

## SUSTAINING PSYCHIC ABILITIES

There are a number of Psychic Powers that are worth "keeping on" for an extended length of time. Powers that can be used in such manner are referred to as being "sustainable", which is noted in their entries. Sustaining a Psychic Power for an extended period of time is very taxing and only the most proficient Psykers can accomplish it. Every 10 Rounds a power is active, the Psyker must make a Power Roll to maintain it—just as if he were rolling to manifest it. Unlike a normal Power Roll, this is performed as a Free Action at the start of the Psyker's Turn and cannot involve either Psychic Phenomena or the Perils of the Warp.

### SUSTAINING MULTIPLE POWERS

A Psyker can sustain a single Psychic Power without much effort once properly activated. However, all Power Rolls the Psyker makes while sustaining a single Psychic Power are reduced by 4. A Psyker can sustain multiple powers, but all Power Rolls get progressively more difficult as he must expend more and more of his power on maintaining the powers already in effect. A Psyker sustaining two powers reduces all Power Rolls by 8 while a Psyker sustaining three powers reduces all Power Rolls by 16. It is not possible to sustain more than four powers at once. These penalties to the Power Roll also apply to sustaining powers already in effect.

## INSPIRING AURA

**Threshold:** 6  
**Focus Time:** Full Action  
**Sustained:** Yes  
**Range:** You  
 You seem to glow with an inner light and all those around you are filled with confidence. While this power is active, all allies that can see you gain a +20 bonus to Tests made to resist Fear and Pinning. They may also feel compelled to say nice things about you. Which is nice.



## PRECOGNITION

**Threshold:** 6  
**Focus Time:** Half Action  
**Sustained:** Yes  
**Range:** You  
 You get a fuzzy picture of what will occur a few moments into the future. As you draw nearer to the event, the picture becomes clearer. For as long as this power is active, you gain a +10 bonus to Dodge Tests and to Weapon Skill Tests made to Parry incoming blows.

## SPASM

**Threshold:** 7  
**Focus Time:** Half Action  
**Sustained:** No  
**Range:** 50m  
 You cause a target's muscles to spasm. The target is entitled to a Willpower Test to resist this power. On a failure, the target twitches in an uncontrollable and possibly amusing way. If the target is carrying any ballistic weapon, the weapon goes off—make a Ballistic Skill Test as normal to hit the closest creature. In addition, the target immediately falls to the ground and must use a Stand Action to regain their feet.

**Overbleed:** For every 5 points by which you exceed the Threshold, you may either affect an additional target or worsen the Difficulty of the Willpower Test by one step.

## SENSE PRESENCE

**Threshold:** 7  
**Focus Time:** Half Action  
**Sustained:** Yes  
**Range:** 50m (see text)  
 Reaching out with your mind, you get a vague inkling of other life forms within range. You automatically detect all living creatures in the area. Walls in excess of 1 metre thick block this power.

**Overbleed:** For every 5 points by which you exceed the Threshold, you extend the Range by an additional 10 metres.

## Minor Psychic Powers

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## STAUNCH BLEEDING

**Threshold:** 8  
**Focus Time:** Half Action  
**Sustained:** No  
**Range:** 10m  
 You cause yourself or another creature within Range to halt Blood Loss. See Chapter VII: Playing the Game, page 211 for details on Blood Loss.

**Overbleed:** For every 5 points by which you exceed the Threshold, you may affect another target.

## HEALER

**Threshold:** 7  
**Focus Time:** Full Action  
**Sustained:** No  
**Range:** 10m  
 You channel your power into a single target to knit flesh and mend bones. You may only use this power on a willing target, including yourself. The target of this power removes 1d5 points of Damage (removing Critical Damage first).

Repeated uses of this power can be dangerous, however, not to mention painful, and the person's flesh rebels against the intrusion of warp energy. If a person (including the Psyker) is the subject of this power more than once in a 6 hour period, they must Test Toughness or take 1d5 points of Damage (with no reduction for Toughness Bonus or Armour), rather than being healed.

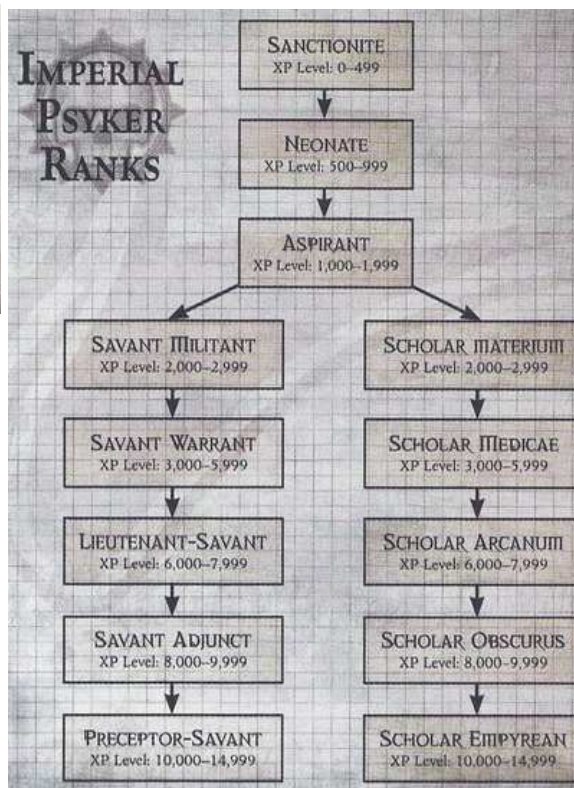


TABLE 7-5: COMBAT ACTIONS

Attack Actions		
Action	Type	Description
All Out Attack	Full	+20 to WS, cannot Dodge or Parry.
Charge	Full	Must move 4 metres, +10 to WS.
Defensive Stance	Full	Enemies -20 WS, you cannot attack.
Feint	Half	Opposed WS Test, if you win, your next attack cannot be Dodged or Parried.
Full Auto Burst	Full	+20 to BS, additional hit for every degree of success.
Grapple	Full	Make a Grapple attack (see page 197).
Guarded Attack	Full	-10 WS, +10 to Parry and Dodge.
Knock-Down	Half	Try and knock an opponent to the ground (see page 190).
Multiple Attacks	Full	Use Swift Attack or Lightning Attack talents to make multiple attacks.
Overwatch	Varies	Shoot targets coming into a set kill zone, -20 to BS.
Semi-Auto Burst	Full	+10 to BS, additional hit for every two degrees of success.
Standard Attack	Half	Make one melee or ranged attack.
Stun	Full	Try to Stun an opponent.
Suppressing Fire	Full	Force opponents to take cover, -20 to BS.
Move Actions		
Action	Type	Description
Disengage	Full	Break off from melee and move.
Jump/Leap	Full	Leap or Jump (see page 214).
Manoeuvre	Half	Opposed WS Test, if you win move enemy 1 metre.
Move	Half/Full	Move up to your movement as a Half Action or twice your movement as a Full Action.
Run	Full	Move triple, enemies -20 BS and +20 WS.
Stand/Mount	Half	Stand up or mount a riding animal.
Tactical Advance	Full	Move from cover to cover.
Miscellaneous Actions		
Action	Type	Description
Aim	Half/Full	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.
Delay	Half	Before your next Turn take any Half Action.
Dodge	Reaction	Test Dodge to negate a hit.
Focus Power	Varies	Use a Psychic Power.
Parry	Reaction	Test Weapon Skill to negate a hit.
Ready	Half	Ready a weapon or item.
Reload	Varies	Reload a ranged weapon.
Use Skill	Varies	You may use a Skill.

## DIE HARD

**Prerequisites:** Willpower 40.

It takes more than most to finish you off. When you suffer from Blood Loss, you may roll twice to avoid death.

## UNREMARKABLE

You have a forgettable face and are able to blend in with a crowd. Attempts to notice you when amongst other people or anyone attempting to describe you or recall details about you incurs a -20 penalty.

Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Common Lore (Imperial Creed)	100	S	—
Common Lore (Imperium)	100	S	—
Drive (Ground Vehicle)	100	S	—
Forbidden Lore (Warp)	100	S	—
Scholastic Lore (Occult)	100	S	—
Swim	100	S	—
Trade (Soothsayer)	100	S	—
Chem Geld	100	T	—
Flagellant	100	T	—
Hatred (Daemons)	100	T	—
Meditation	100	T	—
Minor Psychic Power	100	T	—
Pistol Training (Las)	100	T	—
Pistol Training (Primitive)	100	T	—
Pistol Training (SP)	100	T	—
Quick Draw	100	T	—
Unremarkable	100	T	—
Thrown Weapon Training (Primitive)	100	T	—
Sound Constitution	200	T	—

Advance	Cost	Type	Prerequisites
Chem-Use	100	S	—
Deceive	100	S	—
Forbidden Lore (Psykers)	100	S	—
Performer (Musician)	100	S	—
Performer (Singer)	100	S	—
Performer (Storyteller)	100	S	—
Pilot (Civilian Craft)	100	S	—
Wrangling	100	S	—
Basic Weapon Training (Primitive)	100	T	—
Leap Up	100	T	Ag 30
Light Sleeper	100	T	Per 30
Minor Psychic Power <sup>2</sup>	100	T	—
Paranoia	100	T	—
Peer (the Insane)	100	T	Fel 30
Rapid Reload	100	T	—
Sleight of Hand	200	S	—
Psy Rating 2	200	T	Psy Rating 1

<sup>2</sup>You may take this Talent up to three times at this Rank.

Advance	Cost	Type	Prerequisites
Awareness +10	100	S	Awareness
Blather	100	S	—
Ciphers (Acolyte)	100	S	—
Dodge	100	S	—
Inquiry	100	S	—
Literacy +10	100	S	—
Scholastic Lore (Heraldry)	100	S	—
Scholastic Lore (Legend)	100	S	—
Secret Tongue (Acolyte)	100	S	—
Tech-Use	100	S	—
Trade (Copyist)	100	S	—
Trade (Soothsayer) +10	100	S	Trade (Soothsayer)
Ambidextrous	100	T	Ag 30
Basic Weapon Training (Las)	100	T	—
Basic Weapon Training (SP)	100	T	—
Blind Fighting	100	T	Per 30
Die Hard	100	T	WP 40
Melee Weapon Training (Shock)	100	T	—
Minor Psychic Power <sup>3</sup>	100	T	—
Peer (Academics)	100	T	Fel 30
Rapid Reaction	100	T	Ag 40
Unshakeable Faith	100	T	—
Sound Constitution	200	T	—

<sup>3</sup>You may take this Talent up to four times at this Rank.

TABLE 2-7: IMPERIAL PSYKER CHARACTERISTIC ADVANCES

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

Advance	Cost	Type	Prerequisites
Barter	100	S	—
Carouse	100	S	—
Chem-Use +10	100	S	Chem-Use
Climb	100	S	—
Common Lore (War)	100	S	—
Dodge +10	100	S	Dodge
Drive (Ground Vehicle) +10	100	S	Drive (Ground Vehicle)
Drive (Hover Vehicle)	100	S	—
Drive (Walker)	100	S	—
Logic	100	S	—
Navigation (Surface)	100	S	—
Survival	100	S	—
Trade (Cook)	100	S	—
Basic Weapon Training (Flame)	100	T	—
Cleanse and Purify	100	T	Basic Weapon Training (Flame)
Corpus Conversion	100	T	Psy Rating 2
Crippling Strike	100	T	WS 50
Crushing Blow	100	T	S 40
Frenzy	100	T	—
Hard Target	100	T	Ag 40
Iron Jaw	100	T	T 40
Minor Psychic Power <sup>†</sup>	100	T	—
Resistance (Cold)	100	T	—
Resistance (Heat)	100	T	—
Street Fighting	100	T	—
Power Well	200	T	Psy Rating 2
Psy Rating 3	200	T	Psy Rating 2
Psychic Power	200	T	—
Sound Constitution	200	T	—

<sup>†</sup>You may take this Talent up to two times at this Rank.

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### Iron Stomach

Food is often scarce on feral worlds and those born on such worlds learn to set aside their revulsion and eat whatever they must to survive.

**Benefit:** You gain a +10 bonus to Carouse Skill Tests made to resist the effects of ingested toxins, poison or tainted foods. This bonus applies to Tests made to consume unusual or unpleasant meals—rotting meat, Grox testes, corpse starch rations, to name a few—as well as Tests made to resist throwing up.

### Primitive

Feral worlders have no time for the mysteries of technology or the rubbishy constraints of etiquette and social niceties.

**Penalty:** You take a -10 penalty on Tech-Use (Int) Tests and a -10 penalty to Fellowship Tests made in formal or civilised surroundings.

### Rite of Passage

Life is harsh for a feral worlder, and blood spills all too frequently. Whether through surviving a brutal initiation ritual or through tribal teachings, feral worlders are adept at tending bleeding wounds.

**Benefit:** You may spend a Full Action to make an Intelligence Test to staunch Blood Loss (see **Chapter VII: Playing the Game** on page 211). This is a Full Action. On a success, you manage to stop the bleeding.

## PSYNISCIENCE (ADVANCED) Perception

You can use the Psyniscience skill to become attuned with the ebb and flow of the warp and the immaterium. The most common application of this Skill is to detect the presence or absence of Daemons or other psykers. To do so, make a Psyniscience Test. On a success, you extend your senses out to a number of metres equal to your Perception Bonus plus 1d10. Each degree of success allows you to add 1d10+PB metres to your roll.

You can also Test to detect unusual psychic phenomena, areas where realspace has been “disrupted”, areas where the immaterium seems to be blocked (or shielded against), and so on. The GM may wish to make the Test in secret depending on just what it is that the psyker may detect.

The results of any Psyniscience Test are summarised on the following chart:

## REGENERATE

**Threshold:** 23  
**Focus Time:** Full Action  
**Sustained:** Yes  
**Range:** You

One of the pinnacles of a biomancer’s abilities, this power allows you to knit your flesh back together at a phenomenal rate, letting you swiftly overcome any non-fatal injury. This is a hard ability to master, but the rewards are great—Regenerate can eventually regrow lost limbs and organs. Each Round this power is active, you remove 1d5 points of Damage (removing Critical Damage first) and have all levels of Fatigue removed. Once all Damage is removed, you begin to regrow lost organs, limbs, and so on. Limbs and organs replaced by cybernetics do not regrow unless the bionic is first removed.

## POWER WELL

**Prerequisites:** Psy Rating 2.

Power suffuses your being, allowing you to manifest powers more easily. When manifesting powers, you gain a +1 bonus to your Manifesting rolls. You may select this Talent multiple times. Its effects are cumulative.

## UNNATURAL AIM

**Threshold:** 8  
**Focus Time:** Half Action  
**Sustained:** No  
**Range:** You

You draw upon the power of the warp to guide your aim. Before the end of your next Turn, any ranged attacks you make count as being made at Point Blank Range (+30 to hit).

### Degrees of

Success	Result
Standard	Awareness that success the immaterium is being disrupted.
One	General location from where the phenomena emanates.
Two+	Exact location of the individual channelling or blocking the immaterium.

Using Psyniscience is a Full Action.

## FLOAT

**Threshold:** 8  
**Focus Time:** Half Action  
**Sustained:** Yes  
**Range:** You

You focus your concentration and slowly begin to lift off the ground. You can only move up and down while under the effects of this power, and you cannot rise higher than 5 metres. You can use this power to stop yourself from falling, but you must succeed on a Difficult (-10) Willpower Test in addition to beating the PT.

## DISTORT VISION

**Threshold:** 8  
**Focus Time:** Free Action  
**Sustained:** No  
**Range:** You

With this power, you disappear and your image reappears in another space no more than 10 metres away. Until the start of your next Turn, you are effectively invisible to all other creatures, defeating even sensory equipment. All attacks against you, should your position be discovered by means of a Psyniscience Test, are Very Hard (-30). Creatures and sensors that do not rely on sight are not affected by this power.

## PARANOIA

You are always on the look out for danger and secretly know that the galaxy is out to get you. You gain a +2 bonus on Initiative rolls. In addition, the GM may secretly Test your Perception to see if you notice hidden threats. Others, however, may find your constant muttering and twitchy looks unnerving.

## INVOCATION (ADVANCED) Willpower

An Invocation Test allows you to boost your Power Roll when using Psychic Powers by an amount equal to your Willpower Bonus. An Invocation Test is a Full Action. During this time, you clear your mind through various means, such as muttering mantras, meditating, fingering psychic-foci and so on. A successful Test indicates that your mind is well prepared to touch the warp. On the next Round, you may add your Willpower Bonus in addition to any other bonus you add to your Power Roll.

### EXAMPLE

*Doc Skul decides to visit the Inflict Pain Minor Psychic Power on his hated rival, Slippery Zim. He spends a full Turn shaking his bone rattle and muttering spitefully under his breath as part of his Invocation Test. He rolls to see if these preparations will help him Focus Power. He rolls 15—a success! On the following Round, he attempts to manifest Inflict Pain. He gets 4 on his Power Roll and adds his Willpower Bonus of 3 to this as normal. Because of his successful Invocation, he may now add an additional 3 points to this roll. In total, Doc Skul has made a Power Roll of 10 (4+3+3=10). His Focus Power Action succeeds, and Slippery Zim doubles over in pain!*

Failure on an Invocation Test indicates that you are not composed enough to gain any benefits from your preparations. If you make a successful Invocation Test and then do not take the Focus Power Action on the following Turn, there are no side effects (aside from you possibly looking a little foolish).