

1 - ORIENTATION

DISCLAIMER

We explicitly state that all content, images, and everything related to this document serve solely to experience and portray a fictional world. They are in no way intended to represent, glorify, or spread opinions, beliefs, or worldviews of a political, religious, or any other nature. We distance ourselves from any form of real racism, fascism, xenophobia, or any ideology or groups associated with such views.

MISSION STATEMENT

Litanie d'un Monde Damn   exists to deliver a fully immersive Warhammer 40,000 live-action experience built on discipline, narrative weight, and the grim determination that defines humanity's struggle in the 41st Millennium. Our mission is to forge a battlefield where players can embody the warriors, zealots, survivors, and legends of the Imperium and its foes, while upholding the highest standards of safety, fairness, and mutual respect out-of-character.

We strive to create a living campaign that rewards courage, roleplay, teamwork, and consequence. Every decision matter, every faction has purpose, and every character has the chance to rise in glory or fall to the horrors of war, corruption, or the Warp. Through narrative-driven missions, and a rich cast of Imperial and heretical forces, we aim to bring the grimdark setting to life in a way that is engaging, challenging, and unforgettable.

Above all, Litanie d'un Monde Damn   is committed to providing a welcoming and inclusive community where all participants regardless of background or identity can safely explore this universe together. Though the Imperium may be harsh, our real-world environment shall never be. Here, camaraderie is strength, creativity is celebrated, and respect is mandatory.

CONSCRIPTION ELIGIBILITY

By Order of the Officio Prefectus

Classification of Attendants:

- *Ages 0–10 — Non-Combatant*: all juveniles below the age of eleven are designated Non-Combatants. They shall hold no character dossier, wield no battlefield authority, and shall not be subjected to any martial trial or mechanical engagement. Their presence is to be always safeguarded. They may assist to the battlefield but cannot partake in armed conflict.
- *Ages 11–17 — Reserve*: Citizens aged eleven to seventeen may submit themselves for Limited Service. They may craft a sanctioned character identity, participate in daily operations and roleplay, serve the Imperium in a limited combat capacity. They may with their Guardians approval deploy to the battlefield. They will not hold a bank account. All personnel are reminded to exercise vigilance and restraint when interacting with youth-class citizens. Failure to do so invites censure.
- *Ages 18+ — Regular Force*: All citizens of eighteen standard years or more shall be registered as Full Combatants, with all attendant responsibilities.

Custodial Obligation

No minor may be present upon the grounds without a parent or designated guardian stationed on-site. Guardians assume full responsibility for the protection, instruction, and discipline of their wards.

The “ZAP” Directive

For the preservation of the minds and spirits of all non-Regular Force’s personnel, the Commissariat authorizes the use of the “ZAP” Safety Directive. When the word “ZAP!” is pronounced with authority:

- All minors in the vicinity shall withdraw immediately.
- They shall not observe nor engage with the scene in progress.

This Directive exists to prevent the innocent from witnessing events or themes deemed potentially distressing or beyond their clearance level. Guardians are ordered to brief their charges thoroughly on the purpose and execution of the ZAP Directive prior to deployment.

Final Charge

Let none forget: A vigilant Imperium is a living Imperium. Its youth are its future soldiers, scribes, and servants. Their safety is not merely kindness, it is duty. By my seal and by Imperial Law, this edict stands.

2 - PRE-EVENTS BASICS

CREATE OR ACCESS YOUR PLAYER ACCOUNT

To register and create your character, start by opening the player access page and creating your account by entering your name, year of birth, email address, and a secure password. Once logged in, go to your Character Sheet, where you can choose your race, origin, archetype, faction, armour type, and talents. Each selection directly shapes your in-game experience and determines how your character will evolve within the living campaign of the Damned World. When your sheet is complete, save it — you’re ready to forge your legend in the 41st millennium.

REVIEW AND SIGN THE WAIVER

Sign a digital liability and behavioural agreement covering safety, rules, and conduct. Registration is not complete without this step.

SUBMIT PAYMENT

Pay the event fee through the system’s secure payment portal. Pricing for the event is divided into three periods. Tickets bought at the *Salon de la Passion Médiévale* are the cheapest. After that, there is an online presale until July 5, 2026, which offers a mid-range price. Starting July 6, 2026, all tickets whether bought online or in person use the regular full price. Adults pay \$50 at the Salon, \$60 during presale, and \$70 afterward. Teens (11–17) pay \$30, then \$40, then \$50 depending on when they buy. Children (0–10) always pay a fixed price of \$25. This system rewards early registration and keeps things affordable for families.

RECEIVE CONFIRMATION

After payment and form submission, you will receive a confirmation email outlining the details of your registration, your initial quest, arrival procedures, and any next steps before the event.

PREPARE YOUR CHARACTER AND GEAR

Before the event, finalize your character sheet, review rules, assemble your costume and equipment, and follow any pre-event instructions provided by staff.

3 - EVENT BASICS

EVENT SCHEDULE

Arrival: Earliest arrival time is midday on the Friday of the event weekend.

Check-in: Friday, 5:00 PM+ at check-in to receive character, props, and direction. Safety check for weapons/armor/props etc. Once you know your bedspace location, you may drive near it to unload; don't block roads. Move your vehicle to designated parking immediately after unloading. Store out of play gear under your bed, get into costume, then head to event briefing. No vehicles on site during game hours except for medical emergencies.

New Player Meeting: 8:00 PM (required for new players/cast).

Event briefing: 9:30 PM (mandatory for all; bring game items).

Play Times:

- Friday: Game On ~ 10:00 PM–3:00 AM
- Saturday: 9:00 AM–3:00 AM
- Sunday: 9:00 AM–12:00 PM (event end)

Closing & Checkout: Sunday, after noon, brief wrap-up, then return character sheet and prop.

SITE DETAILS

Outside of necessary game set-up we are sadly unable to accommodate for Thursday arrivals.

The address is: 95 Rang St-Isidore, Saint-Fabien-de-Panet, G0R 2J0

Participants are encouraged to "disguise" their accommodation area and any items visible. This will ensure better immersion in your roles.

REFEREES

The referees are not in play, and their function is to ensure the safety of everyone and maintain the rules of the game of the present compendium. If a ref tells you to hit the dirt due to too many hits, please do so. Armour may make Gel rounds difficult to notice. Do not argue, we are not being malicious. We do this to make it a fair game for all. They will wear high visibility orange vest.

LIGHT

A standard, unmodified white-beam flashlight is the preferred and sanctioned form of illumination.

N.B. Shining the beam directly on the face/eyes of your adversary can cause temporary night blindness and thus it is a dangerous action and should not be done.

4 - CODE OF CONDUCT

HARASSMENT POLICY

This LARP is committed to providing a safe, respectful, and inclusive environment for all participants. While the universe is dark, oppressive, and brutal in-character, no out-of-game harassment, intimidation, or abusive behavior will be tolerated under any circumstances.

Harassment includes, but is not limited to:

- Verbal abuse, threats, or intimidation
- Unwanted physical contact
- Bullying, coercion, or targeted in-character behavior used as a pretext for real-world harm
- Derogatory or discriminatory comments
- Unwanted pursuit, advances, or attention
- Any behavior that makes a participant feel unsafe or unwelcome

In-character justification is not a defense. If a participant uses the grimdark setting to excuse real-world harassment, they will be immediately addressed and may face removal from the event.

Players must:

- Respect personal, physical, and psychological boundaries
- Not involve others in intense scenes without clear signals of consent
- Cease a scene immediately if asked to or if a safety call is invoked
- You are responsible for the impact of your actions, not your intentions

If you experience or witness harassment:

- Seek out a referee immediately
- You may report privately and confidentially
- Staff will take all reports seriously and act promptly
- Retaliation against reporters or witnesses is strictly prohibited

Enforcement actions will be applied based on the severity of the violation and may range from a verbal warning to formal documentation. More serious or repeated offenses may result in removal from the event entirely, with the possibility of permanent bans.

N.B. The referees reserves the right to take any reasonable action to ensure participant safety.

INCLUSION POLICY

While the Imperium of Man is a harsh and exclusionary dystopia in-character, our LARP community is not. This event is designed to be a welcoming space for all participants, regardless of background or identity.

Players of all genders and gender identities, sexual orientations, races and ethnicities, religions or lack thereof, physical abilities, neurodiversity, backgrounds, cultures, and lived experiences are welcome. Real-world discrimination, microaggressions, or exclusion will not be tolerated.

We strive to make the event accessible by:

- Working with participants to provide reasonable gameplay accommodations
- Adjusting rules or mechanics when physical limitations require it
- Offering non-combat paths, alternative solutions, or narrative equivalents
- Ensuring that safety, hydration, and medical needs always take priority

Participants are encouraged to contact staff before or during the event to discuss specific needs confidentially.

Players must ensure that in-game themes do not harm real people. Fascism, xenophobia, religious extremism, and violence must remain fictional roleplay elements, not real-world beliefs or behaviors. No player may use the setting to target or demean another participant. Everyone has the right to step away from scenes that are too intense

N.B. The strength of the Imperium may lie in zeal and steel, but the strength of our community lies in mutual respect and care.

SUBSTANCE POLICIES

Alcohol

You are welcome to drink reasonably, but as soon as you have begun drinking, then you can no longer go on the battlefield.

Smoking

Consumption of lho-sticks, cigars, or any comparable recreational inhalants is permitted only within the designated smoking zone. This restriction exists to maintain discipline, preserve environmental standards, and respect the well-being of those who do not partake. Any individual found smoking outside the authorized area shall be subject to immediate reprimand and potential censure under Imperial Conduct Protocols.

Drug

No drugs are allowed. Please make a referee aware if you have to take prescription medication for an injury or illness that could affect your gameplay (some prescription medications can cause drowsiness, or some other unusual side effects, which could potentially be dangerous if we aren't made aware).

N.B. Compliance with these directives ensures the safety, cleanliness, and cohesion of all Imperial personnel present. Let each citizen conduct themselves with the discipline befitting the Emperor's faithful.

SAFETY

Security of participants always predominate on the game. Security is everyone's business! Each participant must avoid generating or participating in dangerous situations. In case of real danger, the game will be stopped. You have to be particularly careful and cautious in battle and fight situations:

- Never thrust with your weapon
- Only coreless weapons may be thrown
- No grappling unless both participants agree verbally
- No submission holds, takedowns, wrestling, or kicks
- Master your hits (strength, direction): we're playing the touch
- Don't deliberately aim the head, neck and the genitals

- Pay attention at people on the ground: don't crush anyone
- Avoid casualties before everything else
- Be judicious and courteous when striking unarmoured opponents
- Battlefields (large scale battles) are forbidden to people under the age of 14
- No melee combat with a range weapon

Safety calls

- **"TIME OUT"**: the game stops, every participant must stop their actions and sit/kneel. Stop what you are doing, look around you and try to understand the situation. If there is an injury all nearby players should summon medical personnel and follow their instructions.
- **"TIME IN"**: the game resumes exactly where it stopped.
- **"FREEZE"**: the time is frozen, the participants close their eyes and ears to avoid hearing or seeing anything around them.

Universal Signs

- Hand raised above the head: The person is currently out-of-game.
- Arms crossed over the chest: The person is currently camouflaged and can only be seen by a character with a "Perception" talent.
- One hand, two finger parallel in the air : Speaking High Gothic (Latin)
- One hand, two finger crossed in the air: Speaking a Xenos language (Necron).
- One hand, three finger in the air: Speaking a Techno-Lingua.
- One hand, two finger (devil sign) in the air: Speaking a Dark Tongue (Chaos)



High
Gothic



Techno-
Lingua

Eye Protection

On the battlefield eye protection is mandatory everywhere except in "DEMILITARIZED ZONE", like the Command Bunker. The gel Rounds are high velocity and will hurt an exposed eye. No Eye Protection, No LARP.

Props & Weapons Verification

Each participant is at all-time responsible that his stuff (foam weapons, armours, shields, etc.) is not dangerous for others. Check on a regular basis the state of your equipment because you're always responsible for its state. If you are not sure if your weapon is safe, come see a referee.

HONOR SYSTEM

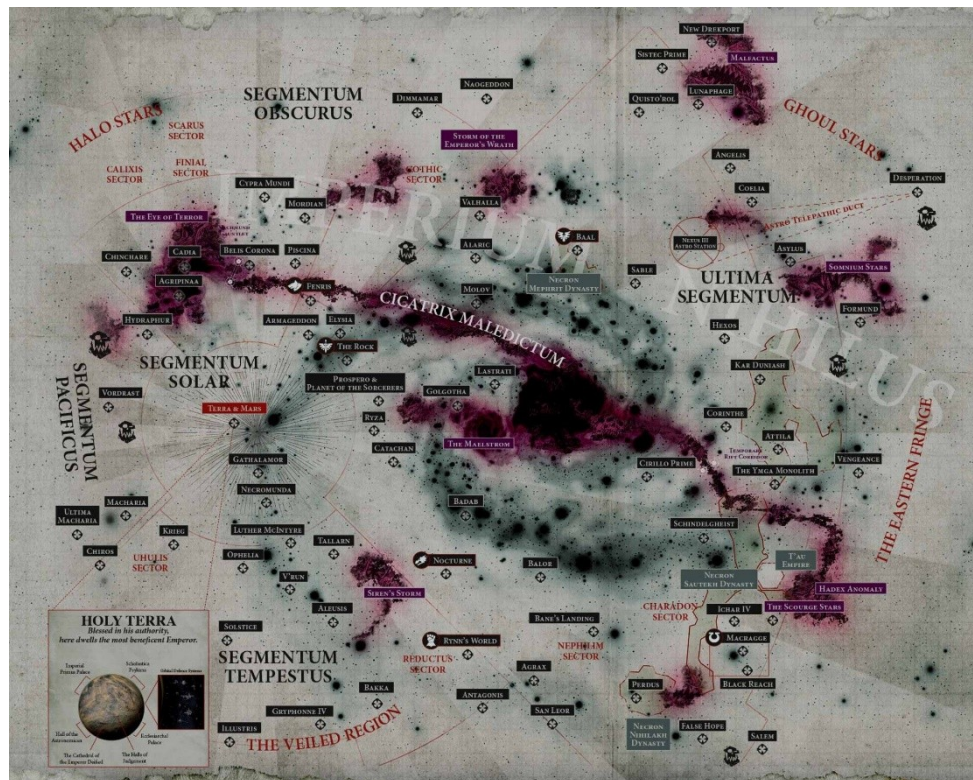
LARP combat is governed primarily by the honour system, a system whereby persons are trusted to abide by the regulations and adhere to the spirit of the rules without supervision or surveillance. As an honour based system, we want to create a culture of fairness and hit taking, when in doubt die. All players are expected to treat each other with respect with both their actions and words. A good player is not one who wins but who plays to the heart of the game and follows the rules and decision of the Referees. While comprehensive, loopholes in this system are inevitable. Exploitation of them will not be tolerated and we remind players they should seek to play to the spirit of the game.

5 - IMMERSION

KAPPA-9

Kappa-9 lies within the vast and distant reaches of the Ultima Segmentum, the largest and most remote of the Imperium's galactic regions. Situated far from the crowded heartlands of mankind, it

exists on the fringes of Imperial control, where supply lines stretch thin and danger festers in the void between stars.



The Galaxy

As a world of the Ultima Segmentum, Kappa-9 endures the harsh realities typical of this frontier domain: isolation, unpredictable warp routes, and constant threats from xenos incursions and unknown anomalies. Its strategic value, however, ensures it remains under the watchful eye of the Imperium, serving as both a bulwark and a warning beacon in a region where survival is never guaranteed.

Kappa-9 entered Imperial records in the late 39th millennium during a routine Administratum sweep of the outer marches. Even then, the world was considered marginal: a high-gravity sphere of black-spruce labyrinths, granite escarpments, and seasons defined more by fog than by light. Indigenous megafauna, shifting peatlands, and the planet's profound isolation rendered it difficult for full colonization. Yet survey teams reported two anomalies: first a promethium seepage beneath the frozen bogs, and cyclopean unknown mega-structures buried deep underneath the crust of the planet. Against the cautions of the Mechanicus, the Administratum authorized a minimal frontier presence.

Once on the verge of becoming a Civilized World of the Imperium, Kappa 9 now lies in the shadow of its own extinction. Centuries ago, the sky tore open and the world was undone. No one remembers the cause. Some whisper that an astropathic ritual failed, others speak of a celestial judgment. All agree on its name: "The Long Night." In the space of a single day, the sun went out and the voice of the stars fell silent. And long afterward, humanity opened its eyes again, like a soul summoned from the dead. It found only the remnants of a bygone order: shattered temples, dissolved laws, and the works of humankind reduced to mute ruins under the cold gaze of eternity.

What remains is not a world, but a memory of one. The great machines rust beneath moss and frost. The once-proud banners of the Imperium hang in tatters, their meaning lost to time. The survivors,

scattered and diminished, clung to fragments of faith, knowledge, and order. Over generations, these fragments twisted into new forms; half-remembered, half-invented, wholly sacred.

Now, Kappa-9 is a world of ritual and ruin. Its people live by litanies passed down in whispers, by the glow of relic-fires and the rhythm of ancient hymns.

FROSTREACH

In this frozen landscape, a few scattered hamlets still cling to life. One of these places is commonly known as Frostreach, a modest settlement built around an old Astra Militarum outpost. Its walls shelter the last survivors of the Northern Shield Regiment, determined to preserve the light of the God-Emperor despite the isolation and the biting cold.

At its center stand a Command Bunker, a laboratory, and the austere offices of the Adeptus Administratum. Nearby, an aging communication tower, a thermal plant, and a small chapel complete the heart of the bastion.

On the outskirts lie the remnants of an abandoned motor pool, and the old promethium mine, a dark reminder of an age when Kappa-9 still fueled the Imperial war effort.

FAITH

Generations have lived and died in Frostreach with almost no contact with the rest of the Imperium. Rites have faded. Hierarchies have softened. Survival has taken precedence over doctrine. What began as pragmatic superstition has slowly crystallized into a proto-faith.

The Ecclesia Solis Imperatoris

It's the dominant faith on Kappa-9, a sun-worshipping church that venerates the Emperor not as a man, but as the eternal flame that once lit the heavens. His light is salvation; His silence, judgment. The Sun-Church teaches that "The Long Night" was the Emperor's turning away, a divine punishment for forgotten oaths. The Church is ruled by the Hierophants, who interpret the will of the Sun through dreams, relics, and the flickering of sacred candles. Beneath them serve the Luminaries, Penitents, and Choirs of Ash; each tasked with preserving the rites, enforcing purity, and guiding the faithful. Rituals are held at dawn and dusk, where the faithful chant the Litanies of Flame, burn offerings of fuel and parchment, and kneel before sun-etched icons. Pilgrimages to the Chapel of the Ascendant Sun are common, where the faithful seek visions in the smoke and light. The Sun-Church is both shepherd and judge. It offers warmth, guidance, and absolution, but also demands obedience, sacrifice, and silence. Heresy is not debated. It is burned.

The Order of the Omnissiah (Deus Mechanicus)

They are monks of rust and wire, guardians of forgotten truths. To them, every circuit is a scripture, every gear a glyph. They do not innovate, they illuminate. The Cog-Abbots lead their cloisters in silence, their faces hidden behind rebreather masks and cogwheel hoods. Scriptor-Engineers transcribe ancient schematics onto parchment; their ink mixed with machine oil and blood. Novices chant binharic prayers as they polish relic-engines, coaxing sparks from dead machines with sacred oils and whispered rites. The Order claims neutrality in worldly affairs, but their knowledge is power. War-Clans barter for their favor with relics, fuel, or protection. The Cog-Laboratory of Threxian is both a sanctuary and a vault, its halls echoing with the hum of half-living machines and the rustle of parchment. To the Order, the Machine God is the Hidden Architect, and the Omnissiah is a saint who once walked among the stars. They await His return, not to lead, but to repair the broken world.

The Cults of the Fourfold Dawn (Mystery Cults)

Beneath the canopy of the forest, in caves and ruins, the Cults of the Fourfold Dawn whisper their truths. They do not name their gods, for names have power. Instead, they speak of the Red Dawn, the Shifting Dawn, the Rotting Dawn, and the Veiled Dawn; four trials, four paths, four faces of the end. Initiates pass through rites of silence, blood, and shadow. They are reborn in the dark, marked by visions. Each cult is a mystery school, its teachings hidden behind masks, symbols, and dreams. The Fourfold Circle leads them, masked Oracles who claim to hear the forest's true voice. To the faithful, the Armageddon Event was not a fall, but a beginning. The world is being remade, and only those who endure the trials of the dawn shall inherit the new light. They do not seek conquest. They seek transformation. Their influence spreads like roots; quiet, patient, inevitable. Many deny their existence. Others whisper prayers to the dawn before battle.

LOCATION

Command Bunker

A reinforced cabin built into a rocky rise. Inside are communication consoles, tactical charts of the surrounding forest, and personal quarters for command staff. At the center stands a makeshift canteen, a wooden shelter where the staff tries to forget their exhaustion by swallowing rations of dubious taste. A few steps away, a stifling medical alcove, wedged into a corner of the structure, houses the equipment necessary for emergency bionic repairs. These interventions are carried out in near darkness, for lack of space, warmth, and hope. Deeper within lies the sealed Cog-laboratory of Magos Biologist Threxian, filled with gene-analysis engines, specimen tanks, and noospheric wards only he understands.

Astropathic Relay Stations

A skeletal tower reinforced with steel beams and cable arrays, rising above the treeline. Built to broadcast augur signals across the sector, the tower has gone eerily silent. Reports indicate intermittent transmissions repeating coordinates deep in the forest, not the outpost itself. Some technicians believe the cult has found a way to "speak through it."

Chapel of the Ascendant Sun

A small, weathered structure with faded banners and a partially collapsed altar. Candles often flicker despite the wind. The chapel was meant to maintain morale and faith among the outpost.

Generator

The thermal power plant houses an aging generator, fuel tanks saturated with toxic fumes, and a series of electrical panels corroded by overloads. The power grid, patched up time and again to survive the deadly cold, is now nothing more than a tangle of scarred wires. Several Technaugurs of the Mechanicus have inspected it and recorded reports describing impossible repairs, as well as strange frost patterns embedded in the tanks, as if something unseen had left its mark..

Motor Pool

A defiled clearing opens onto a charnel house of machinery: vehicles eaten away by rust, slumped on their carcasses, some half-swallowed by moss and mud as if the earth itself were trying to devour them. Once a simple transit zone for goods, this industrial wasteland has become a site of ritualistic excavations where more curses than metal are unearthed. The trails leading to the forest regularly vanish, swallowed by unstable soil or by something that prefers to remain unseen.

Old Access Road

An overgrown logging trail running from the outpost into the forest. Sections are flooded or frozen depending on the season. Once used for supply convoys, the road is now unreliable. Entire

shipments “vanished” decades ago. Survivors warn that the forest reshapes itself along the road, making navigation treacherous.

Survey Marker Sites (Alpha–Gamma)

Marked trees and small cairns dot the area, indicating former topographical survey points. Yet, explorers claim that some of these markers are no longer exactly where they were recorded. The discrepancies are minimal, almost insignificant, but frequent enough to sow doubt and fray the nerves of those who must rely on them.

Frostbound Shrine

A stone circle of pre-Imperial origin, partially collapsed and covered in moss. Augur interference is strongest here, and warp effects are subtle but persistent.

Quarantine Zone

A cordoned-off zone stretches along the edge of the Northern Regiment's territory, encircled by fences and warning signs. The ground is ravaged: debris, abandoned equipment, collapsed tents, and scattered personal belongings bear witness to a hasty evacuation, carried out without orders or return. The Quarantine Zone was established after the first signs of heretical contamination and several disappearances that no one has ever been able to explain. Over the decades, it has been partially abandoned, its boundaries maintained more out of fear than discipline. Yet the Imperial command continues to hammer home the same directive: access strictly forbidden without formal authorization. Anyone who crosses the barriers faces immediate consequences.

Cryoflux Consortium’s Mine (Promethium)

A partially collapsed mining complex hidden in a clearing, with rusted scaffolding, and half-buried extraction equipment. Smoke stains and scorched earth mark where accidents and explosions have occurred. The mine’s entrance is flanked by crude warning markers. Pools of seeped promethium glow faintly at night, giving the area an eerie, unnatural illumination. The Ironvein Promethium Mine is the primary fuel source for the outpost and for nearby planets. Over the decades, operations were reduced to skeleton crews, with automated drills left running between convoys.

ACCESS TO OTHER PLANETS

The outpost’s scheduled twelve-month resupply cycle has been disrupted. The incoming vessel is the *Glory of Veyra*, a Jericho-class Pilgrim Ship extensively modified for Rogue Trader operations. This imposing voidship resembles a drifting cathedral, its vast hull adorned with devotional scripture and trade warrants. Beneath its gilded exterior lies a concealed network of smuggling compartments and covert weapon systems. Enhanced plasma drives grant the vessel superior Warp translation capabilities, albeit at the cost of long-term reliability. Its cavernous cargo holds contain everything from promethium reserves to relics of questionable origin. Commanding the *Glory of Veyra* is Captain Lucian Veyra, a charismatic and calculating Rogue Trader renowned for exploiting quarantines as opportunities. Veyra deals not in Thrones, but in influence, secrets, and obligations. His personal maxim: *“Every frontier hides a fortune, if you’re willing to pay the right price.”*

FACTIONS

Adeptus Administratum

The Administratum is the massive bureaucracy that keeps the Imperium running. It handles everyday tasks such as population counts, tax collection, tithe tracking, and resource coordination across countless worlds. Clerks and scribes work in offices to ensure that every detail, no matter how small, is recorded.

On Outpost Frostreach, the Administratum is omnipresent and often oppressive. It forms the outpost's inflexible administrative backbone. Its primary responsibility is to oversee the planet's promethium, ensuring that every unit extracted from the mine is recorded, inspected, and prepared for export. For decades, the Administratum's staff have monitored production, convoy schedules, and mine output with unwavering precision.

The Administratum also maintains all population and personnel records, a task made harder as disappearances increase. Census logs, duty rosters, death reports, and disciplinary files are now full of contradictions. Entire squads are listed as if they never existed, patrols appear in unfamiliar handwriting, and supply deliveries are recorded despite never arriving.

NPC:

- *Governor Octavia Vorn*: Kappa-9 is governed by Octavia Vorn, the highest Imperial authority. Under the Administratum's mandate and with Astra Militarum support, she oversees all major operations on the planet, including Outpost Frostreach resource extraction, augur monitoring, and overall defense. Vorn is the figure who keeps the planet running. Decades of isolation have made Vorn extremely pragmatic and wary of outsiders. She is fiercely protective of his authority and focuses on survival above all else. While she enforces Imperial law when she can, she has learned that strict adherence to protocol often leads to disaster in the harsh conditions of Kappa-9.

Astra Militarum

The Astra Militarum, historically called the Imperial Guard, is the primary ground army of the Imperium. It consists of uncountable billions of human soldiers drawn from countless Imperial worlds who fight the Imperium's wars across the galaxy. It is the first line of defense against threats from aliens, rebellions, Chaos incursions, and other horrors, answering whenever a world's planetary defense forces fail.

The Astra Militarum is present in most cities of Kappa-9. A Company of the Northern Shield Regiment has remains in Frostreach and his holding the ground. The Shield has established a Command Bunker, set up defensive lines around the outpost, and patrol the surrounding forest to keep the area secure. They also enforce the Quarantine Zone, stopping anyone who shows signs of contamination or unusual behavior.

Northern Shield Regiment

Survivalists from a fortress world, trained for attrition warfare in harsh conditions. They excel at holding defensive lines and enduring prolonged engagements.

Roleplay cues:

- Stoic, disciplined, and pragmatic "Hold the line, no matter the cost."
- Visual: Heavy coats, frost-weathered gear, regiment insignia on pauldrons or greatcoats.
- Speech: Short, clipped orders; references to "the Shield".

NPC:

- *Captain Bren Targost*: Security and Reconnaissance operations are the responsibilities of Captain Targost of the Northern Shield Regiment, a seasoned line officer tasked with maintaining perimeter integrity and enforcing strict quarantine protocols. As a veteran of multiple frontier deployments, Targost executes his duties with uncompromising discipline, overseeing all aspects of ground defense. His responsibilities include organizing combat patrols, securing approach routes to promethium extraction sites, and sustaining operational cohesion among the depleted ranks of Frostreach's garrison. In the face of attrition, hostile

terrain, and unexplained disappearances, Captain Targost embodies the iron resolve expected of the Astra Militarum unyielding, vigilant, and prepared to hold the line against threats both seen and unseen.

Adeptus Mechanicus

The Adeptus Mechanicus (often called the Mechanicus) is the Imperium's tech-priest caste and keepers of technological knowledge. Based primarily on the Forge World of Mars, they manufacture, maintain, and study all machinery used by the Imperium. They originated as the ancient Mechanicum and maintain their own religion; the Cult of the Machine, worshipping the Machine God (Omniassiah) and viewing technology as sacred. The Mechanicus holds a near-monopoly on true technical expertise in the Imperium, including the construction of war machines, starships, and other arcane technologies.

On Frostreach, the Mechanicus is working constantly to stabilize failing systems, decode corrupted transmissions, and investigate the anomalies spreading through the forest. Without the Mechanicus, power would fail, communications would collapse, and the last defenses of Kappa-9 would fall.

NPC:

- *Magos Biologis Threxian*: Technical oversight of Frostreach's generator systems and promethium extraction falls to Magos Biologis Threxian, dispatched by the Adeptus Mechanicus to monitor environmental anomalies and safeguard sacred technology. Threxian's official mandate is to ensure compliance with Mechanicus protocols, but his private obsession with the planet's unstable ecology and pre-Imperial ruins has led him to conduct unsanctioned research. His presence is tolerated due to the outpost's dependence on Mechanicus expertise, though his motives remain opaque.
- *Vox Master Kallen Rhys*: The integrity of communications network rests in the hands of Senior Vox-Technician Kallen Rhys, custodian of the Vox-Relay Tower and its augur arrays. Rhys is charged with maintaining sector-wide telemetry uplinks, intra-outpost communications, and emergency astropathic interfacing. His duties include ensuring signal stability, managing spectrum interference, and filtering persistent static that plagues the relay. He is also responsible for triangulating anomalous transmissions, coordinates repeatedly broadcast from deep within the forest, and recovering corrupted vox recordings, many of which contain unsettling fragments of chanting beneath layers of distortion. Years of intermittent power failures and unexplained augur anomalies have left Rhys exhausted and increasingly unnerved.

Adeptus Ministorum

The Adeptus Ministorum, commonly known as the Ecclesiarchy, is the state church of the Imperium, the institution that oversees worship of the Emperor as a divine being and enforces the Imperial Creed. It employs preachers, missionaries, confessors, and clerics to spread Imperial faith across trillions of souls and enforce religious orthodoxy. The Adeptus Ministorum also maintains armed orders (notably the Adepta Sororitas, or Sisters of Battle) to combat religious enemies and support Imperial war efforts.

Amid the frost-choked forests, the Adeptus Ministorum maintains a fragile bastion of faith in Frostreach. Ecclesiarchy infrastructure here is austere: a single chapel, reliquaries hidden in frostbound shrines, and sanctified relics carried into battle to rally the faithful.

NPC:

- *Hierophants Verity Hale*: The sacred duty of preserving the Emperor's light in this forsaken frontier falls to Hierophants Hale, a servant of the Adeptus Ministorum charged with guarding the purity of faith. Her labors include the delivery of sermons and penance rites to restore spiritual discipline. She hears confessionals beneath flickering candles and invokes the Emperor's name to steel hearts against despair. Yet beneath her bone vestments lies a secret whispered only in the vaults of the Scholastica Psykana: Hale bears the Emperor's Touch, a sanctioned psychic gift. Through fervent prayer and ritual invocation, she channels His divine will into flesh and spirit, knitting wounds and purging corruption with a grace that borders on the impossible. To the faithful, her hands are relics. Stern yet merciful, Hale offers redemption to the loyal but should the shadow of the chaos prove real, her wrath will burn brighter than any pyre.

Adeptus Astra Telepathica

The **Adeptus Astra Telepathica** is the Imperium's elite psyker-handling organization, based in the Obsidian Keep on Terra. They recruit raw psykers from across the galaxy using the fearsome Black Ships, then test and train survivors within the Scholastica Psykana. Most perish during psychic trials; the few who survive become either Sanctioned Psykers in the Astra Militarum, astropaths powering interstellar communication, or rarely psyker Inquisitors.

Captain Lucian Veyra's tenuous grip on Frostreach mine now runs through the Glory of Veyra and its Navigator, a Telepathica-attached warp guide tasked with more than safe passage.

NPC:

- *Navigator Corvinus Lyris*: Born to a minor voidborn lineage and indentured to Rogue Trader Lucian Veyra. Lyris earned his charts guiding quarantine runs along neglected corridors where ship-sigils peel and prayers grow thin. Years ago, a Telepathica audit aboard Glory of Veyra identified Lyris' rare sensitivity to low-frequency warp residues. He was seconded (not conscripted) to the Adeptus Astra Telepathica under a sealed warrant, trained in cryptaesthesian shorthand and astropathic decontamination rites, and returned to Veyra's crew as a "pilgrim guide" with clearance to carry Telepathica ciphers and warding liturgies.

Ordo Hereticus

One of the major branches of the Imperial Inquisition, whose agents (Inquisitors) protect the Imperium from internal threats. Its mission is to root out heresy, corruption, rogue psykers, mutation, rebellion, and any internal threat to humanity, including enemies within the Imperium itself. Inquisitors of the Ordo Hereticus are sometimes called Witch Hunters due to their zeal in hunting psykers and cults. They operate across the galaxy with almost unlimited authority, able to call upon any Imperial forces to achieve their aims.

NPC:

- *Inquisitor Selene Kaedor*: The Ordo Hereticus has dispatched Inquisitor Selene Kaedor to Frostreach after the outpost's latest astropathic transmission ended mid-signal and reports of ritual markings, disappearances, and corrupted vox traffic reached Inquisitorial channels. Kaedor now operates from a secured chamber within the Command Bunker, where she has established a temporary Inquisitorial cell equipped with sealed data-vaults, interrogation restraints, and a portable purity ward to screen personnel for signs of warp influence. Her presence overrides all local authority, and she moves through the outpost with a small

retinue of sanctioned aides, seizing records, interviewing survivors, and demanding access to Mechanicus and Administratum archives.

Scum

They come from the lowest rungs of Imperial society: hiveworld drifters, wasteland survivors, space-hulk dwellers, and others abandoned by the Imperium. Their lives revolve around immediate survival: finding food, shelter, and avoiding the attention of authorities who offer only death or conscription. With no future to rely on, they take risks born of desperation and cling to whatever keeps them alive. When creating this character, focus on scarcity, caution, and a narrow, street-level perspective. They don't seek glory or politics; they simply struggle to endure in the endless darkness of the 41st Millennium.

6 - CHARACTER CREATION - IMPERIUM

STEPS

1. Select a Species
2. Select an Origin
3. Select an Archetype
4. Purchase Skills

SPECIES

Humans

- Starting Hit Points (HP): 8
- Experience points (XP) for Character Creation: 10
- Speaks: Low Gothic

ORIGINS

Humans

Death World (Human): On Death Worlds, the plants, beasts, and sometimes even the environment itself take aggressive and destructive forms inimical to human life. Whilst exceptionally difficult to colonize, many death worlds possess valuable resources that require an Outpost or other human presence upon the planet's surface to harvest. These harsh environments result in some of the hardest and most resilient populations in the galaxy. Those tested and found wanting die young.

Origin Bonus: +1 Starting HP

Voidborn (Human): Voidborns are humans birthed in the belly of a void vessel or aboard an ancient orbital satellite. Those who have lived their lives on Voidships become inured to some extent due to the reality-altering process of warp travel and to living in low or zero-gravity environments. In many cases, their features are drawn and their skin pallid. They may even have minor deformities, or a strangeness to their speech, gait, or general appearance that sets them apart from others.

Origin Bonus: 1/ day, you ignore the first point of Corruption exposure you would receive. Your soul has already been thinned by the void; a little more doesn't register.

Hive World (Human): A Hive World's population is so dense that great swathes of the world's surface are frequently covered in gargantuan cities bejeweled with towering spires that pierce the atmosphere. Hive Worlds are vital to the welfare of the Imperium and are the beating heart of its economy and war machine. They produce munitions for the Emperor's armies in vast manufactories, mine valuable minerals, and refine fuel for the Imperial Fleet. Innumerable regiments of the Astra Militarum are raised from their massive populations as well.

Origin Bonus: Alertness Lvl 1 (talent)

Forge World (Human): Forge worlds are the domain of the Adeptus Mechanicus. Entire planets ceded to the demands of vast macro-industries, each is a manufacturing super-complex of unimaginable capacity and power. Over the millennia, different forge worlds have become especially renowned for their philosophies or ways of war. These are often coloured by the technologies they specialise in manufacturing. The bulk of a forge world's population is utilised as a labour force, whilst the fortunate few may be inducted into the ranks of the Adeptus Mechanicus itself.

Origin Bonus: Imperium lore (talent)

Imperial World (Human): An Imperial world is one of a million planets united by the belief in the immortal God-Emperor. Hailing from hyper-technological societies to grimy feudal populations, the inhabitants of countless worlds offer fealty and devotion to the Master of Humanity and the Imperial Creed espoused by His servants. The designation "Imperial world" encompasses a vast array of wholly dissimilar worlds that are, nevertheless, part of the Imperium.

Origin Bonus: 50 Thrones

Fortress World (Human): Fortress Worlds are planets where the entire populace is immersed in Warfare. They constantly train for the day that they may be called upon to defend the Imperium. A charge they solemnly uphold. Fortress Worlds are established as bulwarks against the enemy and every citizen is a soldier, trained to fight from the moment they can handle a weapon.

Origin Bonus: Two-Handed (talent)

ARCHETYPES

Imperial Guard (Astra Militarum)

The Imperial Guard is the backbone of the Imperium's military might. They are vast regiments of ordinary soldiers drawn from countless worlds, armed with grit, faith, and lasguns. These troops often enter service with minimal training and basic gear, knowing their enlistment is for life, however short that may be. Motivations range from devotion to the Imperial Creed and duty to conscription or punishment, shaping diverse personalities and stories. Guardsmen are not elite heroes; they survive through discipline, numbers, and teamwork. When creating an Imperial Guard character, focus on resilience, camaraderie, and adaptability. Consider their origin: volunteer, conscript, or convict and what drives them to fight. In play, emphasize coordination, defensive tactics, and supporting allies with suppressive fire and artillery. Individually fragile but collectively unstoppable, this archetype embodies sacrifice and unity, proving that victory comes through cooperation rather than glory.

Starting Wealth: 50 Thrones

Primary Talent tree: Range Weapon, Melee Weapon, Explosives

Armor proficiency: Medium

Special ability: (Choose one)

A) *Barricade specialist*: If you are within 2 m of cover or a barricade, you also gain +1 temporary HP. This is not cumulative.

B) *Frostbite Resolve*: 1/day, when reduced to 0 HP, you may roleplay a 5 sec “grim defiance” and stand at 1 HP for 30 sec before collapsing.

Medic (Astra Militarum)

An Imperial Guard medic is a hardened battlefield lifesaver who rushes toward the wounded while lasfire still cuts the air. Trained in brutal triage rather than gentle care, they patch up Guardsmen with whatever the Munitorum hasn't misplaced. Equal parts soldier and healer, they carry the weight of their regiment's survival on their shoulders, making impossible choices in seconds and witnessing every horror their comrades endure. Whether stoic, cynical, or quietly devout, a medic becomes the squad's anchor in the chaos of war: the steady hands in the blood and mud, the one everyone trusts when the screaming starts, and the last flicker of hope in a galaxy that offers none. Their costume should look like a battered frontline kit; standard Guardsman gear weighed down with a worn medicae bag, injector tools, a visible bone-saw or scalpel. Their personality should be played as a steady, unflinching professional, someone who makes hard choices without hesitation and carries the quiet burden of deciding who lives long enough to fight again.

Starting Wealth: 70 Thrones

Primary Talent tree: Medicae, Range Weapon, Scholastica

Armor proficiency: Light

Special ability: (Choose one)

A) *Medicae Assistant*: You can have several assistants (PC/NPC) equal up to your level, conduct “First Aid” as if they had the skill. Your aide must visibly assist (handing tools, auspex readouts, pressure on wound).

B) *Questionable Imperial medicine*: 1/Combat, provide a patient with a medication (physrep), +1 HP / FEEL NO PAIN. After the combat, they suffer a drawback (-2 HP, AGONISING for 1 min RP)

Heavy Gunner (Astra Militarum)

An Imperial Guard Heavy Gunner is the squad's walking bulwark, a grim silhouette hauling weapons so massive they look like they should be mounted on a Chimera rather than carried by a human. They advance under fire with a heavy bolter, autocannon, or stubber braced against their shoulder, laying down punishing streams of suppressive fire that keep the enemy's head down and the rest of the squad alive. Every movement is deliberate and weighty ammo belts clatter, power packs hum, and the gunner's back is permanently bent from hauling gear the Munitorum swears is “man-portable.” Hardened by recoil, deafened by their own fire, and stubborn as a bunker wall, they embody the Guard's brutal pragmatism: hold the line, drown the foe in lead, and trust that if the Emperor wanted them dead, He wouldn't have given them this much firepower.

Starting Wealth: 40 Thrones

Primary Talent tree: Range Weapon, Toughness

Armor proficiency: Heavy

Special ability: (Choose one)

A) *Brace!*: If the Heavy Gunner is on his feet and holding a weapon, they call NO EFFECT to PUSH, PULL calls.

B) *Die loud*: When reduced to 0 HP, you can keep firing for 10 sec, then collapse.

Skitarius (Adeptus Mechanicus)

Skitarii are the cybernetic infantry of the Adeptus Mechanicus: tireless, heavily augmented human soldiers who act as the Machine God's mailed fist. They are created to embody the Cult Mechanicus' creed "flesh is fallible; steel is truth" and serve as living demonstrations of sacred engineering. Directed by orbital Tech-priests through doctrinal uplinks, they execute orders with machine-like precision, advance without fatigue, and prosecute objectives over years or even centuries if required. A Skitarius is not merely a soldier with implants; they are a sanctified weapon system. Voice and mannerisms reflect this ethos: clipped, economical statements; status reports that read like inventories; ritual invocations before action; and an ingrained habit of assessing everything in terms of utility. Consider where you came from: a penal recruit conscripted into service, a broken line trooper reformed for duty, or a vat-born product of a Forge World. Decide how intact your past is wiped clean, fragmentary, or partially retained and what ghost habits persist, such as a half-remembered song, a drill cadence, or a superstition.

Starting Wealth: 40 Thrones

Primary Talent tree: (Choose three) Leadership, Range Weapon, Melee Weapon, Technical

Armor proficiency: Heavy

Special ability: (Choose one)

A) *Synthetic Hemostasis*: Call NO EFFECT on BLEED call.

B) *Heavily Augmented*: The Skitarius' body is designed to withstand the rigours of war. 1/combat, when hit by a non-FATAL, non-THROUGH attack, call RESIST to negate that hit.

Tech Priest (Adeptus Mechanicus)

It is a sworn adept of the Adeptus Mechanicus, the Imperium's priesthood of engineers, scientists, and keepers of sacred machines. They form the organization's technical backbone: maintaining relic engines and weapons, collating and safeguarding data, and pursuing sanctioned research. Advancement comes through devotion to the Machine God (the Omnissiah) and mastery of tightly guarded lore. While every Tech-Priest learns the fundamentals of machine rites, most become intensely specialized over time. Culturally and theologically, Tech-Priests are conservative custodians rather than innovators: they preserve and perfect established rites instead of altering them. Tech-Priests also practice radical self-augmentation, replacing flesh with augmetics to reflect their belief in the machine's supremacy over the organic.

Begin by choosing the Holy Order that defines your focus and reputation: Genetor (bio-alchemist, combat medic, and flesh-to-machine interface expert), Artisan (builder, armourer, macro-engine caretaker, and siege engineer), Logi (analyst, code-breaker, tactical calculator, and archivist), or Magos (advanced or occult studies such as void systems, xenology, or the noosphere). From there, decide the one problem you solve better than anyone else; this niche steers your gear choices, your contacts, and the missions you pursue.

Choose the stance that guides your methods and risks: the Preserver rigorously follows established rites, seeking perfection through repetition; the Recoverer hunts lost patterns, and archeotech, integrating them with caution; the Reconciler frames careful adaptation as rediscovery of the “proper” rite rather than novelty. Your doctrine determines how you approach research, tolerate risk, and handle conflicts with authority.

Choose your Relationship to Flesh (your augmetics philosophy): the Pragmatic Augmentacist replaces only what improves function while retaining some human habits; the Purist of Steel minimizes flesh and adopts machine-precise voice and manner; the Interface Devotee seeks seamless bio-mechanical synergy.

In terms of roleplay, your voice might be clipped logic-statements, ritual invocations, or an unexpectedly gentle bedside manner. Consider tics such as checksum finger motions, static-hymns while thinking, or lighting incense before activation.

Starting Wealth: 80 Thrones

Primary Talent tree: Technical, Exploration, Medicae, Scholastica

Armor proficiency: Medium Armor

Special ability: (possess both)

A) *Rite of Repair*: 3/day, after 10 sec of audible rite (oils/incense/combi-tool physrep encouraged) you may remove BREAK from one device/weapon you can touch (your own or an ally's). The item is immediately usable again.

B) *Blessing of the Omnissiah*: 2/day, after 1 min of audible rite (oils/incense/combi-tool physrep encouraged):

- Weapon: +1 Dam for the next 1 min
- Armor: +1 AP for the next hour
- On a device/terminal/lock/vehicle, the next Mechanics/Security Systems action on that device will be an automatic success toward the requirement.

P.S. Any character cannot have more than one *Blessing of the Omnissiah* active at the same time.

Ministorum Priest (Adeptus Ministorum)

is a fiery and charismatic servant of the Ecclesiarchy, devoted to spreading the Imperial Creed and safeguarding humanity from heresy. Priests see themselves as mortal manifestations of the Emperor's will, acting with unwavering faith to bring Him glory through every word and deed. When creating this character, emphasize their zeal, sense of justice, and deep knowledge of the Creed, balanced by the harsh reality that compassion must often yield to punishment. Consider their role as preacher, missionary, or inquisitor—traveling across the Imperium, adapting traditions to local cultures, and purging corruption wherever it lurks. Their personality should reflect absolute conviction, tempered by the burden of responsibility, making them both inspiring and formidable.

Starting Wealth: 110 Thrones

Primary Talent tree: Faith, Leadsip, Scholastica

Armor proficiency: Light

Special ability:

A) *Fiery Invective*: 2/event, you may deliver a short sermon (15 sec RP) audible to nearby allies, not yourself. All affected targets receive INSPIRE.

B) *Judgment of the Searing Word*: 1/Combat, you may point at a target and deliver a single condemning phrase (“HERETIC!”, “REPENT!”, “BLASPHEMER!”) and call STAGGERED.

Crusader (Adeptus Ministorum)

is a holy warrior of the Adeptus Ministorum, chosen for unwavering devotion and forged through ascetic discipline to stand in the front line against heresy often wielding a power sword and storm shield. They serve within Crusader Houses, orders of warrior-monks with distinct traditions and fighting styles and frequently take the field on solemn quests for the Ecclesiarchy or alongside Inquisitors. To create this character, pick an origin (Schola Progenium graduate, penitent recruit, or devoted pilgrim), choose a House and define its doctrines, and set a clear vow or mission (guard a high cleric, recover a relic, purge a cult, hunt xenos). Shape their personality around faith-first justice, discipline over comfort, and deep knowledge of the Imperial Creed while navigating local customs without tolerating corruption. Let their gear, tactics, allies, and story hooks flow from that oath, ensuring every action brings glory to the Emperor.

Starting Wealth: 50 Thrones

Primary Talent tree: Faith, Melee, Toughness

Armor proficiency: Heavy

Special ability: (Choose one)

A) *Armour of Faith*: 2/event, gain RESIST TERROR on yourself. This stacks with *Know No Fear* but does not grant other RESIST types.

B) *Hate the Unclean*: You count as having Hatred (Chaos) Lvl 1.

Death Cult Assassin (Adeptus Ministorum)

is a devout killer who treats each sanctioned death as a sacred sacrifice to honour the Emperor, serving the Ecclesiarchy or Inquisition to purge heresy across the Imperium. To create this character, choose the cult’s origin and homeworld (brutal feral traditions or subtle hive practices), define their doctrine of sacrifice (silent eliminations, blood rites, or dramatic public executions), set a clear patron or mission (protect a holy figure, dismantle a cult, recover a relic), and build their capabilities and kit around that method prioritizing stealth, infiltration, and precise close-quarters combat. Ground their personality in ascetic discipline and unwavering faith, with every action framed as ritual devotion, while navigating the fine line between zealous orthodoxy and the Ecclesiarchy’s uneasy tolerance of Death Cult beliefs.

Starting Wealth: 60 Thrones

Primary Talent tree: Melee, Exploration, Faith

Armor proficiency: Medium

Special ability:

A) *Glancing Blow*: 2/event, when you would be dropped to 0 HP by an incoming effect, including but not limited to a FATAL call, and you are able to move, you call “RESIST”.

B) *Rite of the Blooded Sacrifice*: 1/day, perform a 5-second audible litany (RP: chanting, prayer, or a short ritual gesture). Phys-rep the ritual (e.g., reveal a ritual blade, draw a sigil). Next attack causes X Dam if you land the strike depending of your level:

- Lvl 1: 3x Dam
- Lvl 2: 5x Dam
- Lvl 3: 10x Dam
- Lvl 4: FATAL

Sister Hospitaller (Adeptus Sorositas)

Is a non-militant Adepta Sororitas healer revered across the Imperium as compassionate surgeon, physician, or nurse who serves in convent-hospitals, shipboard wards, and battlefield field hospitals to tend the poor, sick, and wounded as an act of faith. To create this character, choose an origin (e.g., Schola Progenium novice called to heal), an Order/convent and typical posting (Shrine World clinic, Astra Militarum crusade, voidship infirmary), then pick a specialty (triage nurse, combat medic, surgeon, or missionary-medicae) and define vows and alliances (Ministorum, Guardsmen, or an Inquisitor who relies on your skill to keep subjects alive). Build her with light armour and healer's robes, medicae tools (kits, diagnostors, auspex), and purity seals/reliquaries, and emphasize skills in anatomy (human and xenos), emergency care, and steadfast faith. Roleplay her as merciful yet practical—a walking sanctuary whose miracles of healing embody devotion to the Emperor, ready to step into danger when a regiment needs a field hospital or a squad has lost its medic.

Starting Wealth: 90 Thrones

Primary Talent tree: Faith, Mental fortitude, Medicae

Armor proficiency: Light

Special ability: (Choose one)

A) *Loyal Faster care* (RP time reduction): When treating an Imperium ally (does not apply to Scum or other races), reduce required RP time by half.

B) *Stronger outcomes* (extra HP healed): On Field Medic heals delivered to an Imperium ally, add +2 HP.

Sister of Battle (Adeptus Sorositas)

They are an elite sisterhood of warriors raised from infancy to adore and worship the Emperor of Mankind. Their fanatical devotion and unwavering spiritual purity is a bulwark against corruption, heresy and alien attack, and once battle has been joined they will stop at nothing until their enemies are utterly crushed. To create this character, start with her origin (typically a Schola Progenium orphan forged by doctrine and drill) and choose her Order and role in the field front-line Battle Sister with Godwyn-De'az bolter, fire-wielding Retributor, swift Seraphim with jump pack and paired pistols, steadfast Celestian veteran, or penitent Repentia seeking atonement. Define her vows, miracles of faith, and temperament (sternly merciful healer of souls or uncompromising purgator). Ground her in the Ministorum's chain of command (Sister Superior, Canoness, convent, shrine world duties) and decide how she interacts with the Inquisition when goals align. Finally, give her clear motives and scars a martyr's example she strives to honor, a relic she guards, or a heresy she swore to purge so every prayer, order, and volley of fire reflects a life wholly devoted to the Emperor.

Starting Wealth: 70 Thrones

Primary Talent tree: Melee, Range, Faith

Armor proficiency: Powered

Special ability: (Choose one)

A) *Resist Temptation* (Voluntary sources): 1/Event, one Imperium ally within 15m of the Sister of Battle can call RESIST on a voluntary CP trigger (e.g., taking a power-for-price offer, using a corrupt item, stepping into a corrupt zone by choice).

B) *Ward the Test* (Involuntary sources): 3/Event, one Imperium ally within 15m of the Sister of Battle can mitigate the outcome of Malignancy or Mutation card draw when it is an involuntary CP trigger (e.g., handling a Chaos artefact on orders, unavoidable Warp exposure). The CP still assigns, but the ally draws two cards and choose which one takes effect.

C) *Psychic Fortitude*: The Sister gains RESIST PSYCHIC once per day.

D) *Rite of Absolution* (Everyday Rite): 60-second litany; once per target per day. Until end of day, the target's Degree of Corruption tier counts as one step lower for draw severity only (e.g., draw-two-keep-lesser), but CP remains.

Inquisitorial Acolyte (Ordo Hereticus)

an Inquisitorial Acolyte is the Inquisition's trusted operator cunning, authoritative, and ruthlessly efficient. They are working in the shadows to expose heresy, corruption, and xenos threats through intelligence gathering, social leverage, and precision actions rather than brute force. Inquisitors can requisition resources and recruit Acolytes during crises, keeping or executing them based on rare skill and resolve after exposure to forbidden knowledge. For character creation, craft a crisis-forged backstory (who recruited you and why), pick a few specialties (interrogation, infiltration, sabotage, discreet combat), carry modest but purposeful gear, and define a clear personal code that balances zeal with pragmatism; play as a versatile agent who commands obedience when needed, uncovers hidden dangers, and makes hard choices for the Imperium.

Starting Wealth: 80 Thrones

Primary Talent tree: Exploration, Mischievous,

Armor proficiency: Light

Special ability:

A) *Inquisitorial Mandate*: 1/day, an Acolyte may interrogate a conscious captive. After 5 minutes of coercive questioning, the Acolyte may declare 'By order of Inquisitor [Name], DOMINATE: answer yes or no,' while presenting an Imperium badge. The captive must answer yes/no for up to 1 minute in RP."

Examples:

"By order of Inquisitor Selene Kaedor, DOMINATE: Answer the following questions by Yes or NO.

- Do you acknowledge the Emperor's authority and submit to Inquisitorial audit?
- Are you currently serving under a lawful Imperial command structure?
- Are you carrying any unauthorized sigils, tokens, or rosettes?

- Have you ever impersonated an Imperial official?
- Have you been disciplined for falsifying orders or seals?"

Ganger (Scum)

These characters belong to small, tight-knit survival groups; tribes on feral worlds or gangs in hive cities united by necessity and constant struggle. Each gang follows a leader who rules through strength or cunning, and members support one another to endure violence, scarcity, and rival factions. Marked by colours, tattoos, or improvised uniforms, gangers fight to protect their territory and resources, often turning on each other when tensions rise. When creating this character, think about your gang's identity, your role within it, and how you display loyalty in a world where survival depends on the group and life is always one step away from collapse.

Starting Wealth: 40 Thrones

Primary Talent tree: Mischievous, Exploration, Melee, Toughness

Armor proficiency: Light

Special ability: (Choose one)

A) *Improvised Mayhem:* 3/Event, you may attack with a visibly improvised melee weapon (pipe, wrench, chain, etc.) and call "STAGGERED!". The weapon must be a legal LARP-safe melee physrep.

B) *Pack Tactics:* When you and at least one ally are within 2 meters of the same target, you may add +1 Dam on melee hit.

Desperados (Scum)

They are individuals who choose the edges of Imperial society over its rigid structure. They reject bureaucracy, duty, and long-term commitments, preferring a life of freedom, quick deals, and constant movement. They contribute little to the Imperium yet rely on it just as little, surviving through their wits, versatility, and willingness to take on short, risky jobs for pay. Desperados value independence above all else. They avoid attachments, discard possessions when they become burdensome, and follow opportunities wherever they arise. While some live hand-to-mouth and blow their earnings immediately, others maintain a surprisingly comfortable lifestyle by never tying themselves down.

Starting Wealth: 60 Thrones

Primary Talent tree: Mischievous, Exploration, Range, Toughness

Armor proficiency: Light

Special ability: (Choose one)

A) *Cheap Shot:* 2/Event, when attacking a distracted or unaware target from the back, you may call: 2x Dam + STAGGERED. Note: Arrive from behind, put your gun in the person's back WITHOUT firing the shot.

B) *Bad Reputation:* 1/Event, after introducing yourself or being recognized, you may call TERROR.

C) *False Surrender:* 1/Event, you may fake surrender (drop weapon, raise hands, 5 sec RP). If a target comes within 2 meters and lowers guard, you may immediately call: "STAGGERED"

Sanctioned Psyker (Adeptus Astra Telepathica)

a Sanctioned Psyker is a rare human psychic taken by the Black Ships, trained at the Scholastica Psykana, and soul-bound to the Emperor so their powers can be safely used for the Imperium often as a battlefield advisor with the Guard or as an astropath for long-range communication. For character creation, write a brief backstory of capture, testing, and survival (scars, vows, mentors), then pick a posting (regiment attaché, astropathic choir, or Inquisitorial retinue). Equip simple, thematic kit (robes or uniform, warded focus like a staff/charm, vox/data-slate), and play with controlled demeanor: short prayers, measured speech, and careful use of abilities. Your goals are duty, restraint, and protecting allies with sanctioned insight or power.

Starting Wealth: 70 Thrones

Primary Talent tree: Psychic, Mental Fortitude, Toughness

Armor proficiency: None

Psyker Discipline: (Choose one)

- Sanctioned Psyker – Biomancer
 - o Biomancers specialise in manipulating biological energy and processes with the power of their minds. They are masters of the flesh, learning to shape and influence their own physical forms according to their will, as well as those of their allies and enemies.
- Sanctioned Psyker – Pyromancer
 - o A pyromancer is a master of flame, a psyker who can create searing infernos out of thin air. Pyromancy is one of the most spectacular and destructive forms of psychic ability, and those who face a pyromancer in combat are often reduced to nought but a pile of charred bones.
- Sanctioned Psyker – Sanctic (Telekinesis)
 - o Psykers of the sanctic discipline master their connection to the Golden Throne to support their allies with holy might and stave off daemons and heretics.
- Sanctioned Psyker – Telepath
 - o Telepaths use their psychic powers in conjunction with their own minds to delude, control, and destroy the minds of their enemies.

TALENT

Within the hallowed ledgers of the Adeptus Administratum, each servant of the Imperium advances through a sanctioned Talent Schema; a rigid hierarchy of approved capabilities assigned to their archetype. No talent may be claimed unless all prerequisite strictures have been fulfilled: prior authorizations, subordinate talents, or recorded deeds of service.

General

Talent: Alertness

Prerequisites: None

Cost: 1

Effect: Auto-detect Pickpocketing; shout "ALERT!" when triggered.

Talent: Armour Proficiency (Light)

Prerequisites: None

Cost: 1

Effect: Can use a light armour.

Talent: Armor Proficiency (Medium)

Prerequisites: Armour Proficiency (Light)

Cost: 2

Effect: Can use a medium armour or anything lighter.

Talent: Armour Proficiency (Heavy)

Prerequisites: Armour Proficiency (Medium)

Cost: 3

Effect: Can use a heavy armour or anything lighter.

Talent: Armour Proficiency (Power Armour)

Prerequisites: Armour Proficiency (Heavy)

Cost: 4

Effect: Can use a power armour or anything lighter.

Talent: Pilot (land)

Prerequisites: None

Cost: 1

Effect: Can operate tracked, wheeled, or mech-legged vehicles.

Talent: Pilot (air & space)

Prerequisites: None

Cost: 2

Effect: Can operate Imperial atmospheric craft: gunships, shuttles, VTOL landers.

Talent: Quell the Warp

Prerequisites: None

Cost: 3

Effect: You gain the ability to Deny the Witch (see psyker) even though you are not a psyker.

Talent: Desperate help

Prerequisites: None

Cost: 1

Effect: Can pause someone's bleed count while you apply pressure to a wound. Releasing pressure from the wound re-starts the bleed count where it left off.

Talent: Mark of Chaos

Prerequisites: None

Cost: Add 2 xp

Effect: Allows you to devote yourself to the Quadruple Dawn cult (Chaos) and to use Chaos equipment. +2 Corruption Points.

Faith

Talent: Inspired Blessing

Prerequisites: None

Cost: 1

Effect: Can Recite the God-Emperor litanie for 5 sec RP and then remove the Battle-shock condition to you and your allies that can hear you.

Talent: The Emperor's Light

Prerequisites: None

Cost: 1

Effect: 1/Event, you gain RESIST against a Malignancies Card.

Talent: Unquestioning Faith

Prerequisites: None

Cost: 2

Effect: 1/Event, you gain +1 additional use of any ability.

Talent: Hand of Mercy

Prerequisites: None

Cost: 1

Effect: 1/Combat, after 5 sec RP reciting a prayer, you can apply both hand on the wound and call HEAL 1 HP.

Talent: Holy Ward

Prerequisites: None

Cost: 2

Effect: 1/Day, after 15 sec RP drawing symbols, placing seals, sacred oils, prayer, relic invocation, or sanctified inscription, designate one willing ally for the next 5 minutes target gain RESIST against a corruption point.

Talent: His Right Arm Lvl 1

Prerequisites: The Emperor's Light

Cost: 2

Effect: 1/Day, before striking a melee attack, you may call KNOCKDOWN. If you hit the target body, they must immediately drop to the ground.

Talent: His Right Arm Lvl 2

Prerequisites: His Right Arm Lvl 1

Cost: 2

Effect: 2/Day, before striking a melee attack, you may call KNOCKDOWN. If you hit the target body, they must immediately drop to the ground.

Talent: His Right Arm Lvl 3

Prerequisites: His Right Arm Lvl 2

Cost: 2

Effect: 3/Day, before striking a melee attack, you may call KNOCKDOWN. If you hit the target body, they must immediately drop to the ground.

Melee

Talent: Dual Wield Melee

Prerequisites: None

Cost: 2

Effect: Can use a one-handed melee weapon in each hand at the same time. A one-handed melee weapon is no more than 42" long.

Talent: Two-Handed

Prerequisites: None

Cost: 2

Effect: Can use any two-handed melee weapon. A two-handed melee weapon is more than 42" long.

Talent: Shield

Prerequisites: None

Cost: 1

Effect: Can use a Combat Shield with a one-handed weapon.

Talent: Large Shield

Prerequisites: Shield

Cost: 1

Effect: Can use a Storm Shield with a one-handed weapon.

Talent: Warcry Lvl 1

Prerequisites: None

Cost: 2

Effect: 1/Event, during combat, perform a 5-sec RP battle cry to call INSPIRE on yourself.

Talent: Warcry Lvl 2

Prerequisites: Warcry Lvl 1

Cost: 2

Effect: 2/Event, during combat, perform a 5-sec RP battle cry to call INSPIRE on yourself.

Talent: Warcry Lvl 3

Prerequisites: Warcry Lvl 2

Cost: 2

Effect: 3/Event, during combat, perform a 5-sec RP battle cry to call INSPIRE on yourself.

Talent: Denial of the weak Lvl 1

Prerequisites: None

Cost: 2

Effect: 1/Day, before striking a melee attack, you may call DISARM. If you hit the weapon, the target must immediately drop the weapon held in that hand.

Talent: Denial of the weak Lvl 2

Prerequisites: Denial of the weak Lvl 1

Cost: 2

Effect: 2/Day, before striking a melee attack, you may call DISARM. If you hit the weapon, the target must immediately drop the weapon held in that hand.

Talent: Denial of the weak Lvl 3

Prerequisites: Denial of the weak Lvl 2

Cost: 2

Effect: 3/Day, before striking a melee attack, you may call DISARM. If you hit the weapon, the target must immediately drop the weapon held in that hand.

Talent: Break the Unworthy Lvl 1

Prerequisites: None

Cost: 2

Effect: 1/Day, before striking a melee attack, you may call BREAK. This may be used against shields, melee weapons, or carried equipment. Broken items are unusable until repaired through an appropriate ability such as Rite of Repair.

Talent: Break the Unworthy Lvl 2

Prerequisites: Break the Unworthy Lvl 1

Cost: 2

Effect: 2/Day, before striking a melee attack, you may call BREAK. This may be used against shields, melee weapons, or carried equipment. Broken items are unusable until repaired through an appropriate ability such as Rite of Repair.

Talent: Break the Unworthy Lvl 3

Prerequisites: Break the Unworthy Lvl 2

Cost: 2

Effect: 3/Day, before striking a melee attack, you may call BREAK. This may be used against shields, melee weapons, or carried equipment. Broken items are unusable until repaired through an appropriate ability such as Rite of Repair.

Talent: Thunder of Judgment Lvl 1

Prerequisites: Two-Handed

Cost: 2

Effect: 1/Day, before striking with a two-handed melee weapon, you may call PUSH. If you hit a weapon, a shield, or the target, they must move 10m backward.

Talent: Thunder of Judgment Lvl 2

Prerequisites: Thunder of Judgment Lvl 1

Cost: 2

Effect: 2/Day, before striking with a two-handed melee weapon, you may call PUSH. If you hit a weapon, a shield, or the target, they must move 10m backward.

Talent: Thunder of Judgment Lvl 3

Prerequisites: Thunder of Judgment Lvl 2

Cost: 2

Effect: 3/Day, before striking with a two-handed melee weapon, you may call PUSH. If you hit a weapon, a shield, or the target, they must move 10m backward.

Talent: Maiming Strike

Prerequisites: Break the Unworthy Lvl 3

Cost: 5

Effect: 1/Event, before striking a melee attack, you may call MAIM. If you hit a limb, the target lose it.

Talent: Epic Challenge

Prerequisites: Warcry Lvl 1

Cost: 4

Effect: The character point at a target in the fray and call: "I CHALLENGE YOU!" The target decides immediately: ACCEPT or DECLINE (loud and clear). If accepted, people from both side make way for

both duelists and take 2 steps back. Challenger take 2 step forward and begin. No one may strike a duelist from outside the ring; ranged fire and area calls from outside must not target the duelists while the challenge is active. If the target DECLINES, they fall under the TERROR effect for 30 Sec.

Range

Talent: Dual Wield Ranged

Prerequisites: None

Cost: 2

Effect: May use a pistol in one hand and a one-handed melee weapon in the other. This knack also works with Warp-Bolt, Electro-Bolt, and Third Eye. This knack is required to use trait based ranged attacks while also wielding melee weapons.

Talent: Two-Gunned

Prerequisites: None

Cost: 3

Effect: May use a pistol in both hands. May call RANGED with each pistol once every three seconds, meaning you may effectively call RANGED every 1.5 seconds. This knack also works with Warp-Bolt, Electro-Bolt, and Third Eye.

Talent: Deadeye Shot Lvl 1

Prerequisites: None

Cost: 2

Effect: 1/Day, while using Single Shot mode, before striking the next 3x rounds, you may call TERROR (each time you fire). If you hit the target, they must immediately flee for 30 sec.

Talent: Deadeye Shot Lvl 2

Prerequisites: Deadeye Shot Lvl 1

Cost: 2

Effect: 2/Day, while using Single Shot mode, before striking the next 3x rounds, you may call TERROR (each time you fire). If you hit the target, they must immediately flee for 30 sec.

Talent: Deadeye Shot Lvl 3

Prerequisites: Deadeye Shot Lvl 2

Cost: 2

Effect: 3/Day, while using Single Shot mode, before striking the next 3x rounds, you may call TERROR (each time you fire). If you hit the target, they must immediately flee for 30 sec.

Talent: Rupture Shot Lvl 1

Prerequisites: None

Cost: 3

Effect: 1/Event, while using Single Shot mode, before striking the next 1x round, you may call BLEED before you fire. If you hit the target, they lose 1 HP every 10 seconds until medical aid is provided.

Talent: Rupture Shot Lvl 2

Prerequisites: Rupture Shot Lvl 1

Cost: 3

Effect: 2/Event, while using Single Shot mode, before striking the next 1x round, you may call BLEED before you fire. If you hit the target, they lose 1 HP every 10 seconds until medical aid is provided.

Talent: Rupture Shot Lvl 3

Prerequisites: Rupture Shot Lvl 2

Cost: 3

Effect: 3/Event, while using Single Shot mode, before striking the next 1x round, you may call BLEED before you fire. If you hit the target, they lose 1 HP every 10 seconds until medical aid is provided.

Talent: Heavy Weapon

Prerequisites: None

Cost: 1

Effect: May use Heavy weapon.

Talent: Melta Weapons

Prerequisites: Heavy Weapon

Cost: 2

Effect: May use Melta Weapons (2x Dam, call THROUGH)

Talent: Flamer Weapons

Prerequisites: Heavy Weapon

Cost: 2

Effect: May use Flamer Weapons (2x Dam)

Talent: Missile Weapons

Prerequisites: Heavy Weapon

Cost: 2

Effect: May use Missile Weapons (Call (X), PUSH or THROUGH (X being the damage of the weapon))

Exploration

Talent: Scout

Prerequisites: None

Cost: 1

Effect: 1/Event. Gain an Auspex

Talent: Dodge Lvl 1

Prerequisites: None

Cost: 2

Effect: 1/Day: call RESIST on an attack

Talent: Dodge Lvl 2

Prerequisites: Dodge Lvl 1

Cost: 2

Effect: 2/Day: call RESIST on an attack

Talent: Dodge Lvl 3

Prerequisites: Dodge Lvl 2

Cost: 2

Effect: 3/Day: call RESIST on an attack

Talent: Stealth

Prerequisites: None

Cost: 1

Effect: Become invisible as long as you're fully hidden behind cover, arms crossed over the chest.

Talent: Perception

Prerequisites: None

Cost: 1

Effect: Automatically detect people using the Stealth talent.

Explosive

Talent: Demolitions

Prerequisites: None

Cost: 2

Effect: You can place explosive devices. You must spend 30 sec RP per device to set them, and the devices must be evenly spaced around the target. You may use a remote trigger.

Talent: Bombardier

Prerequisites: Demolitions

Cost: 2

Effect: Gain 1 Explosives per event (Melta-Bombs or Demolition Charges)

Talent: Minelaying

Prerequisites: None

Cost: 2

Effect: You can place anti-personnel explosive devices.

Talent: Ordinance Disposal

Prerequisites: None

Cost: 2

Effect: Approach at ¼ walk, crouch, then 1 min RP per device to disarm and recover. Conduct a neutralization challenge (play rock paper scissor with referee). You win = device disarmed. You loose once = nothing happen. You loose twice = device explodes.

Mental Fortitude

Talent: Legendary

Prerequisites: None

Cost: 2

Effect: Add one minute to Out-of-Action and Incapacited count.

Talent: Iron Will Lvl 1

Prerequisites: None

Cost: 1

Effect: 1/Day, you may call RESIST WOULD YOU KINDLY or DOMINATE.

Talent: Iron Will Lvl 2

Prerequisites: Iron Will Lvl 1

Cost: 1

Effect: 2/Day, you may call RESIST WOULD YOU KINDLY or DOMINATE.

Talent: Iron Will Lvl 3

Prerequisites: Iron Will Lvl 2

Cost: 1

Effect: 3/Day, you may call RESIST WOULD YOU KINDLY or DOMINATE.

Talent: Know No Fear Lvl 1

Prerequisites: None

Cost: 2

Effect: 1/day, you may call RESIST TERROR.

Talent: Know No Fear Lvl 2

Prerequisites: Know No Fear Lvl 1

Cost: 2

Effect: 2/day, you may call RESIST TERROR.

Talent: Know No Fear Lvl 3

Prerequisites: Know No Fear Lvl 2

Cost: 2

Effect: 3/day, you may call RESIST TERROR.

Talent: Immune to Fear

Prerequisites: Know No Fear Lvl 3

Cost: 4

Effect: You have witnessed terrible things in your life, or have been mentally trained to cut off your emotions when presented with a fearful situation. Call NO EFFECT on TERROR calls.

Talent: Thick Headed

Prerequisites: None

Cost: 1

Effect: 1/Day, you may call RESIST on STUN calls.

Talent: Wrath Lvl 1

Prerequisites: None

Cost: 2

Effect: 1/Day, before striking an attack, you may call STAGGERED. If you hit the target, they are unable to move from the waist down for 10 sec RP.

Talent: Wrath Lvl 2

Prerequisites: Wrath Lvl 1

Cost: 2

Effect: 2/Day, before striking an attack, you may call STAGGERED. If you hit the target, they are unable to move from the waist down for 10 sec RP.

Talent: Wrath Lvl 3

Prerequisites: Wrath Lvl 2

Cost: 2

Effect: 2/Day, before striking an attack, you may call STAGGERED. If you hit the target, they are unable to move from the waist down for 10 sec RP.

Leadership

Talent: We're in This Together

Prerequisites: None

Cost: 1

Effect: 1/combat, you may use the INSPIRE call to boost your allies' morale and restore their strength (applies to your allies, not to yourself). Spend 30 sec RP delivering a motivational speech or rallying cry.

Examples:

- "Cowards die in shame! Faithful warriors live forever in glory! Hold the line, fight as one, and let no traitor survive! For the Emperor!"
- "Brothers! The enemy stands before us, weak and trembling! We are His angels of death! Let none escape His wrath!"
- "The weak cling to false hope! We are the storm that will tear down their lies! Together, we ascend! For the Dark Gods!"

Talent: Suggestion

Prerequisites: None

Cost: 2

Effect: 3/day, you make the WOULD YOU KINDLY call after spending 1 min RP, a very persuasive request that the target is likely to agree to. This is not mind control—it's strong persuasion.

Conditions:

- The request must be something the target could reasonably be convinced to do.
- If the request is completely against their nature, the call fails.

The effect ends if:

- The target is attacked.
- The request puts them in immediate extreme danger.
- A trusted ally points out the odd behavior.

Player Safety:

- If the request makes you uncomfortable as a player, ignore the call or ask for a referee.

Talent: Forward as One

Prerequisites: None

Cost: 4

Effect: 1/day, gather your squad (max 5 characters). Deliver a 10 sec RP motivational speech and say out loud: "Forward as One". This signals the start of the charge. The squad must be armed with melee weapons and move together toward the enemy. The squad will call NO EFFECT on damage and special calls (e.g., STUN, DISARM) from range attacks until they reach the enemy. Environmental effects (toxic zones, traps) still apply. Safety Notes: Maintain safe running speed, no reckless sprinting. If the path becomes unsafe, abort the charge immediately.

Talent: Talk Them Through It

Prerequisites: None

Cost: 2

Effect: 1/day, you may temporarily loan a non-combat talent from your sheet to another character by guiding them through its use.

- You cannot use the talent yourself while it is loaned.
- You must be able to communicate with the target character either in person or via vox-casters.
- If using vox-casters, contact must be maintained while the talent is active.
- If the talent has a limited number of uses, the borrowed use counts against your own remaining uses.

Talent: Stand with Me

Prerequisites: None

Cost: 3

Effect: 3/day, your character may call RESIST on TERROR calls for those who can hear them. This does not work on Ancient fear effects

Medicae

Talent: First Aid

Prerequisites: None

Cost: 2

Effect: Apply bandage to a wounded for 10 sec RP. Character stabilises and remain in the current state.

Talent: Field Medic Lvl 1

Prerequisites: None

Cost: 2

Effect: Call HEAL 1 HP with 1x unit of medical supplies, 10 sec RP.

Talent: Field Medic Lvl 2

Prerequisites: Field Medic Lvl 1

Cost: 2

Effect: Call HEAL 3 HP with 1x unit of medical supplies, 10 sec RP.

Talent: Field Medic Lvl 3

Prerequisites: Field Medic Lvl 2

Cost: 2

Effect: Call HEAL 5 HP with 1x unit of medical supplies, 10 sec RP.

Talent: Hold still

Prerequisites: Field Medic Lvl 1

Cost: 2

Effect: 2/Combat, apply a dose of Combat Stimulant (physical prop required). The recipient will under the call FEEL NO PAIN for the next hour. Side effects include delusions of grandeur and mild bloating.

Talent: Combat Doctor

Prerequisites: Field Medic Lvl 3

Cost: 2

Effect: You restores 1x character that is not INCAPACITATED to full HP with 1x unit of medical supplies, 1 min RP.

Talent: In Safe Hands

Prerequisites: Field Medic Lvl 3

Cost: 2

Effect: You restores a maimed limb with 2x unit of medical supplies, 1 min RP.

Talent: Surgeon

Prerequisites: Field Medic Lvl 3

Cost: 2

Effect: You resuscitated 1x INCAPACITATED character to 1 HP with 3x unit of medical supplies, 2 min RP.

Talent: Coroner

Prerequisites: Field Medic Lvl 3

Cost: 1

Effect: Understands and can perform medical/biological research or autopsy on a dead body. Requires a dead PC/NPC and physical tool to conduct the operation. Upon doing a 1 min RP scene, ask the PC/NPC the circumstance of their death.

Technical

Talent: Repair Lvl 1

Prerequisites: None

Cost: 1

Effect: You are able to repair 1 AP using 1x unit of repair supplies, 10 sec RP. This includes items that have been subject to the BREAK call.

Talent: Repair Lvl 2

Prerequisites: Repair Lvl 1

Cost: 2

Effect: You are able to repair 2 AP using 1x unit of repair supplies, 10 sec RP.

Talent: Repair Lvl 3

Prerequisites: Repair Lvl 2

Cost: 3

Effect: You are able to repair 3 AP using 1x unit of repair supplies, 10 sec RP.

Talent: Mechanics

Prerequisites: Repair Lvl 1

Cost: 1

Effect: Can repair vehicle, spaceships, and mechanical device. Conduct a mechanics challenge (play rock paper scissor with referee). You win = device repaired. You loose once = nothing happen. You loose twice = nothing happen. Only 3x attempt can be made per character on any specific device.

Talent: Cogitator Hacking

Prerequisites: None

Cost: 1

Effect: You may undertake Cogitator Hacking Challenges. (See Chapter 8)

Talent: Security Systems

Prerequisites: None

Cost: 1

Effect: You may undertake Machine-Spirit Challenges. (See Chapter 8)

Talent: Technician

Prerequisites: None

Cost: 2

Effect: 1/Event, you may reattempt a challenge (Cogitator Hacking, Machine-Spirit, Neutralisation, Mechanical) as long as you possess the talent.

Toughness

Talent: Toughness Lvl 1

Prerequisites: None

Cost: 1

Effect: +1 HP. Add one minute to bleed count.

Talent: Toughness Lvl 2

Prerequisites: Toughness Lvl 1

Cost: 2

Effect: +2 HP. Add two minute to bleed count.

Talent: Toughness Lvl 3

Prerequisites: Toughness Lvl 2

Cost: 3

Effect: +3 HP. Add three minute to bleed count.

Talent: Leather Skinned

Prerequisites: None

Cost: 3

Effect: +3 HP whilst not wearing armour.

Talent: Juggernaut

Prerequisites: None

Cost: 2

Effect: 2/Day, call "JUGGERNAUT" to call NO EFFECT to STUN, STAGGERED, KNOCKDOWN, and DISARM calls, for 1 min during which you must continue advancing at a slow walk.

Talent: Unyielding Resolve

Prerequisites: None

Cost: 4

Effect: 1/Day, you can fully restore your HP immediately. This represents a surge of willpower or divine intervention. If unconscious, roleplay regaining consciousness dramatically (e.g., gasping for air, clutching a holy symbol, or roaring in defiance). You may resume combat or actions as normal. At the end of combat, you collapse and become INCAPACITATED. You require Medicae assistance to stabilize and survive.

Roleplay Suggestions

- "For the Emperor... I will not fall yet!"
- "By His light, I rise again!"
- "The Dark Gods demand more blood!"

Talent: Intimidate

Prerequisites: Toughness

Cost: 3

Effect: 1/Day, you may deliver a commanding statement or threat in-character against NPCs.

Loudly and clearly shout:

"INTIMIDATE" followed by a simple action:

Examples:

"By the Emperor's will, you will stand down—or face His judgment!"

"Move aside, worm, before I crush you under my boot!"

"Drop the weapon now, or I'll feed you to the machine spirits!"

The NPC must comply with the simple action unless scripted immunity applies. This call cannot be used for complex or extreme actions (e.g., "Kill your commander" or "Give me all your gear").

Limitations:

- Cannot be used for PvP coercion—only NPCs.

- Does not override player consent or faction identity.

Safety Notes:

- Keep physical distance—no grabbing or unsafe gestures.

- Use voice and presence, not physical intimidation.

Talent: Fortitude

Prerequisites: None

Cost: 2

Effect: 1/Day, when entering INCAPACITATED Period, you automatically stabilise and fall unconscious. Your bleed count pauses unless you take further damage.

Talent: Hardy

Prerequisites: None

Cost: 3

Effect: Your Natural Healing rate is 10 min rather than 20 min.

Talent: Armour-Monger

Prerequisites: Armor Proficiency (Heavy)

Cost: 2

Effect: Add 2 AP if you are wearing an Heavy Armor or above

Mischievous

Talent: Secret Identity

Prerequisites: None

Cost: 2

Effect: Each time the character takes this skill they must create a costume profile for a character of which they can disguise themselves as. The character may, during an event, change into this costume and take the role of another unique player. Only characters who are made aware of the disguise or see the character changing are aware that the new character is the same as the old character. The costume change must requires a significant change in visible clothing. While makeup does not have to be used it is recommended.

Talent: Hide Small Item

Prerequisites: None

Cost: 1

Effect: Can carry 1 small item in a pouch "well hidden" on his person. This item is not found by a normal search or pickpockets.

Talent: Hide Weapon

Prerequisites: None

Cost: 2

Effect: Can make a 1 hand weapon "well hidden" on his person. This weapon is not found by a normal search or pickpockets.

Talent: Pickpocketing

Prerequisites: None

Cost: 1

Effect: Consent & Safety: No real theft. All pickpocket attempts target in-game props (marked items). You can attempt to steal items from a character after standing in their back for 30 sec RP. Cooldown: 10 min between attempts.

Talent: Streetwise

Prerequisites: None

Cost: 1

Effect: 1/Day, ask one rumour/lead/contact from any designated NPC (lanyard/band armband). NPCs carry rumour cards—no ad-hoc referee needed. Safety: Respect NPC queueing.

Talent: Scavenger

Prerequisites: None

Cost: 2

Effect: After any combat (it does mean that you had to fight in it), spend 10 sec RP beside an INCAPACITATED character/NPC to recover 1 minor consumable (Medical Supplies or Repair Supplies).

Talent: Black Market

Prerequisites: None

Cost: 3

Effect: Character gets access to Black Market items and missions

Talent: Contacts and Suppliers

Prerequisites: None

Cost: 2

Effect: Gains 300 T at the start of each event.

Talent: Backstab

Prerequisites: Stealth

Cost: 3

Effect: 1/Combat, when you strike an unaware target from behind with a dagger, you do x3 dam.

Scholastica

Talent: Read & Write (High Gothic)

Prerequisites: None

Cost: 1

Effect: You can read/write. Referee will provide a translation slip. You may translate prop text marked with that script;

Talent: Read & Write (Techna-Lingua)

Prerequisites: None

Cost: 1

Effect: You can read/write. Referee will provide a translation slip. You may translate prop text marked with that script;

Talent: Read & Write

Prerequisites: None

Cost: 1

Effect: You can read/write. Referee will provide a translation slip. You may translate prop text marked with that script;

Talent: Read & Write (Necron)

Prerequisites: None

Cost: 1

Effect: You can read/write. Referee will provide a translation slip. You may translate prop text marked with that script;

Talent: Lore (Specify)

Prerequisites: None

Cost: 1 per domain

Effect: Choose a domain (Imperium, Chaos, Xenos, etc.). At the start of each event, receive one written Lore Card about the event; you cannot show it to anybody else. 1 question/domain/event.

Talent: Chemist

Prerequisites: None

Cost: 4

Effect: You improve refinery efficiency, identify impurities that reduce burn-rate and create stabilizers that reduce wastage, which allows you to optimize extraction. When your faction secures a Promethium-producing location, it generates +1 Promethium resource for the next War-Cabinet.

Talent: Curious mind

Prerequisites: None

Cost: 1

Effect: When tracking a creature or anomaly in the forest, you may ask a referee one yes/no question about the direction or behavior of the target.

Talent: Technoarcheologists

Prerequisites: None

Cost: 3

Effect: Your careful extraction methods avoid damaging relics. 1/Event, you may claim +1 Archeotech resource from any relic discovered that you have studied for 10 min RP.

Talent: Hazard-Resistant Physiology

Prerequisites: None

Cost: 2

Effect: You automatically avoid the first instance of environmental damage from terrain (e.g. acid pools, contaminated soil, irradiated debris).

Psychic

Talent: Deny the witch Lvl 1

Prerequisites: None

Cost: 1

Effect: 1/Game RESIST one psyker power

Talent: Deny the witch Lvl 2

Prerequisites: Deny the witch Lvl 1

Cost: 3

Effect: 1/Day RESIST one psyker power

Talent: Deny the witch Lvl 3

Prerequisites: Deny the witch Lvl 2

Cost: 5

Effect: 1/Combat RESIST one psyker power

Talent: Psyniscience

Prerequisites: None

Cost: 1

Effect: When interacting with a PC/NPC, you may ask the player: "Is your character's warp signature absent, weak, moderate, or strong?"

Talent: Immaterium Reserve Lvl 1

Prerequisites: None

Cost: 2

Effect: Add +2 WCP to your starting total.

Talent: Immaterium Reserve Lvl 2

Prerequisites: Extra Power Lvl 1

Cost: 2

Effect: Add +4 WCP to your starting total.

Talent: Immaterium Reserve Lvl 3

Prerequisites: Extra Power Lvl 2

Cost: 2

Effect: Add +6 WCP to your starting total.

Talent: Versatile

Prerequisites: None

Cost: 3

Effect: Choose 1 additional Psyker Discipline

Talent: Lingering Warp Echo Lvl 1

Prerequisites: None

Cost: 1

Effect: Double the defined time duration of 1x psychic power.

Talent: Lingering Warp Echo Lvl 2

Prerequisites: Duration Lvl 1

Cost: 1

Effect: Double the defined time duration of 2x psychic powers.

Talent: Lingering Warp Echo Lvl 3

Prerequisites: Duration Lvl 2

Cost: 1

Effect: Double the defined time duration of 3x psychic powers.

Talent: Biomancy Lvl 1

Prerequisites: None

Cost: 1

Effect: Grants a level 1 Biomancy psychic power. May be taken multiple time.

Talent: Biomancy Lvl 2

Prerequisites: Must have at least 2x Lvl 1 Biomancy psychic power

Cost: 2

Effect: Grants a level 2 Biomancy psychic power. May be taken multiple time.

Talent: Biomancy Lvl 3

Prerequisites: Must have at least 3x Lvl 2 Biomancy psychic power

Cost: 3

Effect: Grants a level 3 Biomancy psychic power. May be taken multiple time.

Talent: Biomancy Lvl 4

Prerequisites: Must have at least 4x Lvl 3 Biomancy psychic power

Cost: 4

Effect: Grants a level 4 Biomancy psychic power. May be taken multiple time.

Talent: Divination Lvl 1

Prerequisites: None

Cost: 1

Effect: Grants a level 1 Divination psychic power. May be taken multiple time.

Talent: Divination Lvl 2

Prerequisites: Must have at least 2x Lvl 1 Divination psychic power

Cost: 2

Effect: Grants a level 2 Divination psychic power. May be taken multiple time.

Talent: Divination Lvl 3

Prerequisites: Must have at least 3x Lvl 2 Divination psychic power

Cost: 3

Effect: Grants a level 3 Divination psychic power. May be taken multiple time.

Talent: Divination Lvl 4

Prerequisites: Must have at least 4x Lvl 3 Divination psychic power

Cost: 4

Effect: Grants a level 4 Divination psychic power. May be taken multiple time.

Talent: Pyromancy Lvl 1

Prerequisites: None

Cost: 1

Effect: Grants a level 1 Pyromancy psychic power. May be taken multiple time.

Talent: Pyromancy Lvl 2

Prerequisites: Must have at least 2x Lvl 1 Pyromancy psychic power

Cost: 2

Effect: Grants a level 2 Pyromancy psychic power. May be taken multiple time.

Talent: Pyromancy Lvl 3

Prerequisites: Must have at least 3x Lvl 2 Pyromancy psychic power

Cost: 3

Effect: Grants a level 3 Pyromancy psychic power. May be taken multiple time.

Talent: Pyromancy Lvl 4

Prerequisites: Must have at least 4x Lvl 3 Pyromancy psychic power

Cost: 4

Effect: Grants a level 4 Pyromancy psychic power. May be taken multiple time.

Talent: Sanctic Lvl 1

Prerequisites: None

Cost: 1

Effect: Grants a level 1 Sanctic psychic power. May be taken multiple time.

Talent: Sanctic Lvl 2

Prerequisites: Must have at least 2x Lvl 1 Sanctic psychic power

Cost: 2

Effect: Grants a level 2 Sanctic psychic power. May be taken multiple time.

Talent: Sanctic Lvl 3

Prerequisites: Must have at least 3x Lvl 2 Sanctic psychic power

Cost: 3

Effect: Grants a level 3 Sanctic psychic power. May be taken multiple time.

Talent: Sanctic Lvl 4

Prerequisites: Must have at least 4x Lvl 3 Sanctic psychic power

Cost: 4

Effect: Grants a level 4 Sanctic psychic power. May be taken multiple time.

Talent: Telepathy Lvl 1

Prerequisites: None

Cost: 1

Effect: Grants a level 1 Telepathy psychic power. May be taken multiple time.

Talent: Telepathy Lvl 2

Prerequisites: Must have at least 2x Lvl 1 Telepathy psychic power

Cost: 2

Effect: Grants a level 2 Telepathy psychic power. May be taken multiple time.

Talent: Telepathy Lvl 3

Prerequisites: Must have at least 3x Lvl 2 Telepathy psychic power

Cost: 3

Effect: Grants a level 3 Telepathy psychic power. May be taken multiple time.

Talent: Telepathy Lvl 4

Prerequisites: Must have at least 4x Lvl 3 Telepathy psychic power

Cost: 4

Effect: Grants a level 4 Telepathy psychic power. May be taken multiple time.

7- WARGEAR

On Kappa-9, survivors can acquire equipment from the various sector vendors: some items may be brought by players, while others exist only in-game and must be obtained on site. Any item carried by an NPC may only be taken if it bears an official LARP tag, indicating that it is authorized to be claimed, used, or transported by players.

Clothing must follow basic decorum standards to maintain immersion and safety. Players should wear attire that matches the harsh, industrial atmosphere of the universe: neutral tones, rugged fabrics, and practical gear are preferred. Out-of-setting items must remain concealed. This ensures visual coherence across the field and keeps all equipment clearly identifiable during play.

MELEE WEAPON

All melee weapons deal a base of 1× Dam. This value can be increased or altered by four categories of modifiers: Equipment, Special Abilities, Talents, and Psychic Powers. Certain items will be accessible in play, but not at character creation

Chainsword

(call THROUGH)

Cost: In game items only

Faction: Universal

Description: Its industrial diamond teeth are designed to slice through Armour.

Power Weapon

(2x Dam, 1/Combat call BREAK)

Cost: In game items only

Faction: Universal

Description: These weapons deploy a potent high energy gravity field, making them capable of defeating even the most advanced armour.

Power Fist

(2x Dam, 1/Combat call BLEED)

Cost: In game items only

Faction: Universal

Description: These gigantic fists allow their bearers to attack even vehicles.

Omni-Axe

(2x Dam, 1/Combat call BLEED)

Cost: In game items only

Faction: Adeptus Mechanicus

Description: It is forged with the finest materials, using the secrets of advanced materials tempering and power field generation.

RANGE WEAPON

All ranged weapons deal a base of 1× Dam. This value can be increased or altered by three categories of modifiers: Equipment, Special Abilities, and Talents.

Restrictions

We allow blasters that are gel based and are no more than 200 FPS. Any Cosmetic modifications will be allowed. Practical modification like tracer, barrel extensions, sights, ammunition extension, rail-attachable gadgets, and sling. We do **NOT** allow modifications that increase the muzzle velocity of the blaster. If you have a Blaster that is modified internally with the express reason to increase muzzle velocity, flight or range, please do not bring it to site as it will not be allowed.

To represent Melta-class ranged weapons, players may use approved Nerf rocket blasters. The following models are authorized for play, as they safely fire large foam rockets:

- Nerf Fortnite GL Rocket Blaster,
- Nerf Fortnite RL Blaster,
- Thunderblast Launcher 1,
- B7473, and
- Nerf N-Strike Modulus Tri Strike Rocket.

To represent Flamer-class ranged weapons, players may use approved electric water guns equipped with integrated lighting effects. Only the following models are authorized for play, as they safely emulate the short-range, high-intensity visual profile of Flamer weapons:

- Spyra Electric Water Blaster
- Grehelp Electric Water Gun
- Skirfy Electric Water Gun
- Uregioio gatling
- Toupus electric water gun
- Galactic Inferno Viktor Electrics Water Guns

To represent Missile-class range weapons, players may use single-shot foam-rocket launchers.

Reference:

1. <https://www.youtube.com/watch?v=5SBSN7wFx4A>
2. [PVC Rocket Launcher & Pool Noodle Rockets! PVC + Air + Foam = The Best PVC Cannon Pipe Projects](#)

Melta Weapons

(2x Dam, call THROUGH)

Faction: Universal

Description: A Melta is a short-range, anti-armour weapon prized for its ability to destroy heavily armoured targets almost instantly at very close range.

Flamer Weapons

(2x Dam)

Faction: Universal

Description: Flamer: The Flamer is a large weapon the fires liquid promethium at a target in such a way that the promethium ignites upon contact with the air.

Missile Weapons

Description: These weapons are fired from shoulder-mounted or crew-served launcher props, use only approved foam rockets and exist to give squads a slow-firing but tactically decisive anti-vehicle and bunker-breaking option:

- Krak missiles
(8x Dam, call THROUGH)
Faction: Universal
Description: High-strength shaped charge with a relatively small blast radius that causes massive damage to anything it hits with minimal collateral damage. Armour-piercing penetrators dealing heavy damage to vehicles.
- Frag missiles
(Radius 15m, 5x Dam, call PUSH)
Faction: Universal
Description: Anti-personnel shrapnel affecting all infantry within a short radius.

GRENADE

Frag Grenades

(Radius 5m, 3 Dam, THROUGH)

Cost: 150



Faction: Universal

Description: These antipersonnel grenades are designed to explode on contact with the ground discharging shrapnel.

Krak Grenades

(Radius 5m, 5 Dam, THROUGH)

Cost: 200

Faction: Universal

Description: These small explosive devices give a soldier the ability to neutralize light armour, technical vehicles or fortified positions. The operator must attach the device to the intended target.



Stun Grenade

(Radius 5m, call STUN)

Cost: 200

Faction: Universal

Description: Stun grenades are non-lethal grenades that use a combination of a loud explosion and a bright flash designed to incapacitate targets without any permanent injury.

Blind Grenade

(Radius 5m, call BLIND)

Cost: 200

Faction: Universal

Description: Explodes with a burst of dense, dark grey smoke including infrared bafflers and broadband electromagnetic spectrum chaff.

Fire Grenade

(Radius 5m, 2 Dam, call BURNING)

Cost: 200

Faction: Universal

Description: Generates a fiery area.

EXPLOSIVE

Melta-Bombs

(Radius 5m, 8 Dam, call THROUGH)

Cost: 250

Faction: Demolition talent

Description: Large grenades based on Melta technology, Melta-Bombs are designed to neutralize heavy armour or fortified positions.

Mines

(Radius 5m, 5 Dam, call MAIM on closest pc, 1x leg)

Cost: 300

Faction: Minelaying talent

Description: Each device is a palm-sized disc of cold iron and cracked ceramite, its surface etched with half-faded warning sigils and a tiny brass aquila.

Demolition Charges

(Radius 10m, 10 Dam, call PUSH)

Cost: 500

Faction: Demolition talent

Description: Function similarly to Satchel Charges allowing soldiers to destroy high value targets in a large area. There is considerable risk involved with using Demolition Charges.

AMMUNITION

All range weapon users will need to bring their own ammunition. We will have additional gel ammunition on sale at the event in case you run out. There is no limit to how much you can bring; only how much you can carry into an engagement.

Hellfire Rounds

(+1 Dam vs Organic)

Cost: 300 T

Faction: Universal

Description: Have devastating results on organic matter. The core and tip are replaced with a vial of mutagenic acid with thousands of needles that fire into the target upon the shattering of the vial, pumping the acid into the foe.

Inferno Rounds

(+1 Dam)

Cost: 350 T

Faction: Universal

Description: Designed to immolate their targets and destroy them with superheated chemical fire. The dense core of the standard bolt is replaced with an oxy-phosphorous gel, derived from promethium.

Kraken Penetrator Rounds

(+2 Dam vs Heavy/Power Armor)

Cost: 400 T

Faction: Universal

Description: Powerful armour-piercing rounds.

Psybolts

(+1 Dam vs Chaos/Cultist/Daemons)

Prerequisites: Ordo Hereticus (Faction)

Cost: 300 T

Faction: Ordo Hereticus

Description: Primarily used by the Inquisition, they are psychically-charged, ritually-inscribed silver-tipped.

Manstopper Rounds

(+1 Dam)

Prerequisites: Scum (Faction)

Cost: 250 T

Faction: Scum

Description: Commonly used by bounty hunters, enforcers, and hive gangers, these special rounds inflict maximum carnage on the enemy.

Warp-Screamer

(Call TERROR)

Cost: In game items only

Faction: Chaos / Warp-tainted

Description: is a rare and unstable class of sonic-reactive munitions. Each round contains a micro-resonance core etched with forbidden harmonic patterns.

Daemon-forged

Call FATAL

Cost: In game items only

Faction: Chaos / Warp-tainted

Description: A forbidden class of warp-tainted munitions created through rituals. Each round is believed to contain a bound fragment of a lesser warp-entity. To be struck by one is to be unmade in an instant.

ARMOR

Armor Points (AP)

They function like your Hit Points (HP) and are added to them. When you are hit or an effect causes you to lose points, AP is always the first to be lost. The only difference between HP and AP is how they are recovered. CP is recovered through healing, while AP is recovered through repair.

Armor Limitations

Your archetype provides a basic armor talent level (none, light, medium, heavy, powered) that you can wear (see chapter 6). You can purchase a higher level with your XP.

Armor Evaluation

Base Values by Armor Category:

- Light Armor – 0.5 AP per covered body part (Head, Torso, Shoulders, Arms, Legs)
- Medium Armor – 1 AP per covered body part
- Heavy Armor – 1.5 AP per covered body part
- Power Armor – 2 AP per covered body part

A body part must be visually and physically armored with kit appropriate to the category (textile/light materials for Light, mixed rigid plates for Medium, full rigid construction for Heavy, full enclosure for Power Armor). When calculating the total number of AP, it will be rounded down.

Additionally, the organisation reserve the right to give one additional AP for any armor that is extremely well done and decorum.

Armor Definition

Light armor	Light armor should be constructed from durable fabrics such as reinforced cloth, fur, heavy coats, leather jackets, or corsets. These pieces must not include any rigid armor components, maintaining flexibility and mobility. The design should evoke the look of basic battlefield, intended to stop shrapnel and glancing blows rather than direct hits. Use thick stitching, layered textiles, and weathered finishes to achieve a worn military aesthetic.
Medium armor	Medium armor combines rigid plates with flexible underlayers for a balance of protection and mobility. Incorporate chest plates, greaves, reinforced gauntlets, and enclosed helmets using materials like hardened foam, thermoplastic, or lightweight resin for the plates, paired with padded fabric beneath. This armor should resemble professional military gear, offering serious defense without powered assistance. Expect slight restrictions on agility or stealth, so design the silhouette to look tactical and robust, with visible plating and reinforced joints.
Heavy armor	Heavy armor must give the impression of significant coverage and encumbrance. Use hard elements such as molded plastic, fiberglass, or repurposed

	motocross/cycling armor for the torso, arms, and legs. The goal is to create a suit that looks imposing and protective, with overlapping plates and articulated joints. Add layered padding and industrial textures to reinforce the sense of durability. This armor should feel heavy and restrictive, signaling elite warriors or heavily augmented troops.
Power armor	Power armor is the pinnacle of protection—a bulky, full-body suit that dominates the battlefield. Construct it using rigid materials like EVA foam, thermoplastic, or resin for the plates, and include a large backpack unit to represent the power pack. The helmet should be fully enclosed with glowing lenses or LED accents for a machine-spirit aesthetic. The design must evoke the sacred fusion of ceramite and adamantium, with gothic embellishments, purity seals, and mechanical details. Movement should feel slow and deliberate, emphasizing the weight and ritual significance of the armor.

HELMET

Helmet Evaluation

Open-face helmets count as valid if they protect the skull top and sides.

Cloth hoods or soft caps do not count as helmets.

Helmet Definition

Light helmet	Improvised or scrap-built helmets made from plastic, foam, thin metal, or construction materials. Examples include hard hats, reinforced biker helmets, or welded metal bowls.
Medium helmet	Tactical, or military-style helmets that provide rigid protection. Examples include riot helmets, composite shells, SWAT helmets.
Heavy helmet	Helmets visibly reinforced with rigid plating, layered protection, welded sections, or bolted armor. Examples include heavily modified riot helmets, scrap metal war helms, or plated helmets.
Power helmet	A fully enclosed high-tech or exo-armor helmet integrated into a powered suit. These represent advanced pre-war or faction-specialized equipment.

SHIELD

Restrictions:

Players may use a Storm Shield (normal shield) or Combat Shield (buckler). Shields can be of varying size and are generally held in the hand and strapped to the forearm, punch grip shields are held in the hand by a cross piece in the center of the shield, bucklers are generally small shields that are strapped to a forearm or shoulder. Shields are not destroyed by normal hand weapons. If a shield is struck by either a range or melee weapon, the player carrying the shield ignores the Hit.

An arm carrying a shield cannot carry other weapons. It does not matter the size of the shield and the weapon. You must have the appropriate shield talent to use or carry a shield.

Shields must not be used to strike an opponent. Shield bashing is not allowed. Your shield may contact an opponent or their shield (for example in the press of a shield-wall) or while engaged in combat. We call this shield control or shield pushing. However, you cannot put force behind it to strike your opponent to disorient them or use your weight or strength to force them to the ground. If a player runs into your shield, you can stand your ground, but no actively striking forward with it please.

Combat Shield (buckler)

Cost: Brought by the player

Faction: Shield talent

Description: It is a lighter form of the Storm Shield.

Storm Shield (normal shield)

Cost: Brought by the player

Faction: Shield talent

Description: A storm shield is a heavy, slab-like shield.

Refractor Field

(+1 AP)

Cost: 200 T

Faction: Astra Militarum

Description: A small Imperial shield emitter that can generate a personal protective force field around an individual.

Rosarius

(+2 AP)

Cost: 400 T

Faction: Adeptus Ministorum

Description: Both a protective device and a symbol of officer for the Adeptus Ministorum and Chaplains of the Space Marines, the Rosarius takes the form of an Imperial Aquila or a gothic cross with a jewel or skull in the centre.

Iron Halo

(+3 AP)

Cost: In game items only

Faction: Adeptus Astartes

Description: Part of the Armoury of the Chapters of the Adeptus Astartes and is also a common award for valour. It is a halo-shaped ring that is positioned above the head of the wielder, usually mounted on a backpack or gorget.

Purity Seals

(+1 HP, can have more than one)

Cost: In game items only

Description: A small devotional relic consisting of a wax-stamped rosette affixed to a strip of parchment inscribed with litanies, vows, or doctrinal affirmations.

TOOL AND EQUIPMENT

Data-Tether

Cost: Brought by the player

Faction: Universal

Description: Your personal cellphone.

Auspex

Cost: 100 T

Faction: Universal

Description: A small handheld scanner. Once you buy it, it guides you to a marked area where you can detect anomalies, valuable resources, or hidden individuals in the wilderness.



Vox-caster

Cost: Brought by the player

Faction: Universal

Description: A walkie talkie.

Cameleoline Cloak

Cost: 400 T

Faction: Universal

Description: Woven from photo-reactive mimic fibres, the shifting colours of the cloak blur the outline of the wearer. Give owner the Stealth talent.

Medical Supplies

Cost: 10 T

Faction: Universal

Description: Represent bandages, coagulants, synth-skin patches, pain suppressants, antiseptic sprays, and other field-ready tools used by trained medics to perform Field Medic, Combat Doctor, In Safe Hands, and Surgeon's duties during play.

Repair Supplies

Cost: 10 T

Faction: Universal

Description: A compact collection of tools, adhesives, clamps, and diagnostic charms used to restore damaged armor in the field. They are consumable materials required to perform repairs during play.

Chaplet Ecclesiasticus

(1/Day, spend 5 sec RP touching a downed ally. They rise with 1 HP, but you take 1x dam.)

Cost: 100 T

Faction: Adeptus Ministorum, Adepta Sororitas

Description: The Adeptus Ministorum hang the emblem upon a cord of adamantine beads. Some orders of the Adepta Sororitas place each bead on the cord as a representation of acts of penance.

Sacred Machine Oil

(repair 1x broken item)

Cost: 20 T

Faction: Adeptus Mechanicus

Description: This oil has properties to soothe an agitated machine-spirit.

Jump Packs, Wings, Anti-Grav, mutation, or daemonic blessing

(1/combat after 3 sec RP of unfurling, you may disengage from melee by lifting a hand into the air and relocate up to 20 m; during this move you ignore melee strikes and special calls (still take ranged hits). Indoors/low ceilings prevent use.)

Cost: 1000 T

Faction: Universal

Description: Whether through roaring jump packs, unnatural wings, anti-grav technology, or the twisted gifts of mutation and daemonic blessing, all these capabilities grant one crucial advantage: the power to leap across the battlefield, bypass obstacles, and strike.

Deep Strike

(1/Day, your squad (Max 5x people) can call "DEEP STRIKE!", by raising a hand and then walk to your destination without stopping. You may not Deep Strike within 5 m of an enemy, an active melee, or any unsafe area. Upon arrival, call "DEEP STRIKE!" again and perform 5 sec of materialization

roleplay while you can only move, speak, or take cover. After this delay, your squad can act normally.)

Cost: 1500 T

Faction: Universal

Description: Forces equipped with teleportation systems, jump packs, drop pods, subterranean insertion methods, or other rapid deployment technologies.

8 - GAME MECHANICS

COMBAT RULES

All weapons inflict 1 base damage (dam). This does not need to be stated. One damage point causes the target to lose 1 Armor Point (AP) if they have any remaining; otherwise, the target loses 1 Hit Point (HP). If a special ability, talent, psychic power or wargear causes you to inflict more than one damage point, you must inform your victim.

Attack Validity

For a hit to be valid, it must connect with the person. If it touches your cloak, coat, it is VALID. It is required to shout or gesture to indicate to an opponent that the hit has connected. For range weapon, ricochets off walls are considered a VALID hit.

For melee weapon, attacks must be delivered with controlled, safe force (no winding up or real striking power). A rapid flurry from one swing counts as one hit, not several. A melee attack can be blocked by a range weapon.

For range weapon, an attack that hit a melee or a range weapon, it is considered a VALID hit.

Invalid hits include:

- Head and groin hit
- Excessive force
- Any strike that causes real pain or risk of injury
- Accidental bumps from weapon movement
- A hit on the shield
- Strike delivered while the attacker is out of control or off-balance

Backstab

You must approach your target from behind and place your hand on their shoulder while striking them in the side with a sharp melee weapon. When launching your attack, you must have both feet firmly planted on the ground. You cannot be walking or running. It is forbidden to perform a backstab on a character who is actively fighting.

WOUNDS AND DEATH

Healing

- Natural Healing: After 20 minutes of rest, a player automatically regains all Hit Points.
- Healing Talent: Players may restore HP to themselves or others using First Aid, Field Medic, or Combat Surgeon abilities. (Details for each skill are provided in the Talent section.)
- Psychic Healing: Certain psychic abilities can also restore Hit Points, depending on the powers available to the character.

Battle-shock

When you reach zero HP you get the condition “battle-shock” and falls back from the battlefield in a desperate escape attempt. A combat stress reaction wherein a soldier is unable to engage in further military combat.

- Fall back from the battlefield;
- You can parry an incoming melee attack while running away;
- You may not reload any weapon;
- You are unable to use skills or equipment;
- You cannot take any offensive action

Out of action

If you are reduced to zero HP and receive another hit, you get the condition “Out of Action”. Fall safely to the ground (or nearby safe-to-land area, be safe!) and role-play your agony. You have **TWO MINUTES** in this state.

- You are unable to use skills, equipment, defend yourself or take any offensive action
- You may not reload any weapon
- You are not unconscious so can moan or cry out in pain. However, you cannot form complex sentences. Don’t think you can scream orders across the battlefield; you are either too busy rolling about in pain from your wounds or too busy trying to hold yourself together to really be coherent
- You may be looted from any items off them that were found in-game, such as currency, special weapons etc. Any personal belongings or weapons may not be looted. Looting should be done with respect for the other player’s personal space, if an item is inside a pocket or pouch you must ask permission before searching it, just like you would in a regular setting. Players being looted must surrender the items but may choose to simply hand them over themselves if they are uncomfortable with being searched.
- You can be healed if someone has the appropriate skill (field medic), consumable (medi-pack), or psychic ability.
 - If ANY Player reaches you before you are incapacitated, places a free hand on your shoulder and calls “EVAC” in a clear, loud voice, you may get up and make your way back to the Safe Area, with one hand in the air to denote you are out of the fight.
 - If the Enemy decide to pick you up, you will return with them and they will have the decision to revive you or let you die.
 - If they revive you, you could be subject to be: interrogated, tortured, ask to join their rank until your next death, kept you hostage (possible rescue operation), to negotiate a ransom for your life or release you. This is entirely dependent on the mission and the enemy you were facing.
 - If they kill you: go to the nearest respawn point

Incapacitated

Once you’ve been “Out of Action” for two minutes, you get the condition “Incapacitated”. You are not dead yet. However, you now need immediate medical attention to survive:

- You are now unconscious.
- Be sure that you are in a safe area.
- You cannot move, talk nor act.

- Remain at location for **TWO MINUTES** countdown to allow someone the possibility to save you.
- You can be resuscitated if someone has the appropriate skill (surgeon), consumable (relic), or psychic ability.
- You may be looted.
- If the **TWO MINUTES** have passed and you have not been saved, raise one arm to signal that you are out of play. Then proceed to Magos Biologis Threxian at Frostreach. If you are in a "Battlefield scenarios", instead move to the nearest friendly faction respawn point.

Rite of Re-Assembly

Respawning is a method by which dead players re-enter the game. In the 41st millennium, nobody survives without support. Whether by Imperial decree, Xenos technology, or foul Warp influence, characters return to battle through systems designed to prolong usefulness... but nothing lasts forever. At the start of each event, the organization grants your character a Soul Token. When the character is slain or otherwise incapacitated beyond surgery, or psychic intervention a Rite of Re-Assembly is triggered. The body can only be subjugated to so many alterations prior to falling to decay. Therefore, a player begins with ten Sanctioned Re-Assembly Charges (SRAC). The organization keeps a record of your SRAC at the Command Bunker.

Sanctioned Re-Assembly Charges (SRAC)

As SRACs diminish, the risks and flaws in the rebuilding process increase:

Remaining SRAC	Operational Status	Role-play Effect
10–8	Fully functional	Memory gaps
7–5	Imperfect revival	Physical scars, warp whispers
4–2	Severe instability	Mental trauma, mutation, visible cybernetics added
1	Final rite	Major flaws or corruption, interest from Inquisition
0	Permanent Death	"To die is common. To return is privilege, but the privilege wears thin..."

At this point, depending on how you died and the situation, you might be offered the choice to:

- 1) Lose all your skills and return to playing your character as an old man about to retire or leave.
- 2) Play a new level 1 character with changes to your costume.

NB. Players portraying old characters or characters they know to be in considerable danger can have a replacement character prepared before the start of the event.

Soul Tokens: These are small plastic tokens that you must attach visibly to your costume. You must have one with you to play. You start with one. If you lose it, go to the Command Bunker to receive another. When you are killed, it is very likely that your Soul Token will be taken to ensure that you are truly dead. Of course, you cannot take someone else's Soul Token to replace your own. These are sometimes used for quests.

BATTLEFIELD

Within Litanie d'un Monde Damné, certain operations are designated Battlefield scenarios. These are pre-planned, terrain-wide engagements that simulate large, complex warfare where unit objectives, manoeuvre, and base control take precedence over individual heroics.

Timing

Battlefield Scenarios occur at pre-scheduled times during the event and are announced in advance at the Friday night event briefing. Operational boundaries, objectives, and any scenario-specific instructions are provided at that time.

Eligibility & Safety

Participation is age-restricted: players under 14 may not take part in large-scale battles. Eye protection is always mandatory on the battlefield. Referees will patrol the area to enforce safety protocols, scenario rules, and fair play.

War-Cabinet

Before every Battlefield Scenario, faction leadership (The Governor and one representative from each faction) may declare how their stockpiled resources (result of quests and missions during the LARP) are spent. Resources are consumed permanently. Each resource grants one battlefield effects. This declaration must be made to a referee before the battle begins. Once committed, the effects remain active for that scenario only.

Promethium Battlefield Effects:

- **Rapid Deployment:** Choose 1 outpost. Your faction may begin the scenario controlling it automatically.
- **Flame Saturation:** +2 Fire Grenades
- **Emergency Respawn Surge:** Once per battle, all players respawning from one controlled outpost may reduce their incapacitation timer from 2 minutes to 30 seconds for 10 minutes.
- **Scorched Earth Protocol:** Once per battle, command may declare one abandoned outpost "burned." That outpost cannot be used for respawn by either side for 10 minutes.

Adamantium and Ceramite Battlefield Effects:

- **Fortified Outpost:** Defenders in one specific outpost gain +1 temporary HP while inside.
- **Heavy Armor Support:** Choose 5 players who will gain +1 AP for the scenario.
- **Bulwark Line:** Choose one defensive position. All defenders there ignore their first PUSH effect.
- **Ceramite Breach Shields:** One squad of 5 players gains RESIST to the first THROUGH attack suffered.
- **Void-Hardened Plate:** Choose 3 Heavy Gunners. They gain call NO EFFECT on BREAK call.

Plasteel and Industrial Metals Battlefield Effects:

- **Expanded Spawn Network:** One neutral location becomes a temporary respawn node for 10 min.
- **Munitorum Cache:** Choose one outpost. Defenders there gain +2 Frag Grenades for the scenario.
- **Siege Doors Reinforced:** Your Command Bunker or final objective requires an additional 30 seconds of uninterrupted enemy capture time.
- **Iron Wall Doctrine:** Defenders inside one outpost may ignore the first STUN effect called against them.

Archeotech Battlefield Effects:

- **Ancient Weapon Activation:** Unlock one special relic weapon for the battle.
- **Tactical Auspex:** Before battle starts, reveal one hidden enemy objective to command staff.
- **Relic Shield Projector:** One squad gains RESIST to the first ranged attack that would drop them to 0 HP.

- **Orbital Data Fragment:** Before battle begins, choose one enemy officer. Command learns their primary mission objective.

Psykers Battlefield Effects:

- **Warp Reconnaissance:** Reveal one enemy outpost location.
- **Premonition of Assault:** Command may force the enemy to reveal which outpost they will assault first.
- **Warp Storm:** Choose one battlefield zone and a specific timing. For 5 minutes, no redeployment may be used there.
- **Soulfire Surge:** One chosen Psyker gains one additional use of a battlefield psychic ability.

Human Population Battlefield Effects:

- **Penal Legion Push:** Choose a squad (5 players). They gain +1 temporary HP but must charge aggressively until they die.
- **Endless Reinforcements:** The first 3 deaths of the battle do not count against respawn limitations.
- **Civilian Supply Chain:** Choose one outpost. That outpost produces +1 additional respawn every 10 minutes.
- **Sacred Ground:** Choose one outpost. While defending it, allies gain RESIST TERROR.

Faith and Loyalty Battlefield Effects:

- **Fanatical Resolve:** Choose one defensive position. All defenders there ignore their first STAGGERED call.
- **Martyr's Rally:** If you lose an outpost, next assault wave gains +1 temporary HP.
- **Ecclesiarchal Blessing:** One character is given the ability to conduct ONE battlefield sermon (15 sec RP) which grants: INSPIRE to all nearby allies.
- **Hymn of Fury:** The first charge made by your faction gains +1 Dam to their first melee attack for that engagement.
- **Zealot's Last Stand:** Choose one player, the first time they are reduced to 0 HP, they may continue fighting for 30 seconds before collapsing.
- **Witch-Hunter's Decree:** Choose one enemy Psyker or Chaos-aligned target. The first attack from 3x players gains THROUGH.

Death & Respawn (Battlefield Variant).

Battlefield Scenarios use a streamlined casualty loop. When a combatant becomes Incapacitated, they remain so for two minutes. After this period, instead of proceeding to Magos Biologis Threxian for the Rite of Re-Assembly, the player must return to the nearest controlled faction base and respawn immediately.

Outposts

They serve as both capture points and spawn/respawn nodes during Battlefield Scenarios. Each outpost will be clearly marked with rope with pennants, modular barrier panels and a flagpole displaying the participating teams' flags. Players must not step over or under the rope; entry and exit are permitted only via the entrances. Players may engage opponents across the rope boundary (e.g., with melee reach) but may not cross it except through the designated entrances. At the centre of the outpost, a flag for each team is present. To capture the outpost, raise your team's flag. The outpost is considered controlled by the team whose flag is currently flying. Only the team whose flag is raised may respawn at that outpost. An outpost under active attack is contested; no respawns are permitted at a contested outpost. Merely being nearby or issuing verbal threats from a distance

does not constitute contesting; there must be a clear active assault. Any items left within an outpost may be looted by either team.

Hostages

A smart squad will cover the wounded enemies so they can't be evacuated by their own team or let the Enemy Field Medic pick them up. For example, if there are any Incapacitated enemy faction players still in the field, you may have the opportunity to have your Field Medic recover fallen enemies and take them as hostages. If you cannot (or don't want to) recover the wounded enemy in this manner, you can leave them. Any Enemy fighter that is captured during an engagement is bartered for and released off field. You will get additional resources, intel or rep for their capture.

ENVIRONMENTAL HAZARD

Toxic

Identifiable visual element: blue smoke and/or blue glowstick.

Effect: In an area where there is blue smoke or if touched by an NPC with a blue glowstick you will immediately be Out of Action.

Resist: Character with a gas mask will be unaffected.

Radiation

Identifiable visual element: green smoke and/or green glowstick.

Effect: If touched by green smoke you will immediately start to retch and vomit. The referee will inform you of any further longer-term effects. You will remain in this state until you leave the area or are no longer in contact with the source.

Resist: Character with heavy armour and power armour will be unaffected.

Warp

Identifiable visual element: red smoke and/or red glowstick.

Effect: In an area where there is red smoke or if touched by an NPC with a red glowstick you will receive a Corruption Point (CP). The referee will inform you of any further effects.

Resist: Unknown

SEARCHING & LOOTING

You may be looted from any items that were found in-game, such as currency, special weapons etc. Any personal belongings may not be looted. Looting should be done with respect for the other player's personal space, if an item is inside a pocket or pouch you must ask permission before searching it, just like you would in a regular setting. Players being looted must surrender the items but may choose to simply hand them over themselves if they are uncomfortable with being searched.

FINANCE SYSTEM

Participant Accounts

Each participant has a personal financial account containing:

- a **unique identifier**
- a **personal password**
- a **credit balance**
- a **transaction history**

These credentials allow players to access their account and perform financial operations. Your identifier and password must remain strictly confidential.

Banque Impérium

Identification

Nom du joueur		Mot de passe		Solde
---------------	---	--------------	---	-------

Solde

Solde

Statut transactions



Historique des transactions

Date	Type	Montant	Taxe	Code	Note
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Transactional Codes

All transactions use **single-use security codes**. These codes:

- secure transfers
- confirm both players' intent
- prevent fraudulent activity

Once a code is used, it becomes immediately invalid.

Income & Expenses (NPC ↔ Player)

Income: non-player → player

Expense: player → non-player

Procedure

1. The player scans the provided QR code.
2. The player enters their identifier and password.
 - The code and the amount **cannot** be modified.
3. The system validates the operation and displays the player's updated balance.
4. The player confirms the transaction by checking their history.

Player-to-Player Transfers

1. Both the paying player and the receiving player scan their respective QR codes.
2. Each player enters their identifier and password.
 - The transaction code is fixed.
 - Both players must enter **the same amount**.
3. The system validates the transfer and displays each player's updated balance.
4. Both players confirm the transaction through their history.

Currency

The standard currency is the **Throne (T)**. All Thrones are distributed **electronically**.

At higher levels of authority (Rogue Traders, Navigators, senior Inquisitors), wealth is often measured not in currency but in:

- **assets**
- **influence**
- **favours**
- **debts**
- **obligations**

CHALLENGE

Cogitator Hacking Challenges.

1. The hacker scans the QR code.
2. The hacker enters their identifier and hacker password.
3. The system validates access and displays a hacking interface.
4. The hacker enters one of the passwords shown on the Cogitator.
5. After three failed attempts, the code is disabled.
 - A successful hack grants a reward, visible in the transaction history.

Machine-Spirit Challenge

When a player is instructed to “access,” “unlock,” or “decrypt” a system (door access, data locks, security system or a corrupted system nodes), they must complete this challenge.

1. The player opens their Machine-Spirit Challenge app on their Data-Tether.
2. A referee or NPC provides verbal instructions.
3. The player completes the puzzle presented by the device.
4. Upon success, the player shows the **Completion Screen** to the Marshal/NPC.
5. The referee or NPC grants the corresponding in-game effect.

Success:

- access to sealed areas
- mission intel
- temporary buffs
- control of machinery
- narrative progression

Failure:

- alarms
- corrupted data
- system lockouts
- hostile encounters

Roleplay Notes

Players should treat the device as a sacred artifact of the **Adeptus Mechanicus**. Common flavor phrases include:

- “The machine-spirit tests me.”
- “Initiating the Rite of Pattern Recognition.”
- “The cipher resists, there is heresy in this code.”

MISSION ZONE

Within the game world, certain operations will take place inside a designated *Mission Zone*; a controlled area where players undertake focused objectives beyond the main play space. These missions may unfold as narrative roleplay sequences, guided like a traditional tabletop scenario, or as constructed micro-environments where the location is physically recreated based on player choices, resembling a compact dungeon or tactical incursion. Each mission represents a contained operation: infiltration, investigation, recovery, or confrontation, shaped dynamically by the decisions and performance of the players involved.

RESSOURCES

Throughout the event, factions secure strategic resources through quests, missions, and direct control of key locations such as mines, relay towers, shrines, and supply routes. Promethium,

Adamantium, Archeotech, Human Population, Faith, and other assets are not merely narrative rewards, they represent the operational strength of your faction. These resources are recorded at the Command Bunker and presented to the War-Cabinet before each Battlefield Scenario, where their use is decided. Once committed, resources are consumed to unlock powerful battlefield effects. In this way, every actions directly shapes the next large-scale war, because in the Imperium, victory is often decided long before the first shot is fired.

Promethium

The sacred lifeblood of industry and war. It's the Imperium's all-purpose fuel: tanks, voidships, flamers, generators, manufactorums, even hive-city heating. If promethium stops flowing, civilization starts wheezing.

Adamantium and Ceramite

These are the bones of war. Used in armor, tanks, Titans, voidships, and fortress walls. Without them, your glorious cathedral-tank becomes an expensive coffin.

Plasteel and Industrial Metals

The bread and bricks of the Imperium. Less legendary than adamantium, but far more common and essential for ships, hab-blocks, weapons, and infrastructure.

Archeotech

Sometimes knowledge is more valuable than gold. A single fragment of a Standard Template Construct can trigger wars, crusades, and very excited screaming from the Adeptus Mechanicus.

Psykers

Yes, people count as resources. The Imperium harvests psykers for communication, navigation, and sacrifice to the Golden Throne.

Human Population

The greatest Imperial resource is bodies. Workers, soldiers, pilgrims, scribes, cannon fodder. Entire sectors are valued by how many humans they can feed into the machine.

Faith and Loyalty

Not metaphorically. Heresy can collapse worlds faster than famine. The Imperium of Man treats belief as strategic infrastructure.

IN-CHARACTER CALLS

Call	Effect
AGONISING	The target does 10 sec RP of excruciating pain. They can speak and defend, but are unable to do anything else.
BLEED	Lose 1 HP every 10 seconds until medical aid is provided.
BLIND	Close your eyes for 10 sec RP. You cannot fight but may defend yourselves.
BREAK	Breaks the item targeted. A broken item can be repaired using the Repair Lvl 1 talent.
BURNING	Suffer X amount of damage mentionned by the PC/NPC.
DEAFEN	Deafened for 10 sec RP. After, they will be unable to hear any audible sounds until they have received suitable treatment for their deafness.
DISARM	DISARM causes the targeted character to drop a targeted item to the floor.
DOMINATE	compels the targeted character to obey a command of 10 words or less. This effect lasts for ten seconds unless Resisted (or Countered if Psychic). The command itself must be audibly

	spoken in-character. The effect of the call is obvious. The Target may roleplay obviously fighting the compulsion. This can include trying to hold back limbs, yelling at the top of their voice that they don't want to do what they are doing, etc. A Dominated Target may not use Calls, except to RESIST this Call.
FATAL	FATAL drops the targeted character to 0 HP.
FEEL NO PAIN	You disregard the damage caused by the first attack of any encounter when hit by a non FATAL, non THROUGH attack.
FRENZY	You see everyone around you as your enemy. You must attack the closest person for 10 sec RP.
HEAL	Restores X Hit Point (HP) to the targeted character and stops their bleed count.
INSPIRE	When a character hears the INSPIRE call, they immediately regain one daily use of any skill they possess. - A character can only benefit from INSPIRE once per combat. - The character making the call does not receive this benefit.
INTIMIDATE	Force an NPC of equal or lesser stature to perform a simple action (e.g., "Step aside," "Drop your weapon," "Move back"). This represents overwhelming presence or authority rather than mind control.
KNOCKDOWN	You are knocked to the ground.
MAIM	Lose the targeted limb.
MUTE	You are unable to speak and therefore cannot cast spells for the duration
NO EFFECT	is used by characters to indicate that the attack, power, or ability has had no effect on them.
PULL	You must move 10 m towards the source.
PUSH	You must move 10 m back from the source.
RALLY	clears the targeted character of the effect of a TERROR call.
RESIST	is used by characters to indicate that a power or ability has been resisted.
SLOW	You must move and fight at half speed for 10 sec RP
STAGGERED	Unable to move from the waist down for 10 sec RP.
STUN	They must drop anything they are carrying in their hands, and must hold their head for 10 sec RP.
TERROR	compels the targeted character to run away in fear, and only return after 10 seconds. Characters under this effect may defend themselves whilst fleeing.
THROUGH	Damage ignores the armour affects HPs. Heavy armour is of such a thickness that it would be able to stop this type of attack.
WOULD YOU KINDLY...	You make a very persuasive request that the target is likely to agree to by initiating a sentence with the call: "Would you kindly". This is not mind control—it represents strong persuasion. Valid Examples: WOULD YOU KINDLY hand over the data-slate so we can verify the orders? WOULD YOU KINDLY let us pass through your sector without conflict? Invalid Examples: WOULD YOU KINDLY kneel and swear eternal servitude to Chaos? WOULD YOU KINDLY jump into the reactor pit?

CORRUPTION

Corruption Point (CP)

CP tracks a character's enduring Warp taint. As CP rises, the character accrues Malignancies (visible, roleplay-led flaws) and may later acquire Mutations (minor mechanical effects). Starting value is 0.

Gaining CP

- Accept dark bargains or power-for-price offers
- Use corrupted items, or Chaos powers willingly
- Handle Chaos artefacts or read forbidden texts (when marked by refs)
- Enter dangerous Warp affected area (red smoke or red glowstick)

If you successfully resist temptation, you gain no CP.

Malignancy Cards

You draw one Malignancy card every time you cross a 10-CP threshold: 10, 20, 30, 40, etc. Duplicates are discarded; draw again.

Mutation Cards

You draw Mutation cards only when entering certain CP bands (see Track below). Duplicates are discarded; draw again.

Corruption Track

CP Total	Degree of Corruption	Malignancy Card Draw	Mutation Card Draw
01–10	Tainted	None	None
11–20	Soiled	Draw 1 at 11 CP	None
21–25	Debased	Draw 1 at 21 CP	Draw 1 Mutation at 21 CP
26–30	Profane	Draw 2 at 26 CP	Draw 1 Mutation at 26 CP
31	Damned	N/A	Removed from play

Cleansing & Reducing Corruption

Rites conducted by Priest and Sister of Battles can lower your Degree of Corruption, but NOT your CP total. Rare story events (e.g., a Living Saint) may remove 1–2 CP. At 100 CP, you are Damned and removed from play by the GM with an in-world conclusion.

EXPERIENCE

Experience is earned simply by standing your post in the grim darkness of the far future. To endure an event is to weather the Warp, to bleed for your comrades, and to let the Emperor witness your deeds. For each full gathering you attend, you are granted 5 XP, a tithe of honour paid not for triumph, but for adding your voice to the endless war.

9 – PSYCHIC

Core Mechanics

Warp Charge (WC): Warp Charge is the psychic energy you use to attempt (and resist) psychic powers. You spend these to try to meet the Warp Charge requirement of each psychic power, and your opponent uses their own Warp Charge to try to stop you.

Warp Charge Pool (WCP): It's generated from:

- Your Psykers' Levels
- Talents

Cooldown: Your WCP regenerate after 20 min of rest.

Manifesting:

- The psyker points clearly at the target with one empty hand
- The psyker describes the target: "You with the shield"
- The psyker tells the psychic power: "Fire Bolt"
- The psyker tells the effect: "2 dam"
- The target reacts to the psychic power
 - o RP the situation/dam
 - o Call RESIST

Cost: Psychic powers cost a total of WC equivalent to their level.

Range:

- Distance in meters: 5, 10, 15, or 30
- Sound: You can reach a target who can hear you
- Thrown object: You reach a target/zone you hit with an object
- Touch: The spell can be cast by touching the target
- Self: Only on yourself

Duration:

- Instant: Here and now only
- Defined time: The time after which the spell ends
- Special time: See the Effects section for details

Area of Effect: Radius around an object/person/place/corpse

Effect: The effects produced by the spell

PSYCHIC POWER

Universal Psychic Powers List

Level 1 Universal Psychic Powers

Chameleon

Duration: 5 min

Range: Self

Manifestation: The psyker uses the energies of the warp to bend reality just enough to cause their own image to blend with their surroundings. The psyker says: "Let the world forget my shape."

Effects: While this power remains in effect, the psyker gains the Stealth talent for the next 5 min.

Dull Pain

Duration: 5 min

Range: Sound (friendly)

Manifestation: The psyker can use their force of will desensitise others or themselves to pain. The psyker says: "Sensation fades. Will remains."

Effects: The target will not be affected by the Battle-Shock condition.

Mental Force

Duration: Instant

Range: Sound

Manifestation: Through sheer willpower, you summon an invisible mental force to shove a target in in the air.

Effect: Call PUSH.

Valour

Duration: Duration of this combat until used.

Range: Self Only

Manifestation: The psyker shout: "I stand. Nothing more is needed."

Effect: You gain RESIST to the first TERROR effect which is used on you.

Gravitas Pull

Duration: Instant

Range: Sound (line of sight)

Manifestation: The psyker extends a trembling hand toward their target as the air seems to tighten and distort. With a voice heavy with unseen force, they declare: "Come... be drawn into the abyss." The targeted individual is violently pulled toward the psyker.

Effect: Call PULL.

Level 2 Universal Psychic Powers

Jam Mechanism

Duration: until repaired

Range: Sound

Manifestation: The psyker reaches into a specific machine or mechanism with their mind, point it with their finger and call: BREAK.

Effect: The item ceases to function. A mechanism jammed with this power remains inoperable until repaired. Typical machines the psyker might jam include weapons, data-slates, and locks.

Inflict Pain

Duration: 30 sec

Manifestation: The psyker draws upon the swirling energies of the warp and then pours them into the mind of their enemy, wracking them with debilitating pain.

Effects: The psyker chooses a target within visual range and that enemy immediately takes 1 dam and is STAGGERED for the duration

N.B. Inflict Pain has no effect against targets that aren't truly alive (such as Daemons, plants, etc.)

Level 3 Universal Psychic Powers

Flash Bang

Duration: 10 sec

Range: 5 m

Manifestation: The psyker mentally snaps warp energy like a whip, creating a bright flash and a sharp crack of sound.

Effects: Everyone in the zone suffer the call BLIND for the duration.

Smite

Duration: Instant

Range: 20 m

Manifestation: Smite is a destructive power used throughout the galaxy by many different psykers. The psyker conjures up bio-energy from deep within himself, summoning lethal bolts of lightning which leap from his fingertips to burn and blast his enemies to ash.

Effects: 4 Dam.

Biomancy Psychic Powers List

Level 1 Biomancy Psychic Powers

Life Leech

Duration: Instant

Range: 10 m

Manifestation: The air grows thick and sticky as the psyker opens a slight tear in the fabric of reality to drain away the life of their enemies.

Effect: The psyker targets one enemy which suffers 2x dam and the psyker regain 2x HP.

Body Adjustment

Range: Sound

Duration: 10 min

Manifestation: The psyker channels a controlled burst of warp-focus inward, reinforcing the body with sheer will. Muscles tighten, breath steadies, and a faint psychic pressure radiates outward for a heartbeat.

Effect: You gain temporarily 2 HP for the duration. You may only have one instance of Body Adjustment active; additional uses do not stack.

Level 2 Biomancy Psychic Powers

Living Lightning

Duration: 2 min

Range: Self

Manifestation: The psyker's form begins to distort and grow fuzzy as they draw energy from the warp and transfer it straight into their own limbs. The psyker says: "Power into flesh."

Effect: While affected by this power, the psyker doubles their HP. Living lightning taxes the psyker physically, so any damage they have received is maintained after the power duration is complete + 2 dam.

Level 3 Biomancy Psychic Powers

Regenerate

Duration: 5 min

Range: Self

Manifestation: The psyker does not distinguish their body from the warp itself to them they are one and the same, and they are master of both. Once activated, this power allows the psyker to heal their injuries at a phenomenal rate. The psyker says: "The body remembers its shape."

Effect: HEAL 5x HP per min

The Soul Anchor

Duration: Instant

Range: Touch

Manifestation: The psyker places a hand over the fallen target's chest or forehead. Their eyes dim or glow as if looking past the body into the warp.

Effects: The psyker restores a recently fallen character to life, not less then 20min. The target returns to 1 HP and is no longer dying. The target awakens disoriented and suffers SLOW for 30 seconds. The psyker suffers 2 damage from the strain of forcing a soul back into its vessel.

Pyromancy Psychic Powers List

Level 1 Pyromancy Psychic Powers

Fiery Form

Duration: 5 min

Range: Self

Manifestation: The psyker bursts into flame, their body engulfed in a roaring inferno. These flames cause no harm to the psyker or their possessions. To simulate the fire, the psyker must have a red glow stick as a necklace. The psyker says: "The blaze answers my call."

Effect: While this power is sustained, the psyker call NO EFFECT to all BURNING Call.

Fire Bolt

Duration: Instant

Range: Sound

Manifestation: You manifest a bolt of fire from your hand and send it to a target.

Effect: 2 dam.

Repulsion Blow

Duration: 5 min

Range: Self

Manifestation: The psyker channels warp energy into their limbs, causing their muscles to tense and crackle with force. They declare: "*Let my strength be unbound.*"

Effect: your melee attacks now call: PUSH

Level 2 Pyromancy Psychic Powers

Spontaneous Combustion

Duration: 30 sec

Range: Sound

Manifestation: You cause one target to spontaneously burst into flames.

Effect: The target is on fire and must drop everything in their hand, fall to the ground and perform a roll for the next 30 sec.

Molten Beam

Duration: 30 sec

Range: Sound

Manifestation: The psyker stretches forth their open hand and releases a beam of blindingly bright energy at their foes.

Effect: The target is BLIND for 30 sec.

Level 3 Pyromancy Psychic Powers

Fireball

Duration: Instant

Range: 30 m

Area of Effect: 5 m radius

Effect: The psyker launches a ball of fire (a physical red plastic ball) towards their foes. Anything in a 5 m radius takes 5x dam.

Telekinesis Psychic Powers List

Level 1 Telekinetic Psychic Powers

Assail

Duration: Instant

Range: Sound

Manifestation: The psyker's arm whips upward from the ground in a sharp, vertical pull, fingers curled like they're yanking an invisible mass out of the earth. At the apex of the motion, the hand flicks forward, a violent, dismissive cast that sends the imagined object hurtling toward the enemy. The whole gesture is one fluid sequence: tear, lift, hurl.

Effect: 2 Dam

Flight

Duration: Instant

Range: Self

Manifestation: Throwing their arms wide, the psyker's hair and garments are blown fiercely by ethereal forces and they rise off the ground.

Effect: 1/combat after 3 sec RP of unfurling, you may disengage from melee by lifting a hand into the air and relocate up to 20 m; during this move you ignore melee strikes and special calls (still take ranged hits). Indoors/low ceilings prevent use.

Level 2 Telekinetic Psychic Powers

Crush

Duration: Instant

Range: 20 metres

Manifestation: The psyker extends one hand toward the target, palm open, fingers slightly curved as if gripping the air around the enemy.

Effect: 3 dam and the target is STAGGERED for 30 sec.

Concussive Strike

Duration: 10 sec

Range: Sound

Manifestation: The psyker gathers a sudden surge of telekinetic energy and releases it in a focused blast.

Effects: The target takes 2 dam and is STUN for the duration.

Level 3 Telekinetic Psychic Powers

Force Field

Duration: 5 min

Range: Self

Manifestation: The psyker draw the inert energies floating all around them, and fashions an invisible barrier of force. The psyker says: "Nothing passes the mind's edge."

Effect: While this power is sustained, the psyker gains RESIST FATAL.

Force Field taxes the psyker mentally, so they suffer 1 dam for every 1 min of sustained Forced Field.

Shock Wave

Duration: Instant

Range: 5 metres

Manifestation: With a mighty thrust of their fist to the ground, the psyker unleashes a burst of mental force that blasts from them in all directions.

Effect: All creatures within range, friend or foe, take 4 Dam from this blast and are KNOCKDOWN.

Telepath Psychic Powers List

Level 1 Telepathy Psychic Powers

Mind fog

Duration: 30 sec

Range: 10 metres

Manifestation: The psyker reaches out to their enemies with their mind and clouds the enemy's thoughts, slowing their cognitive processes and dulling their wits.

Effect: The target suffers the call MUTE and SLOW. This power does not work on mindless creatures.

Mind Probe

Duration: One question

Range: Not in combat

Manifestation: The psyker envelops a visible target with their mind, imposing their will on the creature and forcibly probing its innermost secrets. The psyker says: "Open your mind to me."

Effect: The psyker and the target must do a rock/paper/scissor contest. If the psyker wins, the target is compelled to answer ONE question in the form of memories, images, or other experiences from the mental link. If the psyche fails the contest, they immediately suffer 1 dam. This power does not work on mindless creatures.

Brain Lock

Duration: 30 seconds

Range: Sound

Manifestation: You can immobilize someone by freezing parts of their mind.

Effect: The target suffers the call STAGGERED for the duration. This power does not work on mindless creatures.

Level 2 Telepathy Psychic Powers

Blind

Duration: 10 seconds

Range: Sound

Manifestation: You cause a sharp, intense pain in the target's visual cortex; the area of the brain oscillates with vision.

Effect: The target suffers from the call BLIND for the duration.

Terrify

Duration: 1 min

Range: Sound

Manifestation: Reaching out with their mind, the psyker plucks the latent fears of nearby enemies from their subconscious and forces them to the surface. The psyker says: "Your dread wakes."

Effect: The target suffers from the call TERROR for the duration.

Psychic Shield

Duration: End of combat or until expended

Range: Self

Manifestation: During a combat, the psyker places a flat hand over their chest, palm inward. Then they close that hand into a tight fist, holding it there for a beat.

Effects: The psyker can RESIST 2 psychic power and then, the shield collapse. You may only have one psychic shield active at any one time, and any further psychic shield used will not stack and are wasted. You cannot have a psychic shield if you are not in combat.

Combat Precognition

Duration: Until expended

Range: Self

Manifestation: The psyker touches two fingers to their temple and says: "Not this time."

Effects: You may RESIST the first successful hit against you, taking no damage from it. Once triggered, the effect ends. Additional uses do not stack; only one instance can be active at a time.

Level 3 Telepathy Psychic Powers

Psychic Shirek

Duration: 10 sec

Range: Sound

Manifestation: The psyker snaps their fingers once, sharply, right beside their own head. Immediately after the snap, they point directly at the target, arm straight, fingers rigid.

Effect: The target takes 6 Dam and suffer the call DEAFEN for the duration._

Compel

Duration: 30 sec

Range: Sound

Manifestation: The psyker implants a simple command in the mind of a creature.

Effects: The target suffers the call DOMINATE