sentence with “Mystic characters start the game with the Sanctioned trait and the Psyker elite advance.”

Page 59, Skills Cost: Replace the last sentence of the Skills cost section with “For example, if raising a skill from rank 2 to 3, and the modifier is 150, the total cost would be 300 (2 x 150).”

CHAPTER III: SKILLS

Page 81, Dodge: Remove “using a ranged weapon” from the first sentence of the Use entry.

Page 86, First Aid: Replace the Average Time entry with “4 AP.”

Replace the Use entry with “A character can make a Medicae (A) test on a character who has been wounded in the last ten minutes to perform first aid on that character’s wounds, quickly attempting to lessen the immediate damage from a lasgun blast or chainsword cut. If he succeeds, the character can either remove a single normal wound from the character, or change a single critical wound into a normal wound. This does not remove any wound effects applied by the wound unless the effect specifies that it is removed when it is healed.”

Replace the Re-attempt entry with “First aid cannot be re-attempted on the same character unless that character suffers a new wound, and can only be attempted on a character who has suffered a wound in the last ten minutes.”

Page 93, Sleight of Hand: Replace second line with “Average Time: 1 AP.”

CHAPTER IV: TALENTS AND TRAITS

Page 98, Counter-Attack: Replace “Parting Blow” with “Disruptive Blow.”

Page 98, Nimble: Add the following to the end of the Effect entry “Anything that would affect the character’s Toughness bonus in relation to calculating defence values (such as the Felling weapon quality) affects the character’s Agility bonus instead.”

Page 99, Step Aside: Replace “Parting Blow” with “Disruptive Blow”

Page 100, Coordinated Interrogation: Replace the Experience Cost entry with “200xp.”

Page 101, Keen Intuition: Replace the Effect entry with “Once per encounter, after failing an Observe skill test, the character can re-attempt the test with a –10 modifier on each new attempt.”

Page 104, Takedown: Replace the Use section of the Takedown action with “On the character’s next melee attack made this turn, his rate of attack cannot exceed 1. The weapon being used to make the attack gains the Concussive (0) quality for that attack, and if the target fails the test imposed by Concussive quality, the target becomes prone in addition to other effects. If the weapon already has the Concussive quality, it increases its Concussive value by 1 for that attack instead.”

Page 104, Thunder Charge: Replace “Parting Blow” with “Disruptive Blow”

Page 105, Bastion of Iron Will: Replace the Prerequisite entry with “Willpower 60.”

Page 105, Strong Minded: Replace the Prerequisite entry with “Willpower 55.”

Page 106, Mental Fortitude Tree: Switch the locations of Bastion of Iron Will and Strong Minded.

Page 106, Warp Lock: Replace the last sentence under Effect with “For determining the psychic phenomenon though it counts as being at the regular level.”

Page 107, Preternatural Speed: Replace the Effect entry with “The character counts his Agility bonus as one higher for the purpose of determining movement distances.”

Page 111, Bulging Biceps: Replace the first sentence of the Effect entry for Bulging Biceps with “The character only suffers a –10 penalty to firing an unbraced heavy weapon, instead of the normal –20.”

Page 112, Marksman: Replace the last sentence of the Effect entry with “If he does so, the attack test suffers a –10 penalty.”

Page 112, Overwatch: Add the following to the end of the Overwatch action “If Overwatch is used in narrative time, it is treated as if 4 action points were spent to activate it.”

Page 113, Suppressive Fire: Replace the Effect entry with “When the character performs a Ranged Attack action as the result of triggering the Overwatch action, all targets of the attack must immediately make a Fear (Cowering) test.”

Page 116, Into the Jaws of Hell: Replace the first sentence of the Effect entry with “All characters within 20 metres of the character gain +10 to all tests made to resist Fear.”

Page 118, Luminen Arc: Replace “Sapping” with “Sapping (1)”

Page 118, Luminen Blast: Replace “Sapping” with “Sapping (1)”

Page 119, Luminen Shock: Replace “Sapping” with “Sapping (1)”

Page 119, Technology Talent Tree: Replace Prosanguine xp cost with 600xp.

Replace Omnissiah’s Blessing xp cost with 400xp.

Page 119, Technology Talents Tree: Luminen Arc should state 400xp, not 600xp.

Page 119, Technology Talents, Maglev Grace: Replace the first sentence with “The character can gain the Flyer (2) trait for a number of minutes equal to $1d10 + \text{his Toughness bonus}$.

Page 119, Technology Talents Tree, Maglev Grace: Replace the tree entry description with “Gain Flyer (2) trait.”

Page 121, Blade Dancer: Remove the Blade Dancer talent.

Page 121, Gunslinger: Remove the Gunslinger talent.

Page 121, Dual Wielder: Add the following entry before Hatred:

DUAL WIELDER

Experience Cost: 600xp

Prerequisites: Ballistic Skill 45 or Weapon Skill 45

Effect: When wielding two weapons, the character does not suffer the –20 penalty to his second attack test made in the same turn.

Page 124, Weapon Training: Change the experience cost of the Weapon Training talent to 300xp.

Page 126, Daemonic: Replace the last sentence with “This force field is ignored by psychic powers, other creatures with this trait, or activated Force weapons.”

Page 127, Fear: Add “Fear” trait title above “The galaxy is filled with horrifying entities that constantly test the resolve of those who dare to oppose them.”

Page 127, Fear: Under “Effect” replace the last sentence in the first paragraph with “For more information on fear, see page 250.”

Page 128, From Beyond: Remove “pinning” from the list of immunities in the Effect entry.

CHAPTER V: ARMOURY

Page 134, Felling: Delete the “(X)” from the title. This weapon quality does not scale.

Page 134, Flame (X): Replace the last sentence with “If the target fails this test, he gains the Burning (3 x X) condition.”

Page 134, Flexible: Add the following to the end of the Flexible entry “However, Evade (WS) tests cannot be made with this weapon to deflect incoming attacks.”

Page 136, Melta: Replace the last sentence with “When fired at a target within half the range of the weapon or used in melee, the penetration value of the weapon counts as twice the normal value.”

Page 136, Overcharge: Add “(X)” to the overcharge title. Replace the second-to-last sentence in Overcharge with “When in standard mode, the weapon uses its normal profile; when in overcharge mode, the weapon deals +X damage but gains the Single-shot quality and expends twice the amount of ammunition it normally expends per shot if the weapon uses ammunition.”

Page 136, Piercing: Delete the Piercing weapon quality.

Page 137, Smoke: Delete the Smoke weapon quality.

Page 137, Storm: Delete the Storm weapon quality.

TABLE 5-6: RANGED WEAPONS

BOLT WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Bolt Pistol	Light	80m	1/2	1d10+4 (R)	2	8	3 AP	Close Quarters, Tearing	4 kg	-30
Boltgun	Basic	160m	1	1d10+6 (R)	2	16	3 AP	Tearing	7 kg	-30
Storm Bolter	Basic	120m	2	1d10+6 (R)	2	32	3 AP	Storm, Tearing	9 kg	-40
Heavy Bolter	Heavy	200m	3	1d10+12 (R)	4	48	4 AP	Tearing	40 kg	-50
LAS WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Laspistol	Light	80m	1	1d10 (E)	0	12	1 AP	Close Quarters, Overcharge (3)	2 kg	+20
Lasgun	Basic	160m	2	1d10+2 (E)	0	24	2 AP	Overcharge (3), Reliable	4 kg	+10
Long-las	Basic	300m	1/2	1d10+6 (E)	Pb	6	3 AP	Accurate, Overcharge (3), Silent (3)	5 kg	-10
Hot-shot Laspistol	Light	60m	1	1d10 (E)	4	12	1 AP	Close Quarters, Overcharge (5)	4 kg	-20
Hot-shot Lasgun	Basic	120m	2	1d10+4 (E)	4	24	2 AP	Overcharge (5)	6 kg	-30
SOLID PROJECTILE WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Autopistol	Light	60m	3	1d10 (I)	0	12	2 AP	Close Quarters	2 kg	+0
Stub Revolver	Light	80m	1/2	1d10+3 (I)	0	6	4 AP	Close Quarters, Reliable	2 kg	+10
Hand Cannon	Basic	60m	1/2	1d10+4 (I)	2	3	4 AP	Close Quarters	3 kg	-10
Autogun	Basic	120m	2	1d10+3 (I)	0	30	3 AP	—	5 kg	+0
Shotgun	Basic	30m	1/2	1d10+2 (I)	0	6	6 AP	Spray	5 kg	-10
Sniper Rifle	Heavy	400m	1/2	2d10 (I)	Pb	3	6 AP	Accurate, Reliable, Vengeful (8)	12 kg	-20
Heavy Stubber	Heavy	160m	3	1d10+5 (I)	1	60	8 AP	—	30 kg	-30
Autocannon	Heavy	300m	2	2d10+10 (I)	6	48	8 AP	Reliable	40 kg	-50
MELTA WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Inferno Pistol	Light	20m	1/2	1d10+14 (E)	12	3	3 AP	Close Quarters, Melta, Single-Shot	3 kg	-50
Meltagun	Basic	30m	1/2	1d10+16 (E)	12	6	3 AP	Melta, Single-Shot	15 kg	-40

TABLE 5-6: RANGED WEAPONS (CONTINUED)

PLASMA WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Plasma Pistol	Light	60m	1/2	3d10 (E)	12	6	6 AP	Close Quarters, Overcharge (1b), Overheats	4 kg	-30
Plasma Gun	Basic	120m	1/2	3d10 (E)	15	12	8 AP	Overcharge (1b), Overheats	18 kg	-30
FLAME WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Hand Flamer	Light	10m	1/2	1d10+3 (E)	0	3	4 AP	Close Quarters, Flame (1), Spray	3 kg	-20
Flamer	Basic	20m	1/2	1d10+6 (E)	2	6	6 AP	Flame (2), Spray	6 kg	-10
Heavy Flamer	Heavy	40m	1/3	1d10+9 (E)	4	9	8 AP	Flame (4), Spray	45 kg	-30
LOW-TECH WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Bolas	Light	10+Sbm	1/2	—	—	1	2 AP	Inaccurate, Single-Shot, Snare (1)	2 kg	+0
Bow	Heavy	30m	1/3	1d10 (R)	0	1	1 AP	Reliable, Silent (Ab), Single-Shot	2 kg	-10
Crossbow	Basic	30m	1	1d10 (R)	0	1	3 AP	Single-Shot	3 kg	+0
Throwing Knife	Light	20+Abm	1	1d5+Sb (R)	0	3	1 AP	Close Quarters, Silent (Ab), Reliable	1 kg	+10
LAUNCHER WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Grenade Launcher	Basic	100m	1/2	†	†	3	6 AP	Indirect, †	12 kg	-20
Missile Launcher	Heavy	300m	1/3	†	†	1	4 AP	†	35 kg	-30
† Damage, Pen, and Special Qualities are determined by the ammunition (grenade type) fired.										
EXOTIC WEAPONS										
Needle Pistol	Light	80m	1/2	1d10+4 (R)	Pb	3	2 AP	Close Quarters, Felling, Silent (5), Toxic (2)	2 kg	-30
Needle Rifle	Basic	200m	1/2	1d10+4 (R)	Pb	6	4 AP	Felling, Silent (5), Toxic (2)	4 kg	-40
Web Pistol	Light	30m	1	—	—	1	3 AP	Close Quarters, Single-Shot, Snare (1)	4 kg	-10
Webber	Heavy	50m	1/3	—	—	1	6 AP	Blast (5), Single-Shot, Snare (2)	8 kg	-30

TABLE 5-7: GRENADES & EXPLOSIVES

Name	Class	Range	RoF	Dam	Pen	Clip	Special	Wt	Avl
Frag	Light	10+Sbm	1/2	2d10 (E)	0	1	Blast (3), Indirect, Scatter (2)	1 kg	+10
Hallucinogen	Light	10+Sbm	1/2	—	—	1	Blast (5), Hallucinogenic (2), Indirect, Scatter (2)	1 kg	-20
Haywire	Light	10+Sbm	1/2	—	—	1	Haywire (10), Scatter (2)	1 kg	-20
Krak	Light	10+Sbm	1/2	1d10+14 (E)	6	1	Indirect, Scatter (2)	1 kg	-10
Melta Bomb	Heavy	—	1/4	2d10+18 (E)	12	1	Blast (5), Melta	4 kg	-30
Photon Flash	Light	10+Sbm	1/2	—	—	1	Blast (10), Indirect, Scatter (2), Special	1 kg	-20
Smoke	Light	10+Sbm	1/2	—	—	1	Indirect, Scatter (2), Special	1 kg	+10
Stun	Light	10+Sbm	1/2	—	—	1	Blast (3), Concussive (2), Indirect, Scatter (2)	1 kg	-10
Web	Light	10+Sbm	1/2	—	—	1	Blast (5), Indirect, Scatter (2), Snare (2)	1 kg	+0

Page 137, Vengeful: Add the following new Weapon Quality after the entry for Unreliable:

VENGEFUL (X)

These weapons seemingly embody the Emperor's wrath, and eagerly strike down any who would stand against His servants. When attacking with this weapon, the attacker triggers righteous fury on any damage die roll with a value of X or higher before any modifiers are applied.

Page 138, Storm Bolter: Add the following to the end of the Storm Bolter entry "When making an attack test with the storm bolter, the attack hits its target a number of times equal to twice the degrees of success gained on the test, instead of the normal amount. The total hits scored can still not exceed the total rate of attack from the shot."

Page 140, Table 5-6: Ranged Weapons: Replace Table 5-6: Ranged Weapons with the new table on page 3.

Page 142, Hand Cannon: Delete the sentence "Hand cannons kick like a grox, and unless fired with two hands or a Recoil Glove, it imposes a -10 penalty on Ballistic Skill tests when used."

Page 143, Table 5-7: Grenades & Explosives: Replace Table 5-7: Grenades & Explosives with the new table on page 5.

Page 144, Smoke: Add the following to the end of the Smoke entry "A successful attack with this weapon creates a smokescreen with a diameter of X metres centred at the target location (see page 204 for rules on smoke). The smoke lasts for 1d10+10 rounds, or less in adverse weather conditions."

Page 146, Table 5-8: Melee Weapons: Replace Table 5-8: Melee Weapons with the new table on page 6.

Page 148, Table 5-9: Weapon Modification: Replace the Effect for the Mono upgrade in this table with "Adds Vengeful (9) quality."

Page 148, Weapon Modifications: Replace the third paragraph of Weapon Modifications with the following "The process of applying the modification is assumed to be

part of the acquisition. Each weapon can support a number of modifications on it equal to its status, and cannot have two copies of the same modification at the same time. Once applied, modifications cannot be removed or switched to a new weapon except through use of the Tech-Use skill. If a weapon's status is ever reduced below the number of modifications on the weapon, modifications currently applied to the weapon in excess of the weapon's status are lost. Which specific modifications are lost is up to the GM."

Page 149, Mono: Replace the effect of mono with "The weapon gains the Vengeful (9) quality. If weapon already had the Vengeful quality, it lowers its X value by 1 instead."

Page 150, Telescopic Sight: Replace the Telescopic Sight's Applies To entry with "Las, Solid Projectile, Bolt, and Plasma Weapons."

Page 150, Bleeder Rounds: Replace the Bleeder Round's Effect entry with "The weapon gains the Sapping (1) quality."

Page 150, Dum dum shells: Replace the Dum dum Shells' Used With entry with "Solid projectile weapons."

Page 151, Table 5-11: Custom Ammunition: Replace the Effect for Bleeder Rounds with "Adds Sapping (1)" and replace the Used With for Dum dum shells with "Solid Projectile Weapons."

Page 151, Armour: Replace the entry for Max Ab with the following: "Max A: This is the maximum value a character wearing this armour can count his Agility characteristic. If the character's Agility characteristic is higher than this number, it counts as this number instead."

Page 152, Table 5-11: Armour: Replace Table 5-11: Armour with the new table on page 7.

Page 154, Table 5-13: Clothing and Personal Gear: Replace the Availability entry for the Recoil Glove with "-30."

Page 156, Table 5-14: Drugs and Consumables: Add "†" to Lho Sticks to indicate they are Addictive.

TABLE 5-8: MELEE WEAPONS

CHAIN WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Chainaxe	Basic	1/2	1d10+3 (R)	Sb	Tearing, Unbalanced	8 kg	-10
Chainblade	Light	Ab-2	1d5+Ab (R)	Sb-5	Tearing	3 kg	+10
Chainsword	Light	WSb-3	1d10+1 (R)	Sb	Balanced, Tearing	6 kg	+0
Eviscerator	Heavy	1/4	2d10+8 (R)	Sb+5	Crippling, Tearing	15 kg	-40
POWER WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Power Axe	Light	1/2	1d10+3+Sb (E)	8	Power Field, Unbalanced	6 kg	-30
Power Fist	Light	1/3	1d10+(2 x Sb) (E)	12	Power Field	13 kg	-40
Power Maul	Basic	1/2	1d10+2+Sb (E)	5	Concussive (0), Power Field	4 kg	-30
Power Sword	Light	WSb-3	1d10+1+Sb (E)	8	Balanced, Power Field	4 kg	-30
LOW-TECH WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Knife	Light	Ab-2	1d5+Ab (R)	0	—	1 kg	+20
Improvised	Light	Ab-3	1d10+Sb (I)	0	—	—	—
Sword	Light	WSb-3	1d10+1+Sb (R)	0	Balanced	4 kg	+10
Staff	Basic	1/3	2d10 (I)	0	—	6 kg	+20
Warhammer	Heavy	1/3	2d10+Sb (I)	0	Concussive (2)	8 kg	-10
Whip	Light	1/2	1d10+Ab (I)	0	Flexible	4 kg	-10
Unarmed	Light	Ab	1d5+Sb (I)	0	—	—	—
FORCE WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Force Staff	Basic	1/3	2d10 (I)	4	Force	6 kg	-40
Force Sword	Light	WSb-3	1d10+1+Sb (R)	7	Balanced, Force	4 kg	-50
SHOCK WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Electro-Flail	Light	1/2	1d10+2+Ab (E)	1	Flexible, Sapping (1)	6 kg	-30
Shock Maul	Basic	1/2	1d10+2+Sb (E)	1	Concussive (1), Sapping (2)	4 kg	-20
EXOTIC WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Hunting Lance	Basic	1/2	3d10 (E)	10	Felling, Single-Shot, Special	6 kg	-20

TABLE 5-11: ARMOUR

NAME	HEAD	BODY	ARMS	LEGS	MAX A	WT	AVL
Robes	1	2	1	1	—	4 kg	+20
Manufactorum Coverall	1	2	3	3	55	6 kg	+10
Hive Leathers	2	3	3	3	70	7 kg	+10
Feudal Armour	4	4	4	4	25	35 kg	-10
Body Glove	2	2	2	2	—	2 kg	-30
Enforcer Armour	4	4	3	3	60	15 kg	-20
Flak Armour	4	5	5	5	50	12 kg	-10
Mesh Armour	3	4	3	4	75	4 kg	-30
Light Carapace Armour	5	6	6	6	45	18 kg	-40
Light Power Armour	7	8	8	8	40	65 kg	-50

Page 158, Table 5-16: Tools: Add a new row to Table 5-16: Tools with the following “Clip/Drop Harness; Wt: 1kg; Avl: +10.”

Remove the entry for Forgery Kit from Table 5-16: Tools.

Page 164, Utility Mechadendrite: Replace the first sentence in the entry for the Utility Mechadendrite with “The most common type of mechadendrite, these are tipped with a variety of mechanisms for the repair and succour of blessed technologies, and act as a combi-tool (granting +20 to all Tech-Use tests).”

Page 167, Chimera Armoured Transport: Replace the Movement Vectors with 15 Forward, 10 Backward, 0 Side, 0 Vertical and the Armour Facings with 30 Front, 22 Side, and 16 Rear.

Page 168, Hectin Autocarriage: Replace the Movement Vectors with 20 Forward, 15 Backward, 0 Side, 0 Vertical and the Armour Facings with 15 Front, 10 Side, and 8 Rear.

CHAPTER VI: PSYCHIC POWERS

Page 211, Table 6-5: Telepathy Perils of the Warp: Change 2d10 result entry 13 (Chorus of the Dying) for result entry 12–13.

Page 194, Smite: Replace the entry for the power’s range with 30m x PL.

Page 182, Fire Shield: Replace the entry for the power’s range with 20m x PL.

Page 182, Flame Breath: Replace the entry for the power’s range with 10m x PL.

Page 183, Inferno: Replace the entry for the power’s range with 10m x PL.

Page 183, Molten Beam: Replace the entry for the power’s range with 5m x PL.

Page 186, Assail: Replace the entry for the power’s range with 20m x PL.

CHAPTER VII: COMBAT

Page 195, Step 1: Surprise: Add the following after the second sentence “A surprised character must also roll 2d10 when rolling for initiative and use the one dice with the lowest result for his initiative roll.”

Page 196, Initiative: Add the following after the second sentence of the first paragraph “This roll can be modified by situational factors such as Surprise (see Surprise below).”

Page 196, Surprise: Add the following after the third sentence of the last paragraph “A surprised character must also roll 2d10 when rolling for initiative and use the one dice with the lowest result for his initiative roll.”

Page 200, Ready Action: Replace last sentence with “This can also be used to holster a weapon, coat a blade in poison, inject a stimm or other drug, and other minor actions.”

Page 208, Burning: Replace the last sentence of the Start of Turn entry with “He then doubles X.”

Replace the Putting it Out entry with “A burning character or an ally engaged with the character in melee can attempt to extinguish the flames by spending 2 AP and making a +20 Agility test. The burning character becomes Prone and, if the test succeeds, loses the burning condition.”

Page 210, Table 7-4: Energy Wound Effects – Limb: Replace Table 7-4: Energy Wound Effects – Limb with the new table on page 9 .

Page 211, Table 7-5: Energy Wound Effects – Body: Replace Table 7-5: Energy Wound Effects – Body with the new table on page 10.

Page 212, Table 7-6: Energy Wound Effects – Head: Replace Table 7-6: Energy Wound Effects – Head with the new table on page 11.

Page 213, Table 7-7: Impact Wound Effects – Limb: Replace Table 7-7: Impact Wound Effects – Limb with the new table on page 12.

Page 214, Table 7-8: Impact Wound Effects – Body: Replace Table 7-8: Impact Wound Effects – Body with the new table on page 13.

Page 215, Table 7–9: Impact Wound Effects – Head:
Replace Table 7–9: Impact Wound Effects – Head with the new table on page 14.

Page 216, Table 7–10: Rending Wound Effects – Limb:
Replace Table 7–10: Rending Wound Effects – Limb the new table on page 15.

Page 217, Table 7–11: Rending Wound Effects – Body:
Replace Table 7–11: Rending Wound Effects – Body with the new table on page 16.

Page 218, Table 7–12: Rending Wound Effects – Head:
Replace Table 7–12: Rending Wound Effects – Head the new table on page 17.

CHAPTER VIII: NARRATIVE TOOLS

Page 229, Social Encounters: Replace the last sentence with “More details on social encounters can be found on page 240.”

Page 241, Aggressive: Replace the “Interrogate” Skill entry in the Aggressive personality table with “Intimidate.”

Page 242, Clever: Replace the “Interrogate” Skill entry in the Clever personality table with “Intimidate.”

Page 242, Confident: Replace the “Interrogate” Skill entry in the Confident personality table with “Intimidate.”

Page 242, Submissive: Replace the “Interrogate” Skill entry in the Submissive personality table with “Intimidate.”

Page 243, Unhinged: Replace the “Interrogate” Skill entry in the Unhinged personality table with “Intimidate.”

Page 251, Fear Effects: Replace the second paragraph, second sentence with “On a failed test, the Acolyte suffers the full penalties described, as well as 1 fatigue.”

Replace the third paragraph, first sentence with “The most common effects are described under the Fear trait on page 127”

Page 253–254, Table 8–6: Mental Trauma: Replace this table with the new table on page 18.

Page 256–257, Table 8–7: Malignancies: Replace this table with the new table on page 20.

CHAPTER XI: THE GAME MASTER

CHAPTER XII: NPCs AND ADVERSARIES

Page 282, Novice: Remove the Reduced Action Points entry.

Replace the Spectacular Demise with “Novice characters are instantly killed or incapacitated upon receiving a critical wound or damage greater than twice their defence value.”

Page 286, Bounty Hunter: Replace “1 clip of manstopper bullets” in the Gear entry with “1 clip of expander rounds.”

Page 304, Dire Avenger: Replace the Action Points entry of the Bladestorm action with “2 AP.”

CHAPTER XIII: SEEDS OF HERESY

Page 326, Rewards: Replace first sentence with “All Acolytes who survive the adventure should earn 500 experience points for each session of play.”



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TABLE 7-4: ENERGY WOUND EFFECTS - LIMB

RESULT	EFFECT
10 or lower	<i>The shot burns across the target's limb, causing a painful and possibly gruesome burn.</i> Effect: The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	<i>The shot crackles into the target's limb, wracking him with agony for a moment and leaving a fearsome burn on his skin.</i> Effect: If the limb is holding anything and the attack test scored a number of degrees of success greater than the target's WPb, he drops anything he is holding in that limb. Anything dropped this way scatters 1d10 metres in a randomly determined direction.
12–13	<i>In a flash of energy, the attack sears its way into with the target's limb, shocking him and blasting him off balance.</i> Effect: If that limb is supporting the target and the attack test scored a number of degrees of success greater than the target's WPb, he is Immobilised for 1d5 rounds.
14	<i>The strike superheats the armour and skin on the target's limb, burning a long swathe of his flesh and starting to cook the muscle and fat beneath.</i> Effect: The target suffers Agility Decay (1d10–WPb). If this would result in a value lower than 0, it is treated as 0 instead.
15	<i>The shot fries the majority of the limb, leaving it wreathed in cinders and the smell of cooking meat.</i> Effect: The target suffers and suffers Agility Decay (2d10–WPb). If this would result in a value lower than 0, it is treated as 0 instead.
16	<i>The target's skin blisters and pops as energy seethes and sparks across it the length of his writhing limb, threatening to engulf it completely if he loses his cool and flails about wildly.</i> Effect: The target must make a Willpower test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
17–18	<i>The attack melts the target's flesh and armour where it strikes, digging a deep pit of steaming gristle and pain into the limb.</i> Effect: The limb is Crippled for one round and the target must make a –10 Willpower test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
19	<i>The target fights to avoid letting loose a shriek as the blaze rips into his limb, incinerating his armour and flaying the limb beneath.</i> Effect: The limb is Crippled for 1d5 rounds and the target must make a –20 Willpower test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
20	<i>With the whoosh of oxygen kindling the fire, the target's limb immediately combusts, flames seething out from where the attack landed.</i> Effect: The limb is Crippled for 1d10 rounds and the target must make a –30 Willpower test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
21	<i>The blast of energy punches a hole straight through the target's limb, burning a hole through the muscle and out the other side as it wracks the limb.</i> Effect: The target is Immobilised for 1d10 rounds and gains the Burning (1d5) condition.
22–23	<i>Energy writhes across the target's limb, burning away the skin to reveal the red, spasming mass of muscle and bone beneath.</i> Effect: The limb is Crippled until the wound is healed and the target gains the Burning (1d5) condition.
24	<i>The strike collides with the end of the target's limb, burning off a number of digits or other protrusions. 1d5 of the limb's digits are seared off (if it has any).</i> Effect: The target's Agility characteristic is permanently reduced by 1d5, and he gains the Burning (1d10) condition.
25–26	<i>The heat of the attack boils the marrow in the target's limb, exploding shards of burning bone into his shoulder and chest.</i> Effect: The target's Agility characteristic is permanently reduced by 1d10, and he gains the Burning (1d10) condition.
27	<i>The blast consumes the first segment of the target's limb, leaving the target with a smouldering stump and an expression of shock plastered across his face.</i> Effect: The target suffers the Lost Limb condition and must make a –30 Willpower test or be Stunned for a number of rounds equal to his degrees of failure.
28	<i>With the terrifying roar of burning air and flesh turning to ash, the strike carbonises half of the limb, ceasing just below the elbow, knee, or other relevant joint.</i> Effect: The target suffers the Lost Limb condition and must make a –30 Willpower test or fall Unconscious for a number of rounds equal to his degrees of failure.
29	<i>The ravenous energies of the attack eat away the entire limb and a chunk of his chest to top it off, devouring armour, flesh, muscle, and finally bone as the target screams in incoherent agony.</i> The target suffers the Lost Limb condition, gains the Burning (1d10) condition, and must make a –30 Willpower test or fall Unconscious for a number of rounds equal to his degrees of failure.
30 or higher	<i>With a bonfire's roar, the blazing energy incinerates the target's limb and no small part of his torso, hurling his charred remains to the ground in an ashy heap.</i> Effect: The target must make a –30 Willpower test or perish outright. If, by some miracle, he survives, the target suffers the Lost Limb condition, gains the Burning (1d10) condition, and becomes Unconscious until the wound is healed. Further, his Agility characteristic is permanently reduced by 2d10.

TABLE 7-5: ENERGY WOUND EFFECTS - BODY

RESULT	EFFECT
10 or lower	<i>The shot blazes into the target's chest, charring a mark of some sort into his flesh.</i> Effect: The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	<i>The shot strikes the target's chest, shrouding him in a fireball and filling his lungs with smoke before sputtering out.</i> Effect: If the attack test scored a number of degrees of success greater than the target's Ab, he is Weakened (1) for 1 round.
12	<i>The blast sears his armour, scorching his skin where it strikes.</i> Effect: If the attack test scored a number of degrees of success greater than the target's Ab, he is Weakened (2) for 1 round.
13	<i>The strike rips across the target's chest, charring a vertical line of embers into his armour or skin that threatens to spread to his whole chest.</i> Effect: The target suffers Willpower Decay (1d10-AB).
14	<i>The target lets out a grunt of pain as a painful blaze sprouts upon his chest, burning his armour and blistering his skin where it passes.</i> Effect: The target must make an Agility test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
15	<i>The scent of charred skin and burning fat wafts up from where the blast burned through the target's armour to cook the skin from his chest beneath.</i> Effect: The target must make a -10 Agility test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
16	<i>His chest set ablaze by the strike, the target staggers backward, attempting to prevent the fire from spreading.</i> Effect: The target must make a -20 Agility test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
17	<i>Flames ripple out from where the shot strikes the target, hungrily seeking to turn his torso into a blazing pyre.</i> Effect: The target must make a -30 Agility test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
18	<i>The attack washes over the target, superheating his armour and igniting the skin beneath.</i> Effect: The target suffers Willpower Decay (1d10) and gains the Burning (1d5) condition.
19	<i>The target screams and claws at his smoking flesh where the blaze struck him, flailing madly as the tormenting fire spreads up his chest.</i> Effect: The target suffers Willpower Decay (1d10) and gains the Burning (1d5) condition.
20	<i>Energy sears across the target's chest, melting a gaping hole in his armour and frying the exposed skin underneath.</i> Effect: The target suffers Willpower Decay (2d10) and the armour on his body location has its AP reduced by 1 until it is repaired.
21	<i>Every nerve in the flesh of the target's torso screams out in agony as the energy greedily laps at his flesh, burning away all skin it touches.</i> Effect: The target gains the Burning (1d5) condition, and the armour on his body location has its AP reduced by 2 until it is repaired.
22	<i>The strike plunges deep into the target's chest, turning his skin to ash and igniting the raw muscle and bone beneath.</i> Effect: The target's Willpower characteristic is permanently reduced by 1d5. He must make a -30 Agility test or fall Unconscious for 1 round.
23	<i>Energy surges into the target's abdomen, and acrid smoke billows forth from the burning crater that once contained vital organs.</i> Effect: The target falls Unconscious for 1d5 rounds and suffers the Lost Internal Organ condition.
24	<i>The blistering shot slams into the target's ribcage, setting him ablaze and partially cooking the organs beneath.</i> Effect: The target gains the Burning (1d10) condition and must make a -30 Agility test or fall Unconscious for a number of rounds equal to his degree of failure.
25	<i>The shot burns a hole in target's chest, incinerating several important organs and passing clean out the other side.</i> Effect: The target gains the Burning (1d10) condition and falls Unconscious until the wound is healed. He suffers the Lost Internal Organ condition for 1d5 of his major organs. Further, his Willpower characteristic is permanently reduced by 1d10.
26-27	<i>Most of the target's chest is burned away by the attack, his organs and bones sputtering and popping as the heat violently boils the blood and marrow within.</i> Effect: The target is slain instantly in this foul manner.
28-29	<i>The target's whole torso vanishes in a hiss of energy and a cloud of boiling red mist, his ignited body parts dispersing in random directions and colliding with those nearby.</i> Effect: Obviously, the target perishes. Anyone within 1d5 metres must make a +20 Evade (A) test or be struck with a chunk of burning limb or skull and gain the Burning (1) condition.
30 or higher	<i>The target is entirely carbonised by the attack, his melting flesh briefly falling from his crumbling bones before the whole of his mortal shell collapses in a ashen heap.</i> Effect: The target extremely dead, and anyone within 1d10 metres must make a +0 Evade (A) test; if a character fails, he gains the Burning (1d5) condition as he is splattered in flaming charnel. Those who witness this terrible demise must make a +10 Fear (Fleeing, Mania) test.

TABLE 7-6: ENERGY WOUND EFFECTS - HEAD

RESULT	EFFECT
10 or lower	<i>The shot catches the target's head, leaving an agonising and potentially grisly burn behind.</i> Effect: The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	<i>In a roar of ignited air, the rushing energy collides with the target's forehead, where it painfully scorches a patch of flesh and then disperses in a blinding flash.</i> Effect: If the attack test scored a number of degrees of success greater than the target's WPb, he is Dazed for 1 round.
12	<i>The target tries desperately to shield his eyes an instant before the shot strikes him in the forehead, knocking him off balance and temporarily blinding him.</i> Effect: If the attack test scored a number of degrees of success greater than the target's WPb, he is Blinded for 1 round.
13	<i>The scent of burning and skin hair fills the air as the target slaps at his scorched head to prevent the fire spreading.</i> Effect: The target suffers Fellowship Decay (1d5).
14–15	<i>The blaze smashes square into the target's nose, energy rippling across his face and robbing him of his senses for a harrowing moment.</i> Effect: He must make a Willpower test; if he fails, he is Blinded for a number of rounds equal to his degree of failure and gains the Burning (1) condition.
16	<i>The target rocks backwards as the shot careens into his forehead, his vision briefly muddled by the blistering display.</i> Effect: The target must make a –10 Willpower test; if he fails, he is Dazed for a number of rounds equal to his degree of failure and gains the Burning (1) condition.
17–18	<i>The wave of energy crashes on the target's jaw, leaving an enflamed and ugly set of burns across his neck.</i> Effect: The target must make a –20 Willpower test; if he fails, he is Blinded for a number of rounds equal to his degree of failure and gains the Burning (X) condition, where X is equal to his degree of failure.
19	<i>Acrid smoke wafts upward as sparks pour from the target's head where the attack struck him, choking him.</i> Effect: The target suffers Fellowship Decay (1d10) and gains the Burning (1d5) condition.
20	<i>Deadly energy incinerates most of the target's hair and causes his scalp to blister into a splotchy red patchwork of painful abscesses.</i> Effect: The target suffers Fellowship Decay (2d10) and gains the Burning (1d5) condition.
21	<i>The target collapses, clutching his scorched and swollen face, which now bears a scarred patch just beneath the eyes.</i> Effect: The target is Dazed for 1d10 rounds and his Fellowship characteristic is permanently reduced by 1d5.
22	<i>The attack roars past the target, searing its way across his skull and setting his head ablaze.</i> Effect: The target is Stunned for 1d5–WPb rounds and gains the Burning (1d5) condition.
23	<i>The target clasps his face and cries out, holding the newly scorched flesh on one side of his face that surrounds one eye.</i> Effect: The target is Blinded for 2d10 rounds and gains the Burning (1d10) condition.
24	<i>The strike burns a scorching path into the target's eye. The target clutches his face and reels, blood and other fluids from his incinerated eye weeping out of the blistered socket.</i> Effect: The target gains the Burning (1d10) condition, suffers the Lost Eye condition, and his Fellowship characteristic is permanently reduced by 1d10.
25–26	<i>The target lets out a bloodcurdling scream as fire devours half his face, instantly burning away one of his eyes and ears, and much of his nose.</i> Effect: The target gains the Burning (1d10) condition, suffers the Lost Eye condition, and his Fellowship characteristic is permanently reduced by 2d10.
27	<i>With a sickening series of pops, the target's eyes burst and his flesh boils as an inferno fully envelops his face.</i> Effect: The target gains the Burning (1d10) condition, suffers the Lost Eye Condition for both (or all, if he has more than two) of his eyes, and his Fellowship characteristic is permanently reduced by 2d10+5.
28–29	<i>A roaring spout of energy consumes the target's head, blasting it to fleshy shards. When the surge of power finally passes, the target's now-headless, smouldering corpse collapses to the ground.</i> Effect: Unless the target has a spare head, this experience is lethal.
30	<i>The strike catches the target full in the face, his flesh sloughing away before his skull ignites. Screaming wordlessly, he stumbles forward for several seconds before expiring.</i> Effect: The character dies in horrific agony, and his corpse stumbles 1d5 metres in a randomly chosen direction (see the Scatter Diagram on page 20). If he collides with any other characters during this movement, that character must make a +20 Fear (Fleeing, Mania) test.
31 or higher	<i>A wave of energy strikes the target's skull, burning its way inside before splattering his ignited brain-matter across anyone unfortunate enough to be nearby.</i> Effect: Obviously, he has departed this mortal coil (in a gruesome and spectacular fashion). Each character within 1d5 metres must make a +0 Evasion (A) test; if a character fails, he gains the Burning (1) condition, ignited by the blazing chunks of cranial tissue. Further, any who witness this horrendous display of misfortune must make a +10 Fear (Fleeing, Mania) test.

TABLE 7-7: IMPACT WOUND EFFECTS - LIMB

RESULT	EFFECT
10 or lower	<i>The impact mashes into the appendage, smashing or piercing the flesh and leaving a nasty injury.</i> Effect: The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	<i>The target staggers as the attack catches a nerve in the limb, sending pain shooting through the extremity.</i> Effect: If the limb is supporting the target and the attack test scored a number of degrees of success greater than the target's Agb, the target is Slowed for 1d5 rounds and knocked Prone.
12	<i>With a crunch, the blow slams into the limb near where it connects to the body, leaving it deadened from the impact.</i> Effect: The target must make an Agility test; if he fails, the limb is Crippled for a number of rounds equal to his degree of failure.
13	<i>The shot punches deep into the muscle of the limb, straining it and causing the target excruciating pain where it struck.</i> Effect: The target must make a -10 Agility test. If he fails, the limb is Crippled for a number of rounds equal to his degree of failure.
14	<i>The blow pounds the limb, causing it to twist well beyond its limits and tearing the muscles and ligaments within.</i> Effect: The target must make a -20 Agility test. If he fails, the limb is Crippled for a number of rounds equal to his degree of failure.
15	<i>The strike resounds with a meaty thump that carries throughout the target's entire body and causes the limb to fall limply at his side.</i> Effect: The target suffers Ballistic Skill Decay (1d5).
16	<i>The target lets out an involuntary cry as the impact causes the muscles in the limb to spasm uncontrollably.</i> Effect: The limb is Crippled for 1d5 rounds.
17	<i>The shot fractures the largest bone in the target's limb and rips the attached muscles, causing the target severe pain any time he moves.</i> Effect: The target suffers Ballistic Skill Decay (1d10) and the limb is Crippled for 1d5 rounds.
18–19	<i>The strike enters the limb and punches out the other side, snapping the bone and carrying a chunk of muscle out in a small spray of gore.</i> Effect: The target suffers 1 fatigue and the limb is Crippled for 1d10 rounds.
20	<i>The blow tears open one of the target's limbs or joints and wrenches it to a new and inventive angle it was never meant to reach.</i> Effect: The target is knocked Prone and suffers Ballistic Skill Decay (2d10).
21	<i>The target suddenly finds himself airborne as the shot punches into him, fracturing one of his limbs and lifting him off of the ground before gravity drags him back down.</i> Effect: The target is knocked Prone and limb is Crippled until the wound is healed.
22	<i>The shot punctures the limb, shattering the bone into several jagged pieces and driving it through the target's straining muscle.</i> Effect: The target suffers Blood Loss (2) and the limb is Crippled until the wound is healed.
23–24	<i>The attack bashes into the target and smashes its way deep into his flesh, bowling him over and smashing the limb it.</i> Effect: The target suffers Blood Loss (3) and must make a -30 Agility test. If he fails, his Ballistic Skill characteristic is permanently reduced by 1d5.
25	<i>Pain overwhelms the target for a moment as his very bones snap like twigs under the force of the blow.</i> Effect: The target is Stunned for 1d5 rounds and must make a -30 Agility test. If he succeeds, the limb is Crippled until the wound is healed. If he fails, he suffers the Lost Limb condition.
26	<i>The sickening sound of bone splintering reverberates from the impact as the limb is turned into a bloody, unusable ruin.</i> Effect: The target suffers Blood Loss (4) and suffers the Lost Limb condition.
27	<i>With a violent snap, the target's bones are shattered, emerging as jagged, broken spears from the pulverised limb as the target collapses under the brutal strike.</i> Effect: The target suffers Blood Loss (5), suffers the Limb Loss condition, and is hurled 1d5 metres away from the source of the attack. His Ballistic Skill characteristic is permanently reduced by 1d10.
28–29	<i>In a shower of blood and gore, the target is permanently and messily parted from his limb.</i> Effect: The target suffers Blood Loss (6), suffers the Limb Loss condition, and is knocked Unconscious for 1d5 rounds.
30 or higher	<i>With the horrendous and wet echo of muscle, tendon, and bone being torn asunder, the attack rips into the target's limb and threatens to continue on into more vital parts in his chest.</i> Effect: The target must make a -30 Agility test or die (in indescribable agony) as the attack messily tears his limb off and pierces his heart. If, by some miracle, he avoids being slain, he suffers Blood Loss (12), is hurled 1d10 metres away from the source of the attack, and is knocked Unconscious until the wound is healed. He suffers the Lost Limb condition and his Ballistic Skill characteristic is permanently reduced by 2d10.

TABLE 7-8: IMPACT WOUND EFFECTS - BODY

RESULT	EFFECT
10 or lower	<i>The shot hammers into the target's chest with a vengeance, pulping his flesh, bruising his ribs, or inflicting another suitably ghastly blemish upon him.</i> Effect: The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	<i>The target's stance and focus shatter as the blow hammers into him, and he stumbles and coughs.</i> Effect: The target is pushed 1d5–Sb metres away from the source of the attack.
12	<i>The brutal strike smashes into the target's solar plexus, causing him to double over in pain and leaving him vulnerable for an instant.</i> Effect: The target suffers 1 fatigue. If the attack test scored a number of degrees of success greater than the target's Sb, the target is Dazed for 1 round.
13	<i>The attack slams into the target with such force that it sends him reeling.</i> Effect: The target is Weakened (1) for 1 round and is pushed 1d10–Sb metres away from the source of the attack.
14	<i>Muscles strain and ribs creak as the shot pummels the target's chest, crushing the air from his lungs as they rapidly collapse.</i> Effect: The target suffers 1 fatigue. If the attack test scored a number of degrees of success greater than the target's Sb, the target is Dazed for 2 rounds.
15	<i>The strike thuds against the target's midsection, violently rearranging his internal organs.</i> Effect: The target suffers 2 Fatigue and must make a Strength test or be knocked Prone.
16–17	<i>The sudden blow catches the target in his side, denting his armour, rattling his ribs, and hurling him to the ground.</i> Effect: The target is knocked Prone and the armour on the target's body location suffers 1 level of damage (see page 131).
18	<i>The target's chest caves slightly as the impact plows into him.</i> Effect: He staggers before retching up something unpleasant and flecked with blood. The target gains 1 fatigue and is Dazed and Weakened (1) for 1d10–Sb rounds.
19	<i>A thump echoes out from the target's chest as the blow pounds into him, cracking his armour and punching a shallow wound into his flesh.</i> Effect: The target is knocked Prone, and the armour on the target's body location suffers 2 levels of damage (see page 131).
20	<i>With a solid crunch, the strike plows into a soft spot, forcing the target to double over in pain and hacking up a surge of blood.</i> Effect: The target suffers Toughness Decay (1d5) and Blood Loss (1).
21	<i>A sizable hole opens in the target's armour and rapidly fills with seeping blood.</i> Effect: The target suffers Blood Loss (1d5), is Stunned for 1d5 rounds, and the armour on the target's body location suffers 3 levels of damage (see page 131).
22	<i>The strike perforates the target, passing through muscles and organs with a terrible squelch and a wailing shriek.</i> Effect: The target suffers Toughness Decay (1d10) and Blood Loss (2).
23	<i>The attack bashes into the target and crushes deep into his flesh, bowling him over and snapping several of his ribs in the process.</i> Effect: The target suffers Toughness Decay (1d10), suffers Blood Loss (3), and is Weakened (1) until the wound is healed.
24	<i>With a grunt, the target drops to one knee and grits his teeth against the pain, struggling to stay conscious as he rasps for breath.</i> Effect: The target is Weakened (2) until the wound is healed. He must make –30 Strength test or be knocked Prone and Stunned for a number of rounds equal to his degrees of failure.
25	<i>Pain overwhelms the target for a moment as he feels his ribs snap under the weight of the blow and stab painfully into the organs they once protected.</i> Effect: The target is Weakened (3) until the wound is healed. He must make –30 Strength test or fall Unconscious for a number of rounds equal to his degrees of failure.
26	<i>The target collapses in a heap of tangled limbs and protruding ribs as the blow bowls into him like an enraged grox.</i> Effect: He suffers Blood Loss (4), falls Unconscious for 1d5 rounds, and his Toughness characteristic is permanently reduced by 1d5.
27–28	<i>The strike impales the target, piercing one of his lungs and causing him to violently cough up a pool of his own blood and then collapse into it.</i> Effect: The target suffers Blood Loss (5), falls Unconscious for 1d10 rounds, and suffers the Lost Internal Organ condition.
29	<i>The shot impacts with the target's abdomen, passing through his organs and exploding out of his back, followed by a torrent of viscera and screams.</i> Effect: The target suffers Blood Loss (6), falls Unconscious for 1d10+5 rounds, and his Toughness characteristic is permanently reduced by 1d10.
30	<i>The target lets out a guttural cry of pain as the attack perforates his armour, smashes his ribs to pieces, and directly pierces into his heart.</i> Effect: The target suffers Blood Loss (12) and falls Unconscious until the wound is healed. Further, the target's Toughness characteristic is permanently reduced by 1d10+5 and he suffers the Lost Internal Organ condition for 1d5 of his major organs.
31 or higher	<i>The target lets out a shriek as he is torn limb from limb, the attack blasts the target apart completely.</i> Effect: The target dies, and his head and appendages fly off in all directions like so much bloody shrapnel. Characters within 1d10 metres must make a +10 Evade (A) test or be struck with a chunk of flesh that inflicts a single hit for 1d10 Impact damage to a randomly selected location (with penetration of 0 and number of degrees of success equal to the character's degrees of failure on the test). Anyone struck by one of these gruesome missiles must also make a +0 Fear (Cowering) test.

TABLE 7-9: IMPACT WOUND EFFECTS - HEAD

RESULT	EFFECT
10 or lower	<i>The shot strikes the target's head with an dolorous thump, deflecting off of his skull but perhaps inflicting a dreadful abrasion, gash, or fracture in the process.</i> Effect: The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	<i>With a crunch, the blow slams into the target's temple, causing him to reel backward as searing spots of light fill his vision.</i> Effect: If the attack scored a number of degrees of success greater than the target's Tb, he is Stunned for 1 round.
12	<i>The strike clangs off the target's skull, rattling his brain and leaving his ears ringing.</i> Effect: The target suffers 1 fatigue. If the attack scored a number of degrees of success greater than the target's Tb, he is Deafened for 1d5 rounds.
13	<i>The target staggers and fights for concentration as the attack smashes into the bridge of his nose, shattering the cartilage and shaking his skull.</i> Effect: The target suffers 1 fatigue and must make a Toughness test; if he fails, he is Dazed for a number of rounds equal to his degrees of failure.
14–15	<i>The blow cracks into the target's jaw, knocking out several of his teeth.</i> Effect: The target spits out 1d5 of his teeth. He suffers 2 fatigue and must make a –10 Toughness test; if he fails, he is Dazed for a number of rounds equal to his degrees of failure.
16	<i>A resounding thump echoes through the target's skull as the shot catches him in the back of the head, the pain blinding him for several seconds of horrendous agony.</i> Effect: The target suffers Intelligence Decay (1d5). He must make a –20 Toughness test; if he fails, he is Blinded for a number of rounds equal to his degrees of failure.
17	<i>The shot smashes into the target's forehead and his skull creaks under the pressure.</i> Effect: The target suffers 2 fatigue and Intelligence Decay (1d5). He must make a –20 Toughness test; if he fails, he is Stunned for a number of rounds equal to his degrees of failure.
18–19	<i>With a sickening crack, the blow puts a hairline fracture in the target's skull, the intense pressure briefly shutting down his optic nerves.</i> Effect: The target suffers Intelligence Decay (1d10) and is Blinded for 1d5 rounds.
20	<i>The shot punches the target's temple, cracking his skull on that side and leaving him vulnerable as his mind scrabbles to right itself.</i> Effect: The target suffers Intelligence Decay (1d10) and becomes Stunned and Helpless for 1 round.
21	<i>With a crunch and the wet ripping of flesh, the strike slams into the target's ear, crushing the delicate organ or tearing it off entirely.</i> Effect: The target loses the ear in question, suffers Blood Loss (3), and is Deafened until the wound is healed.
22	<i>The blow robs the target of his sight temporarily, shattering the back of his skull and plunging him into darkness.</i> Effect: The target suffers Blood Loss (4) and is Blinded until the wound is healed.
23	<i>The shot pummels the target's forehead, shredding away the skin and smashing a shallow rut in the bone beneath, stopping just before it would enter his brain.</i> Effect: The target suffers Blood Loss (5), becomes Unconscious for 1d10–Tb rounds, and is Dazed until the wound is healed.
24–25	<i>The strike pierces into one of the target's eyes, gouging it out and cracking the socket with the force of the impact.</i> Effect: The target suffers Blood Loss (6), becomes Unconscious for 1d5 rounds, and suffers the Lost Eye condition.
26	<i>The bridge of the target's nose shatters under the weight of the blow, pulverising his nose and hurling piercing spurs of bone up into his skull.</i> Effect: The target becomes Unconscious until the wound is healed and his Intelligence characteristic is permanently reduced by 1d5.
27	<i>The shot hammers into the target's jaw just beneath his ear, the force of the impact breaking his jaw and causing blood to spurt from both of his ears.</i> Effect: The target suffers Blood Loss (7), becomes Unconscious until the wound is healed, and is permanently Deafened.
28	<i>The shot punctures the target's skull, sending bits of bone and chunks of brain-matter flying in all directions.</i> Effect: The target suffers Blood Loss (12) and becomes Unconscious until the wound is healed. His Intelligence characteristic is permanently reduced by 1d10 and he is permanently Blinded.
29–30	<i>The impact pierces the target's skull, smashing directly into his brain and pulping it.</i> Effect: The target is slain instantly. The impact obliterates his skull, spraying brains and bits of bone onto anyone nearby as his recently-headless corpse staggers for a moment before collapsing. Effect: Characters within 1d5 metres must make a +0 Evade (A) test or be struck by this skull shrapnel, which inflicts a single hit for 1d5+2 Rending damage to a randomly selected location (with penetration of 1 and number of degrees of success equal to the character's degrees of failure on the test). Any character who witness his awful demise must make a +10 Fear (Cowering, Mania) test.
31 or higher	

TABLE 7-10: RENDING WOUND EFFECTS - LIMB

RESULT	EFFECT
10 or lower	<i>The stroke hacks into the target, leaving a bloody welt or agonizing gash that mercifully misses the target's arteries.</i> Effect: The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11–12	<i>The blow hews into the target's limb, nicking the tendons as it passes.</i> Effect: If the limb is one he uses to attack, he suffers Weapon Skill Decay (1d5–Sb). If the limb is supporting him, he is Slowed for 1d5–Sb rounds.
13	<i>The downward stroke gouges through the meat of the limb, ripping apart the muscle in its path and creating a long, bloody gash.</i> Effect: The target suffers Blood Loss (2). If the limb is one he uses to attack, he suffers Weapon Skill Decay (1d10–Sb). If the limb is supporting him, he is Slowed for 1d10–Sb rounds.
14–15	<i>The target grunts a ragged breath through his teeth and retreats as the blow rends the limb and smashes into the bone beneath, fracturing it.</i> Effect: The target must make a Strength test. If he fails, the limb becomes Crippled for a number of rounds equal to his degrees of failure.
16	<i>The weapon's edge flicks out and a trail of crimson spurts up where it passes, severing veins and cutting a long gash in the muscle of the limb.</i> Effect: The target suffers Blood Loss (2) and must make a –10 Strength test; if he fails, the limb becomes Crippled for a number of rounds equal to his degrees of failure.
17–18	<i>A deep cut emerges near where the limb joins the body, passing through a chunk of muscle and perilously near to a vital artery.</i> Effect: The target must make a –20 Strength test. If he fails, the limb becomes Crippled for a number of rounds equal to his degrees of failure and he suffers Blood Loss (3).
19	<i>The blow severs one of the target's digits (fingers, toes, or just the end of the limb if it lacks these).</i> Effect: The target suffers Blood Loss (3) and Weapon Skill Decay (1d10).
20	<i>The attack bites deep into the limb and the target staggers back, a scream ripping its way past his lips as he grips the slashed appendage.</i> Effect: The target suffers Blood Loss (4) and the limb is Crippled for 1d10 rounds.
21	<i>The target lets out an involuntary cry as the slash cuts a bloody path through the major tendons of the limb, leaving the limb to sag useless at his side.</i> Effect: The target suffers Blood Loss (4) and the limb becomes Crippled until the wound is healed.
22	<i>The tip of the limb fly into the air, severed from the shrieking target.</i> Effect: The target loses 1d5 digits from the limb (fingers, toes, or just the tip of the limb if it lacks these). The target suffers Blood Loss (5) and his Weapon Skill characteristic is permanently reduced by 1d5.
23	<i>The stroke rends the limb near where it attaches to the body, slashing flesh and fracturing the bones at the joint.</i> Effect: The target suffers Blood Loss (6), is Dazed for 1d5 rounds, and the limb becomes Crippled until the wound is healed.
24–25	<i>The attack severs the last segment of the limb, leaving the target staring in agonised wonderment at the red river flowing from his bloody stump.</i> Effect: The target is suffers Blood Loss (7) and the Limb Loss condition.
26	<i>The stroke nearly bisects the limb and the severed half drops to the ground and lands twitching in a pool of the target's blood.</i> Effect: The target is Stunned for 1d5 rounds, suffers Blood Loss (8), and suffers the Lost Limb condition.
27–29	<i>With the sickening splatter of muscle and bone part before steel, the target is parted from his limb near where it joins the body.</i> Effect: The target is Stunned for 1d10 rounds, suffers Blood Loss (9), and suffers the Lost Limb condition. His Weapon Skill characteristic is permanently reduced by 1d10.
30 or higher	The slash hacks off the limb entirely and passes through, heading towards the target's torso. An arterial jet spews forth from the dismembered individual, coating the area around him in slick, crimson blood, and he collapses. Effect: The target must make a –30 Strength test to avoid being completely bisected after the attack cleaves through his limb; if he fails, he is slain instantly. If the God-Emperor smiles upon him and he survives, the target suffers Blood Loss (18) and is knocked Unconscious until the wound is healed. He suffers Lost Limb condition and his Weapon Skill characteristic is permanently reduced by 1d10+5. The 1d5 metres around the target are sprayed in blood and is considered difficult terrain until the end of the encounter (see page 204).

TABLE 7-11: RENDING WOUND EFFECTS - BODY

RESULT	EFFECT
10 or lower	<i>The slash rips into the target and cuts a deep furrow or hacks off a chunk of his flesh.</i> Effect: The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	<i>Scarlet agony flares from the target's side as the attack slices a shallow gash across his flank.</i> Effect: If the attack test scored a number of degrees of success greater than the target's Sb, he suffers Blood Loss (2).
12	<i>The strike lacerates the target's side, cutting just beneath his ribs and tossing a plume of blood into the air.</i> Effect: The target suffers Blood Loss (2) and Strength Decay (1d5-Tb).
13	<i>The blade whistles through the air before squelching into the target's shoulder, tracing the line of his collarbone with its cruel edge.</i> Effect: The target suffers Blood Loss (3) and Strength Decay (1d10-Tb).
14	<i>The strike impales the target through the shoulder before withdrawing in a spurt of blood.</i> Effect: The target suffers Blood Loss (3) and Strength Decay (1d10).
15	<i>The slash parts the flesh of the target's neck, narrowly missing an artery.</i> Effect: The target is Dazed for 1 round and must make a Toughness test. If he fails, he suffers Blood Loss (X), where X is equal to his degrees of failure.
16	<i>With a bloody squelch that immediately sours all but the most deranged of appetites, the cruel strike opens a vicious rent in the target's abdomen.</i> Effect: The target is Weakened (1) and Dazed for 1 round.
17–18	<i>The target recoils in agony as the blade hacks into his side, spilling gouts of his blood.</i> Effect: The target is Dazed for 1d5 rounds and must make a –10 Toughness test. If he fails, he suffers Blood Loss (X), where X is equal to his degrees of failure.
19	<i>The slash hews into the target's flesh and nicks one of his lungs, leaving him to painfully hack up blood as it trickles into the breach.</i> Effect: The target is Weakened (2) and Dazed for 1d5 rounds.
20	<i>A grinding crunch reverberates from the target's chest as the blade cuts directly into the target's sternum and sticks for a moment before being wrenched out.</i> Effect: The target is Dazed for 1d5 rounds and must make a –20 Toughness test. If he fails, he suffers Blood Loss (X), where X is equal to his degrees of failure.
21	<i>The target finds himself contemplating the copious amounts of blood on his hands, wondering for a moment of sanguine reverie if it is his own before the pain seizes his mind and alerts him of the spurting gash in his chest.</i> Effect: The target suffers Blood Loss (5) and his Strength characteristic is permanently reduced by 1d5.
22–23	<i>The slash contemptuously shreds past the target's armour and slides under his arm, gutting him painfully, if perhaps not (yet) fatally.</i> Effect: The target suffers Blood Loss (6) and must make a –20 Toughness test or be Dazed for 1d10 rounds.
24	<i>With the clop of a cleaver severing meat and bone, the slash parts several of the target's ribs, causing him to spurt blood, convulse, and stagger screaming.</i> Effect: The target suffers Blood Loss (7), is Weakened (1) until the wound is healed, and must make a –30 Toughness test or fall Prone.
25–26	<i>A flood of blood, viscera, and excruciating pain spills forth as the brutal cut opens the way through target's abdomen, leaving him doubled over in pain and scrambling for his guts.</i> Effect: The target suffers Blood Loss (8), is Weakened (2) until the wound is healed, and must make a –30 Toughness test or fall Prone.
26	<i>The upward slash hews through the target's armour and underbelly, causing him to collapse with the sound a sack of wet offal striking the ground.</i> Effect: The target suffers Blood Loss (9), falls Prone, and is Dazed until the wound is healed. His Strength characteristic is permanently reduced by 1d10.
28–29	<i>The target lets out an involuntary and blood-curdling shriek of agony as the strike cuts him stem to stern. Blood sprays from the red canyon that was once his chest and leaves his still-beating heart exposed.</i> Effect: The target suffers Blood Loss (10) and falls Unconscious for 1d5+2 rounds. He suffers the Lost Internal Organ condition and his Strength characteristic is permanently reduced by 1d10+5.
30	<i>The spine-severing stroke halves the target's organs and parts the target's vertebrae permanently, leaving his two halves attached by what seems comically little flesh.</i> Effect: The target suffers Blood Loss (20) and falls Unconscious until the wound is healed. If he survives, the target suffers the Lost Internal Organ condition and the Lost Limb condition for any organs and limbs below the waist, and his Strength characteristic is permanently reduced by 2d10. Additionally, blood sprays out 1d5 metres around him, making this area difficult terrain (see page 204) for the remainder of the encounter.
31 or higher	<i>The target is shorn completely in half by the ferocity of the slash, eviscerated beyond any hope of repair.</i> Effect: The target is most definitely dead, and the 1d5 metres around him are bathed in a veritable sea of gore. Anyone within this area is sprayed with blood and viscera and must make a +10 Fear (Mania) test. This area is considered difficult terrain for the remainder of the encounter (see page 204).

TABLE 7-12: RENDING WOUND EFFECTS - HEAD

RESULT	EFFECT
10 or lower	<i>The stroke cuts across the target's face or slashes his skull, shearing a suitably dramatic and gruesome laceration into his head.</i> Effect: The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	<i>The target is left with a gash that divides his ear in half as the vicious blow shears down the side of his head.</i> Effect: The target suffers Blood Loss (2).
12	<i>The slash rips open the target's eyelid and cuts a notch in his brow, narrowly missing his eye itself but filling the socket with blood.</i> Effect: The target suffers Blood Loss (2) and suffers Perception Decay (1d5–Ab).
13–14	<i>The blow cuts a bloody path just under the target's eyes. It slices through the bridge of his nose and disrupts his balance, leaving him vulnerable to following attack.</i> Effect: The target suffers Blood Loss (3) and suffers Perception Decay (1d10–Ab).
15	<i>With a resounding crack, the blow fractures the target's skull and cuts a chunk out of his forehead.</i> Effect: The target suffers Blood Loss (3) and is Dazed for 1d5–Ab rounds.
16	<i>The slash swipes across the target's skull and shears off a great deal of his hair, leaving a bloody rent in his scalp that gushes into his eyes and ears.</i> Effect: The target suffers Blood Loss (4) and is Blinded for 1d10–Ab rounds.
17	<i>The hit flays open the target's face, opening a line from above his eye to his jaw, the force of the blow resounding in his skull.</i> Effect: The target suffers Blood Loss (4) and is Dazed for 1d10–Ab rounds.
18	<i>The target stumbles backward, his hands clutching the sizeable gash now dividing his nose and the red waterfall spilling forth from it.</i> Effect: The target suffers Blood Loss (5) and suffers Perception Decay (1d10).
19–20	<i>The slash opens a bloody furrow in the target's brow just above his eyes, shearing away part of his skull and flooding him in agony.</i> Effect: The target suffers Blood Loss (5), is Stunned for 1 round, and his Perception characteristic is permanently reduced by 1d5.
21	<i>The downward stroke catches in the target's scalp and scrapes roughly down the side of his skull, peeling off one of his ears and some of the flesh from his jaw.</i> Effect: The target suffers Blood Loss (6), is Dazed for 1d5 rounds, and his Perception characteristic is permanently reduced by 1d5.
22	<i>The attack catches at the edge of the target's eye socket, fracturing his skull and threatening to flay the delicate organ within.</i> Effect: The target is Blinded for 1d10 rounds and must make a –30 Agility test; if he fails, he suffers the Lost Eye condition.
23–24	<i>The stroke slices through the target's eye socket and gouges out his eye, ruining the eye and leaving him thrashing in agony with his hands covering his eyes.</i> Effect: The target is Blinded until the wound is healed and suffers the Lost Eye condition, and his Perception characteristic is permanently reduced by 1d10.
25	<i>The target is wracked with pain as the blow shears through his jaw on one side, leaving it to hang agape as blood and silent shrieks both pour forth from his ragged throat.</i> Effect: The target suffers Blood Loss (6) and is Dazed until the wound is healed. He also suffers the Lost Internal Organ condition for his vocal cords.
26–27	<i>The slash robs the target of his sight and more, cleaving through both of his eyes and the nerves behind them in a single bloody sweep that dashes the front of his skull.</i> Effect: The target suffers Blood Loss (7), suffers the Lost Eye condition for both eyes, and his Perception characteristic is permanently reduced by 1d10+5.
28	<i>The swing gouges through the target's neck with disconcerting ease, sliding through his trachea with a hollow thwack followed by a gurgling, bloody scream.</i> Effect: The target suffers Blood Loss (20) and falls Unconscious until the wound is healed. If by some harsh miracle he survives, the character suffers the Lost Internal Organ condition for his vocal cords.
29–30	<i>The top of the target's head flies off, blood pooling around his brains (or at least the half that remain).</i> Effect: The target is slain instantly by the attack, but remains standing for a moment before his muscles go slack and he collapses for the last time. Anyone within 5 metres who witnesses his gruesome demise must make a +20 Fear (Mania) test.
31 or higher	<i>With a wet, hacking sound, the blade slices through the target's neck and lops his head clean off.</i> Effect: The target dies instantly, and a geyser of scarlet gushes forth from where his head once rested, coating an area of 1d5 metres around him in slick, red blood. Anyone within this area is sprayed with blood and must make a +10 Fear (Mania) test. This area is considered difficult terrain (see page 204) for the remainder of the encounter.

TABLE 8-6: MENTAL TRAUMAS

2d10 ROLL	MENTAL TRAUMA
3 or lower	Unseemly Shrieking: The character begins uncontrollably shouting in terror at the top of his lungs. Until he is brought under control (or incapacitated), he suffers a -60 penalty on all Stealth tests and generally attracts a great deal of attention. Remove this trauma after 1d10 minutes. Stacking: This trauma persists for an additional 1d10 minutes.
4–5	The Shudders: This character's mental scarring takes the form of violent shaking in his limbs for until he can calm himself. He suffers Weapon Skill Decay (10) and Ballistic Skill Decay (10). Whenever he fails a Weapon Skill test, he suffers Weapon Skill Decay (1). Whenever he fails a Ballistic Skill test, he suffers Ballistic Skill Decay (1). When he is no longer suffering from the Weapon Skill Decay and Ballistic Skill Decay conditions, remove this trauma. Stacking: This character suffers Weapon Skill Decay (10) and Ballistic Skill Decay (10).
6	Wracking Nausea: This character responds to the traumatic event by doubling over and retching uncontrollably. For the next 1d5 hours, this character suffers 1d5 fatigue whenever he uses more than 2 AP in a single turn. At the end of this time, remove this trauma. Stacking: signature mental trauma.
7	Frantic Terror: This character's legs become unsteady and rock beneath him, threatening to turn an ankle or hurl him to the ground at the most inopportune moment. For the next 1d10 hours, this character counts all terrain as difficult terrain (see page 204) and suffers an additional -20 penalty while moving through true difficult terrain. At the end of this time, remove this trauma. Stacking: signature mental trauma.
8	Blind Eye: Exposed to fear beyond his ken, this character lapses into temporary blindness, shutting the horrifying world away with comforting darkness. This character gains the Blind trait. At the end of every hour, he may attempt to force himself to see again by making a +0 Willpower test. If he succeeds, he regains his sight and removes this trauma. If he fails, he remains in darkness and gains 1 Insanity. Stacking: signature mental trauma.
9	Catatonic Collapse: The character collapses into a troubled, fevered coma. This character becomes Unconscious for 1d10 hours. He does not remove fatigue during this restless period. At the end of this time, remove this trauma. Stacking: Should he somehow manage to accrue more Insanity while catatonic, this character receives his Signature mental trauma.
10	Haunting Memories: This character is plagued by intrusive memories of the event that caused this trauma. For the next 1d5 weeks, whenever this character fails a test by six or more degrees of failure, he is Dazed for 1 round as he becomes lost in reminiscence. When the effect ends, remove this trauma. Stacking: This trauma becomes permanent.
11	Obsessive Hoarding: This character feels the need to surround himself with trinkets, charms, and other detritus, clutching these talismans of protection to himself at all times. This character must make a +30 Willpower test to permanently part with any item in his possession (besides ammunition, food, and other items normally consumed in one's daily routine). Stacking: This character suffers an additional -10 penalty to his Willpower tests to leave behind any item of his.
12	Kleptomania: This character becomes obsessed with petty theft; whenever this character fails a test by five or more degrees of failure, he must find something small with which to abscond. If he cannot find an appropriate object to appropriate, he gains 1 Insanity. Stacking: Whenever he cannot find a suitable object to steal, he gains 1 additional Insanity.
13	Lunatic's Denial: The character utterly denies the existence of whatever event or creature caused this trauma. He suffers a -30 penalty to Remembrance tests to recall anything about to it or directly related events. Stacking: This character suffers an additional -10 penalty on Remembrance tests to recall anything related to the event.
14	Phobic Flight: The character becomes deathly afraid of whatever inflicted this mental trauma upon him (or something that he associates with the experience). Whenever he sees the object of his terror, he must make a +30 Fear (Fleeing) test (or suffers an additional -10 penalty to his Fear test if the object of his dread naturally causes Fear tests). Stacking: This character suffers an additional -10 penalty to Fear tests related to the object of his phobia.
15	Survivor's Paranoia: The character becomes highly alert at all times, ever watchful for the object of his fear (or anything else suspicious, about which he frequently mutters), as if expecting it to explode through the walls or ceiling. When this character succeeds on a Perception test, he gains one additional degree of success. Whenever he fails a Perception test by four or more degrees of failure, he suffers 1 fatigue. Stacking: This character gains an additional degree of success whenever he succeeds on a Perception test and an additional degree of failure whenever he fails a Perception test.
16	Writhing Phobia: The character becomes deathly afraid of whatever he saw, or something that he associates with the experience. Whenever he sees the object of his terror, he must make a +30 Fear (Cowling) test (or suffers an additional -10 penalty to his Fear test if the object of his dread naturally causes Fear tests). Stacking: This character suffers an additional -10 penalty to Fear tests related to the object of his phobia.
17	Midnight Visitations: The character is unable to rest, his mind tormented by the ghosts of the past, present, and dreaded future each time he closes his eyes. Whenever this character rests, roll 1d10; on a result equal to his ISB or lower, he removes all of his fatigue except for 1. Stacking: Increase the amount of fatigue the character does not remove when plagued by his visions by 1.

TABLE 8-6: MENTAL TRAUMAS (CONTINUED)

2d10 ROLL	MENTAL TRAUMA
18	Maniacal Phobia: The character becomes deathly afraid of whatever inflicted this mental trauma upon him (or something that he associates with the experience). Whenever he sees the object of his terror, he must make a +30 Fear (Mania) test (or suffers an additional -10 penalty to his Fear test if the object of his dread naturally causes Fear tests). Stacking: This character suffers an additional -10 penalty to Fear tests related to the object of his phobia.
19	Wracking Agony: The character suffers from recurring, stabbing pains that pierce his very soul. Whenever he fails a Toughness test by four or more degrees of failure , he is overcome with this agony. One of his limbs (chosen at random) is Crippled for 1d5 rounds. Stacking: Increase the number of rounds by which his limb is Crippled on a failed test by 1.
20	Muttered Appellations: This character mutters constantly under his breath, praying, cursing, or otherwise speaking to individuals and entities not present at varying volumes. Often, but not always, he speaks half-intelligibly of the event that left him with this restless voice. This character suffers a -5 penalty to Stealth tests. Stacking: This character suffers an additional -5 penalty to Stealth tests.
21	Split Personality: To cope with the traumatic event, this character develops a second, distinct personality. Roll 3d10+10 for the second personality's Intelligence, Fellowship, Perception, and Willpower. Whenever the original personality fails an Intelligence, Fellowship, Perception, or Willpower test by four or more degrees of failure, an alternate personality (chosen randomly if more than one exists) asserts itself, replacing the previous personality's characteristics with its own until the character fails another test this way or rests. Stacking: Create one additional alternate personality for the character (as above).
22	Forbidden Word: The first time that this character hears the name of the person, creature, or event that caused this trauma during each game session, he must make a +30 Fear (Cowering) test. Stacking: This character suffers an additional -10 penalty to Fear tests related to the forbidden word.
23	Inconsolable Fury: In response to his feelings of fear and helplessness, this character is driven into a frothing, insensible rage whenever he sees the person, creature, or event that caused this trauma. Whenever he sees the object of his hatred, this character flies into a berserk fury. He must make a +30 Willpower test; if he fails, he must attempt to shoot or bludgeon the object of his ire to death (or something else unlucky enough to be nearby) for a number of rounds equal to his degree of failure. Stacking: This character suffers an additional -10 penalty to the Willpower test to resist flying into a rage.
24	Logic of Delusion: Whenever this character fails a Perception test by five or more degrees of failure , he must roll on Table 5-4: Hallucinogen Effects and apply the result. Stacking: Whenever this character fails a Perception test, he adds one additional degree of failure.
25	Psychosomatic Curse: This character believes himself to be suffering from an unfortunate malediction (and he certainly is, though probably not of the variety he thinks). Beyond blaming this "curse" for what are most likely incompetence or everyday accidents, whenever this character fails a test by seven or more degrees of failure , he is Weakened (ISb) for 1 round. Stacking: Whenever he fails a test by five or more degrees of failure, this character is Weakened (ISb) for 1 additional round.
26	Self-Mortification: This character takes to scourging himself, lacerating his own flesh, or otherwise inflicting significant pain upon himself to atone for what he views as a failure of his faith. Once per day, this character must engage in his particular brand of pain, inflicting a wound on one of his own body parts. Until he does so, he suffers a -10 penalty to all Perception and Willpower tests for the day. Stacking: This character suffers an additional -10 penalty to all Perception and Willpower tests whenever unless he has recently flayed away the impurity of his failed faith.
27	Dead Comrade: This character comes to believe that one of his fallen comrades is speaking to him from beyond the veil of mortality, possibly even to offer advice. Whenever this character fails an Intelligence test, he adds a number of DoF equal to his ISb. His (living) comrades can dissuade him from whatever terrible idea this brought about with a +0 Fellowship test. Stacking: Any other character attempting to divert this character from any goal derived from his madness suffers an additional -10 penalty to his Fellowship test.
28	Righteous Invulnerability: This character knows that so long as his faith holds true and his blade is steady, no force in the galaxy can lay him low. He automatically passes all Fear tests with 1d5 degrees of success. However, he must make a +0 Willpower test to retreat from any foe, no matter how terrible. If he fails and is forced to withdraw anyway, he gains 1 Insanity. Stacking: This character suffers an additional -20 penalty to Willpower tests to retreat from the enemy.
29	Boundless Despair: This character is emotionally demolished by the event, left a shell-shocked ruin of a person driven to the edge by loss, grief, and fear. Reduce this character's Fellowship, Intelligence, Perception, and Willpower characteristics by 1d10. This character gains the Jaded talent. Stacking: signature mental trauma.
30	Prophet of Madness: The character's grip on reality slips away, leaving him capable of seeing the hideous truth of the universe. This character may use his Insanity characteristic for any Intelligence or Willpower test he makes. Each time he succeeds on a test this way, he gains 1 Insanity. Stacking: signature mental trauma.

TABLE 8-7: MALIGNANCIES

2d10 ROLL	MALIGNANCY
3 or lower	Dark-hearted: This character becomes increasingly cruel, callous, and vindictive. Permanently increase this character's Willpower characteristic by 5 and decrease his Fellowship characteristic by 1d5. Whenever this character gains corruption points, he gains the normal amount plus 1 instead. Stacking: Permanently increase this character's Willpower characteristic by 1 and decrease this character's Fellowship characteristic by 1.
4–5	Shadowdweller: This character's flesh becomes pallid, and his pupils become large; light causes him increasing discomfort. This character gains the Dark-Sighted trait. He suffers a -10 penalty to all Perception tests when in direct light. Stacking: Permanently increase this character's Perception characteristic by 1. This character suffers an additional -10 penalty to Perception tests when in direct light.
6	Bloodlust: Wrath wells up in this character, causing him to give in to savagery more and more. The first time this character inflicts a wound upon an enemy during a combat encounter, he must make a +0 Willpower test. If he fails, he increases his damage with melee attacks until the end of the encounter by his Cb. At the end of the encounter, he gains 1 Corruption if he slew one or more foes during the encounter. Stacking: Permanently decrease this character's Willpower characteristic by 1.
7	Phantom Malady: An ineffable illness plagues this character, causing him to weep blood and wracking him when he tries to rest. Permanently increase this character's fatigue threshold by his Cb. Whenever this character would gain one or more Fatigue, roll 1d10. On a result of his Cb or lower, he gains that amount of Fatigue plus 1. Stacking: Permanently increase this character's fatigue threshold by 1.
8	Malleable: This character's flesh becomes unnaturally fluid and his joints bend in directions they assuredly should not. This character gains the Amorphous trait. Whenever he uses the Reform action, he gains 1 Corruption. Stacking: Permanently increase this character's Agility characteristic by 1. He gains 1 additional Corruption whenever he uses the Reform action.
9	Curse of Decades: Lines crease this character's skin and he takes on a wizened and increasingly bitter appearance as his Corruption robs him of his youth with unnatural speed. He ages 1d5+Cb years. Permanently reduce this character's Strength and Agility characteristics by 1d5. Permanently increase his Intelligence characteristic by 5. Stacking: Permanently reduce this character's Strength and Agility characteristics by 1. Permanently increase this character's Intelligence characteristic by 2.
10	Sightless Orbs: This character's eyes become sightless, cracked windows into a soul afflicted with a growing corruption. He gains the Blind and Unnatural Senses (Cbx20) traits. Stacking: Increase the value of this character's Unnatural Sense trait by 10.
11	Witch-Curse: A small stigmata in the shape of a maddening rune appears on this character's body, marking him as touched by Chaos. He gains the Psyker talent and learns 1 psychic power that costs 100xp or less. Whenever he uses this power, he gains 1d5 Corruption. Stacking: This character learns 1 psychic power that costs 100xp or less. Whenever he uses this power, he gains 1d5 Corruption.
12	Deathsight: This character's mind becomes warped, his eyes showing him countless possible annihilations of anything or anyone he gazes upon for more than a few moments. Once per game session, this character may increase the damage of one attack he has made by his Cb. Whenever he does so, he gains 1 Corruption. Stacking: The character may use this ability one additional time per game session.
13	Cursed Fleshmetal: This character's armour and cybernetic implants become fused with his flesh, and even regenerate. Removing any of these items requires a +0 Medicae test; if the medic fails, the character suffers 1d10 damage to a randomly selected location that ignores armour. When repairing any items merged with his body this way, this character may make a +10 Toughness test in place of the Tech-Use test. If he does so, he gains 1 Corruption. Stacking: Any character attempting to remove the fused items suffers an additional -10 penalty on his Medicae test. This character gains an additional +10 bonus to Toughness tests he makes to repair items fused with his body.
14	Razor Fangs: This character's teeth grow long, turning into tearing fangs. This character gains an unarmed attack with the following profile: (Light; Melee; RoF 1/3; 1d5+Cb (R); Pen 0; Tearing). Permanently reduce this character's Fellowship characteristic by 1d5. Stacking: Permanently increase the damage of this attack by 1. Permanently reduce this character's Fellowship characteristic by 1.
15	Gilled Horror: Gills sprout from this character's neck, his eyes become bulbous, and his face takes on a distinctly piscine appearance. This character gains the Amphibious trait. He suffers a -10 penalty to all Perception tests when out of the water. Stacking: signature malignancy.
16	Unnatural Limbs: Twisted appendages (shriveled arms, razored talons, or fleshy tendrils) emerge from this character's spine or torso. This character gains the Extra Arms (Cb) trait. Stacking: Increase the value of this character's Extra Arms trait by 1.

TABLE 8-7: MALIGNANCIES (CONTINUED)

2d10 ROLL	MALIGNANCY
17	Bone-Blades: This character's bones grow long, twisted spurs that sprout painfully from his flesh on his command. This character gains an unarmed attack with the following profile: (Light; Melee; RoF 1/2; 1d10+Cb (R); Pen 1). The first time he makes an attack with this weapon each encounter, this character suffers Blood Loss (Cb). Stacking: Increase the penetration of the weapon by 1. Increase the value of the Blood Loss this character suffers when using the weapon by 1.
18	Cannibalistic Urge: Blood and marrow become as wine and bread to this character, and normal food no longer sates the hunger of his soul. Once per game session, this character may heal a minor injury by consuming human flesh. Each time he does so, he gains 1 Corruption. Stacking: This character can use this ability one additional time per game session.
19	Unnatural Vigour: This character's flesh is reinvigorated, he becomes 1d5+Cb years more youthful (at least on the outside). Permanently increase this character's Strength and Fellowship characteristics by 5. Permanently decrease his Willpower characteristic by 1d10. Stacking: Permanently increase this character's Strength and Fellowship characteristics by 1. Permanently decrease his Willpower characteristic by 1.
20	Swollen Brute: This character becomes bloated, his muscles expanding and his form becoming excessively corpulent or disturbingly muscular (or perhaps both). This character's Toughness and Strength characteristics are permanently increased by 10. He must spend 1 additional AP as a part of any movement actions he makes. Stacking: signature malignancy.
21	Searing Blood: Acid boils in this character's veins in place of blood. By some Warp-born miracle, it still performs its previous functions and does not harm the character himself despite its potency. Whenever this character suffers Blood Loss, each other character within 1d5 metres must make a +0 Evade (A) test or suffer 1d5+Cb energy damage. Stacking: Evade tests to avoid this character's burning blood suffer a -10 penalty.
22	Degenerate Mind: This character's corruption manifests as a twisting of the mind that leaves him prone to casual violence, and extraordinarily off-colour humour at the most inappropriate times. This character automatically passes all fear tests with 1d5 degrees of success. His Willpower and Intelligence characteristics are permanently reduced by 1d10. His Fellowship characteristic is permanently increased by 1d10. Stacking: signature malignancy.
23	Serpentine Tail: This character's spine elongates into a serpentine tail that supports his body (whether his legs wither entirely or merely diminish in size to accommodate this new mode of transportation varies by case). This character gains the Crawler trait and gains an unarmed attack with the following profile: (Light; Melee; RoF Ab-3; 1d10+Sb (I), Pen 0). Stacking: signature malignancy.
24	Wings: Massive wings erupt from this character's spine. This character gains the Flyer (Cb) trait. Stacking: Increase the value of this character's Flyer trait by 1.
25	Warp Regeneration: Corruption seethes through this character's flesh, sewing his body back together time and time again whether he wills it or not. Whenever this character suffers a Wound, he makes a +0 Toughness test. If he succeeds, he gains the Regeneration (Cb) trait for 1 round and gains 1d5 corruption points. Stacking: This character gains an additional +10 bonus to the Toughness test to gain the Regeneration trait.
26	Excessive Legs: This character develops extra legs that support his body, suspending his torso above a centauroid lower body. This character gains the Extra Legs (Cb) trait. Stacking: Increase the value of this character's Extra Legs trait by 1.
27	It Will Not Die!: This character is touched by the power of the Warp, and fortune twists to keep him alive regardless of the terrible wounds he suffers, as if it is the will of some dark being that resides beyond the veil of reality. This character can no longer burn fate threshold to survive lethal injuries. Whenever this character would die, he survives by the narrowest margin as if he had burned fate threshold and gains 1d10+5 corruption points. Stacking: signature malignancy.
28	Corrupted Flesh: Instead of blood, when this character's flesh is torn asunder, horrific insects, worms, or flitting creatures spill forth. Whenever he suffers a wound, this character gains the Fear (Flee, Mania) trait for 1d5 rounds. Stacking: signature malignancy.
29	Warp Gaze: Whatever this character looks upon burns with the fire of the Warp, and all who see his eyes despair. This character gains a ranged attack with the following profile: (Basic; 20m ; RoF 1/3; 1d10+Cb (E); Pen 2; Spray). Each time he uses this attack, he gains 1d5 Corruption points. Characters struck with this attack must make a +0 Fear (Warp Shock) test. Stacking: Characters struck with this attack suffer an additional -20 penalty to their Fear (Warp Shock) test.
30	The Warp Made Manifest: This character becomes a Daemon-like creature, capable of reshaping reality itself at his whim. This character gains the Daemonic, Fear (2) (Fleeing), From Beyond, and Instability traits. He can use his Willpower characteristic in place of any other characteristic for any test it makes. Stacking: signature malignancy.