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Dark heresy psyker guide

Author Topic: [Dark Heresy] Imperial Psyker Sith Lord Build (Read 8793 times) To practice Malefic Daemology, one invites corruption. Each time a psyker successfully manifests a power from this discipline, he receives corruption points that correspond to the Psy rating used. If the use of Malefic Daemology is discovered, the Psyker risks being branded as Excommunicate Traitoris. To learn these evil powers, an acolyte must somehow gain knowledge. This can be from reading a tome of forbidden traditions or from a Dark Pact with a daemon. Home Forum Archive Dark Kresie Is it worth playing a psyker? Home Forum Archive Dark Kresie Is it worth playing a psyker? Imagine that they knew that there was a door to the realm of demons, and the slightest inattention in your name would see them crushing it and tearing you apart. Now imagine that the door is in your head. That's how it is to be a psyker. - Catus Lupa, savant Adjunct No one knows when the first human psykers appeared; one thing is certain, its origin has changed the fate of humanity forever. Psykers are both the greatest blessing and the curse that has afflicted humanity. The emperor himself is the most powerful psyker mankind has ever seen. Even then, a thousand years after the emperor was admitted to his sarcophagus, psykers continue to fuel the empire. Every day countless souls are shipped to Terra in the Black Ships of the Inquisition. Once there, they have the honor of becoming one with the Emperor's Golden Throne so that his light can spread across the galaxy that the Empire can endure. Despite the benefits they bring to the Empire, an undiscovered and endangered planet. Psyker's essences glow brightly in the warp, like bait on a line, and they draw vicious beings to this glow. Psyker weak in the head or untrained in protective arts can be easily contaminated, and in the worst case possessed by demonic entities and used as a gateway between realspace and the warp. The Psykers, who are persecuted and collected on the preterminating Black Ships of the Inquisition, suffer from two fates. The first, and most likely, is after meticulous mind-scanning they are found to serve the talent of the power of the Spirit in any other capacity and so are sent to worship on the golden throne. The minority that passes the strict sanctions tests is pardoned and selected to serve the Empire in another vocation. Some will serve as astropaths for the Adeptus Astra Telepathica. An even smaller minority—after a closer look ---- to fill numerous roles throughout the Empire. This could be as indentation servants of high-ranking masters within the administration, battlefield psykers used to counter Xenos mystics, or in the service of the Inquisition. Even in such an elevated state, an imperial psyker, whether he was aware of it or not, is always monitored, no matter how the training flickers the soul of a psyker at its brightest in the kett. Psykers have always been used as agents for the Inquisition. Their abilities range from prognosis to telepathy to pyromania and telekinesis, among many others. A Psyker Acolyte is most likely still discovering its powers and as it progresses, so it can go deeper and unlock latent abilities and more fearsome powers. The Inquisitor and his fellow acolytes are both the leader and the possible executioner, because as more power flows into the psyche, so does the lure of chaos and the attention of Daemon, who lurks hungry in the warp. Imperial Psyker Profile I have been standing in the Palace of Thrones on Holy Terra itself. There my soul was shattered and reshaped, a living weapon forged according to the emperor's will - Primary Psyker Thassal Kain Psykers are alien individuals with supernatural powers, they have many and varied abilities, from reading the mind to throwing bolts of bioelectric energy. These strange forces, however, have a terrible price, because every psyker is a gateway to the hellish dimension of immaterium, the abode of demons, psychic robbers, and worse. Every imperial psyker risks his soul every time he uses his abilities, knowing full well that the cold edge of a blade of grace is the kindest fate the daemon-obsessed can expect. Starting Skills: Speak Language (Low Gothic) (Int), Psyniscience (Per), Invocation(wp), Trade (Merchant) or Trade (Soothsayer) (Fel), Literacy (Int). Starting talents: melee Wapon training (primitive), pistol weapon training (SP) or pistol weapon training (Las), Psy rating 1. Starting equipment: axe or sword, personnel, compact room turret and 3 balls or compact Las Pistol and 1 charge pack, knife (Psykana mercy blade), Gesteder vest, Tatty Robe (Poor Quality Clothing), Book of Imperial Saints or Decks of Cards or Dice, Psy Focus, Sanction Inge Rank: Sanctonite Aptitudes: Willpower, Perception Imperial Psyker Rank Name XP Required Penalty Place 0-499 Neonate 500-999 Aspirant 1,000-1,999 Savant Militant/ Scholar Materium 2,000-2,999 Savant Warrant/ Scholar Medicae 3,000-5,999 Lieutenant-Savant/ Scholar Arcanum 6,000-7,999 Savant Adjunct/ Scholar Obscurus 8,000-9,999 Preceptor- Savant/ Scholar Empyrean 10,000-14,999 Ps A Shadow Over Thy Soul The Guide Light of the God Emperor Living Nightmare PowerDescriptionTSPFocus TimeSustain RangeOverbleed Resist Call Creatures1d10 Creatures appear after 2d10 minutes9FullNo1km Radius5 = 1km— Call ItemSummon small previously marked item5NoHalfUnlimited— ChameleonGain +30 to hide , -20 BS to on you7HalfYesYou— Cipher SeedAttach image or simple message in mind9FullNoTouch— Déj' VuTarget repeats the same action as last round8HalfNo30m—WP Disintegration DirectiveCause object will disintegrate under certain decay Distort VisionEffectively Invisible8FreeNoYou— DistortionRender voice and functions unrecognizable6FullYesTouch— Dull PainRemove 1 step of Fatigue8HalfNo10m5 = +1 step— Endure FlamesEndure the most severe flames8HalfYesYou — Familiar BondCreate a mental bond with an animal10FullNoTouch— Fearful AuraGain Fear Rating 27FullYesYou10 = +1 rating— Flash BangStuns 16HalfNo20m10 = +1 diff. WP (+20) FloatFloat 5m (can negate fall damage)8HalfYesYou— Forget, that MeTarget forgets you 1d10 minutes6HalfNo10mSee entryWP (+10) HaywireCause electronic device for malfunction10FullNo25m10 = +1 target — Healer 1d5 Damage (see entry)7FullNo10m—Inflicting pain Target suffers -10 to all testsHalfYes100m10 = +1 targetWP Inspiring Allies in sight +20, to resist Fear and Pinning States6FullYesYou— KnackGain +10 for each non-combat test7HalfNoYou— LuckyRe-roll all 1 dice before the next round6HalfNoYou— Mutable FeaturesMimic a single face8FullYesYou5 = +1st WP Open WoundsCause Wounds to burst9HalfNo10m— Pgain +10 to Dodge and Parry Tests6HalfYes You— Psychic StenchAdd Smell to Element for 1d10 Days5HalfNoTouch—Resist PossessionRe-Roll Possession Resist 1 Hour6ReactionNoYou— Sense MechanismSense Machines and Constructs within the Range7 HalfYes50m10 = 10m— Sense PresenceDetect Living 7YesHalf50m5 = 10m— SlipPsyker Teleported Meters111sCause Target Muscles up to Crampy (see entry)7HalfNo50mSee entryWP Spectral HandsManipulatory Of objects from a distance (see entry)10 FullNo30m— Staunch BleedingHall Blood Loss8HalfNo10m5 = +1 target— SuggestionIntroduction of a telepathic suggestion into the psyche of the target9HalfNo6m— TorchCreate light (as Glow-Lamp)5Yes entry— Time FadeRemoves short from normal flow of time and space13FullNoYou— Touch of MadnessTarget rolls on Mental Trauma Table (see page 235)11FullNo100m10 = +1 targetWP TrickIncrease Gambling skill5HalfYesYou— Trust Aura +10 Bonus to each interaction ability7FullYesYou10 = +20 Bonus— Truth-SeekerSUbject must make WP test to lie6FullYesTouch5 = +1 diff. WP TwitchSubject suffers a -20 penalty for perception-based tests5HalfNo20m10 = +1 train— Unnatural AimRanged attack counts as Point Blank (+30)8HalfNoYou— WallwalkNegate Gravity and go on walls/ceilingsYesHalfYou— Warp HowlDrowns out all sound8FullNo50m5 = 10m— Weaken VeilAlikers +2 on power rolls. Phenomena on 8-109FullyYes30m5 = 10m— Weapon JinxStop mechanical devices for 1 lap or jam weapon.8FullNo50m5 = 10m/+1 target— White Noise remoteAvoid detection8 FullYes10m5 = 10m— WitherDestroy Plant Life6FullNo3d10m5 = 1d10m— Without TraceLeave no traces or evidence for your Passage6HalfYesYou—Biomancy PowerThresholdFocus Agony13FullYes10m5 = +1 targetTDisciplines targetTDisciplines die Dunklen Götter S. 29 Bio-Lightning14HalfNo10m5=10m 0=+1 bolt-Dark Heresy s. 169 Blood Boil19HalfYes10mSiehe Eintrag-Dark Heresy s. 169 Cellular Control16HalfYesYou--Dark Heresy p. 169 Constrict13HalfNo10m10 = +1 diff TDark Heresy p. 170 Drain Vigour20HalfYes20m-WP (-10)Disciples of the Dark Gods p. 29 Enhanced Senses10HalfYesYou5 = +1 sense-Dark Heresy p. 170 Flesh Like Iron18HalfYesYou5 = +1 T bonus-Disciples of the Dark Gods p. 29 Hammerhand15FullYesYou--Dark Heresy p. 170 Regenerate23FullYesYou--Dark Heresy p. 170 Seal Wounds10HalfNo10mSee entry-Dark Heresy p. 170 Shape Flesh19FullYesYou--Dark Heresy p. 170 Toxic Siphon11HalfNoTouch (You)5 = +target-Dark Heresy p. 170 Divination PowerThresholdFocus TimeSustainedRangeOverbleedResistSources Divine Shot15FreeNoYou--Dark Heresy p. 171 Dowsing11FullYesYou--Dark Heresy p. 171 Far Sight17FullYes1kmWPB10 = +2 range-Dark Heresy p. 172 Glimpse18HalfNoYou--Dark Heresy p. 172 Personal Augery14FullNoTouch--Dark Heresy p. 173 Precognitive Dodge11FreeNoYou--Dark Heresy p. 172 Precognitive Strike17FreeNoYou--Dark Heresy p. 172 Preternatural Awareness9HalfYesYou10 = +WPB to Init-Dark Heresy p. 172 Psychometry16FullYesYouSee entry-Dark Heresy p. 172 Soul sight23FullYesYou--Dark Heresy p. 173 Pyromancy PowerThresholdFocus TimeSustainedRangeOverbleedResistSources Blinding Flash11HalfNo12m10 = 4mAgDark Heresy p. 174 Burning Fist10HalfYesYou--Dark Heresy p. 174 Call Flame8HalfYesYou--Dark Heresy p. 174 Douse Flames16HalfYes5m × WPB5 = 5m-Dark Heresy p. 174 Fire Bolt11HalfNo10m5 = +1 fire bolt-Dark Heresy p. 175 Fire Storm16HalfNo50m5 = +1d10 damage-Dark Heresy p. 175 Holocaust23FullYes6m--Dark Heresy p. 175 Incinerate19FullYes10m--Dark Heresy p. 175 Molten Man27FullYesYou--Disciples of the Dark Gods p. 29 Sculpt Flame13HalfYes5m × WPBSee entry-Dark Heresy p. 175 Wall of Fire17FullYes60m-Ag (+20)Dark Heresy p. 175 Telekinesis PowerThresholdFocus TimeSustainedRangeOverbleedResistSources Catch Projectiles16ReactionNo1m × WPB--Dark Heresy p. 176 Fling14HalfNo10m5 = 5k p/WPB-Dark Heresy p. 176 Force Barrage21FullNo10m × WPB5 = +1 bolt-Dark Heresy p. 176 Force Bolt13HalfNo10m × WPB5 = +1 d damage-Dark Heresy p. 176 Precision Telekinesis23HalfYes10m--Dark Heresy p. 176 Psychic Blade19HalfYesYou--Dark Heresy p. 177 Psychic Crush17HalfNo10m5 = 10m-Dark Heresy p. 177 Psychokinetic Storm12HalfYes10m10 = radius X2-Disciples of the Dark Gods p. 29 Push13HalfNo10m5 = 10m/+10 WP-Dark Heresy p. 177 Telekinesis11HalfYes10m--Dark Heresy p. 177 Telekinetic Shield21HalfYesYou10 = +1 armour-Dark Heresy p. 177 Telepathy PowerThresholdFocus TimeSustainedRangeOverbleedResistSources Beastmaster18FullNo10m-WP Creatures Anathema p. 71 Beastmaster13HalfYes8m--Dark Heresy p. 178 Compel17HalfNo8m10 = +10 WP-Dark Heresy p. 178 Dominate24HalfYes8m10 = +10 WP-Dark Heresy p. 178 Inspire9HalfYes6m--Dark Heresy p. 179 Mind Heresy s. 179 Projection21FullYesYou--Dark Heresy s. 180 Psychic Shriek18HalfNo10m10 = 10mWPDark Heresy S. 180 See Me Not14HalfYes20mSiehe Eintrag-Dark Heresy s. 180 Seed Mind26ExtendedNoTouch10 = +10 WP bonusWPDisciples of the Dark Gods p. 30 Soul Killer25FullNo5m X WP BonusSiehe Eintrag-Disciples of the Dark Gods S. 30 Telepathy11FreeYes1km × WPB--Dark Heresy s. 180 Terrify13HalfNo8m5 = +10 shockWPDark Heresy p. 180 Zone of Compulsion19HalfNo5m + WP Bonus10 = +10 WP bonusWPDisciples of the Dark Gods p. 30 Minor Arcana PowerThresholdFocus TimeSustainedRangeOverbleedResistSources Mask of Flesh13FullSpecialYouSiehe entrags-Disciples of the Dark Gods S. 117 Death es Messenger15FullNoSelf10 = 1 Strike-Disciples of the Dark Gods P. 117 Whispers of the Warp11HalfYesEarshot10 = +10 tests-Disciples of the Dark Gods p. 117 Sorcery of Tzeentch PowerThresholdFocus TimeSustainedRangeOverbleedResistSources Warp Fire9HalfNo30m9 = +1D10 damage-Daemon Hunter p. 101 Boon of Mutation18FullNo5m9 = +1D10 damage-Daemon Hunter p. 101 Bolzen von Tzeentch27FullNo45m9 =+1D10 damm. 18--Tearing-Daemon Hunter p. 101 Major Arcana PowerThresholdFocus TimeSustainedRangeOverbleedResistSources Create Door28FullNo5m--Radical es Handbook p. 170 Daemon Wrack23FullNo50m5 = +10 WPDisciples of the Dark Gods P. 118 Disease20HalfNo5m5 = +1 round-Radical es Handbook S. 171 Ensanguine18HalfNo10m--TRadical es Handbuch S. 171 Schädelschleget14HalfYesYou--Radical es Handbook S. 171 Flaming Word18HalfNoYou--Radical es Handbook p. 171 Hellish Blast22HalfNo5m X WP Bonus10 = +D10 damage-Dicples of the Dark Gods P. 119 Immunity24HalfNoYou--Radical es Handbook P. 171 Leach Life21FullNoTouch--Radical es Handbook s. 171 Living Weapon24FullYesYou--Radical es Handbook p. 171 Malefic Curse-FullNoLine of Sight5 = +1 stepWP (+0)Disciples of the Dark Gods S. 118 Open14HalfNoTouch--Radical es Handbook S. 172 Psy Barrier19HalfNo5m-WP (-10)Radical es Handbook S. 172 Summon Object24FullYes10m10 = +10 WP-Radical es Handbook S. 172 Transfix19HalfNo5m-WP (-30)Radical es Handbook S. 172 Wall von Souls24FullYes15m10 = +1mT (+10)Radical es Handbook s. 172 Warp Corruption27FullNoEarshot-WPRadical es Handbook p. 172 Warp Lightning21HalfNo10m--Radical es Handbook S. 172 Warp Tongue16HalfNoEarshot10 = +10 bonus-Radical es Handbook S. 173 Warp Vigour14HalfNoTouch--Radical es Handbook S. 173 Community content ist unter CC-BY-SA verfügbar, sofern nicht anders angegeben. zur Kenntnis genommen.

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