

Le Manuel des Très Saints Ordres de l’Inquisition Gorienne

Un guide pour les agents du trône et ceux qui marchent dans leur ombre ou à leurs côtés pour assurer la survie de l’Imperium de l’Humanité

- Écrit et édité par Alexandre Ménard
- Avec le support et les contributions de Simon Langevin (Bolster the forces of the Imperium)
- Avec le support de Renaud Marcoux la recreation du Untouchable Elite Advance, une aventure spontanée et extraordinaire.
- Avec les révisions, commentaires et points de vue de Gabriel Gagnon.
- La qualité des armes à feu, de mêlée et d’armure basées sur les idées de Moxiane de “best-quality weapons”.
- Plusieurs autres sources d’inspiration tels que le supplément maison de Dark Heresy “True Sniper”, et des dizaines d’autres inspirations sur plusieurs forums et groupes de discussions.
- Et finalement de mon partenaire et motivateur depuis longtemps, Shawn Anthony Abreu (Cogniczar).

AVERTISSEMENT:

Ce manuel nécessite une copie de Dark Heresy Second Edition Core Rulebook de même que sont recommandées des copies de Enemy Within, Without et Beyond.

Plusieurs talents dans ce document ont été pris dans les règles du JDR Only War, de Dark Heresy 1st Edition de même que ses nombreux suppléments.

Tous les concepts ici sont des adaptations de l’Univers de Warhammer 40 000 par Games Workshop et aucun bris de droits d’auteur n’est voulu étant donné que ce supplément maison se veut un outil pour les joueurs et maîtres de jeu afin de conserver Dark Heresy Second Edition en vie.

L’Inquisition du Secteur Gorien et le Secteur Gorien eux-mêmes sont des créations d’Alexandre Ménard et ses collaborateurs parmi ses joueurs et co-maîtres de jeux au fil de campagnes et de nombreuses aventures.

Que trouver dans ce livre:

Ce livre est un supplément de règles servant à titre de livret du joueur mais aussi de ressources pour les maîtres de jeu en la forme de création de personnage, talents, équipements et autres items.

Vous y trouverez plusieurs options telles que les Elite Advance Inquisitorial Arch-Militant ou le Sin Eater, lesquels sont inspirés des jeux de rôle Rogue Trader ou de l’édition 1 de Dark Heresy, de même que plus de 70 nouveaux talents pour aider vos acolytes à combattre la menace de l’hérésie ou qu’elle se trouve.

Une autre section de ce livre contiendra un arsenal, de nouveaux équipements, drogues et divers items.

Prenez note que par cohérence avec le jeu d'origine, tous les talents, équipements et notion de règles seront en anglais étant donné que la seconde édition de Dark Heresy en anglais seulement.

L'Inquisition Gorienne:

Tout l'univers personnel d'Alexandre Ménard se trouve sur son World Anvil, ou vous pourrez en savoir plus sur cette organisation. Vous pouvez vous y rendre sur le [Protectorat Gorien](#).

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Part 4: Talents and Traits:

This section adds new talents that character can purchase to enhance his position as an Inquisitorial agent while the new traits represent new realities from some character.

[illegible]

Part 5 - Ascension Packages:

Chapter 4 – Tools of the Ordos

This section will contains many part that describe both the background pertaining to some items and the rules fitting with them, such as new reinforcement characters, an extended armoury and new pieces of equipment.

Part 1 – Scarlet Temple:

The Scarlet Temple is a psychic brotherhood funded by Titus when he was still Interrogator to Lord Inquisitor Ghislav Solcios Domgred. Created as an offshoot of the Templar Calyx psychic order, the Scarlet Templar were created in their image, following most of its codes and ways of training.

While most Templar Calix are formed as talented bodyguards to important individuals of the Calixis Sector and Beyond, the Scarlet Templar combines this with a very important mission of faith in the Saint Primarch Sanguinius of the Blood Angels Legion, reflecting the peculiar worship Inquisitor Titus has in this determining figure of the Imperium.

The Scarlet Templar are trained to be Life Ward without compare, being able to shield their charges against most damages and, in case where death would be inevitable, they learned to focus their power and will in order to sacrifice both their body and essence to shield their protégé against harm.

The templars wear red and blue cloaks over body armour, generally taking the form of old chain mails or full plate, but they are equipped with the very best of Force technology, wielding force weapons and even some measure of bucklers and shield to enhance their psychic defensive and offensive abilities.

The most renowned agents of the Scarlet Temple are its Initiate and Masters.

Scarlet Templar Initiate

Promoted recently with the title of Templar, the initiate has passed many tests, trained and meditated for years in contemplation of their role amongst the stars and the Imperium's elite. Their psychic talent is mostly turned towards the protection they have to grant as elite bodyguards and, as such, are not psykers that will make use of extensive psychic abilities against their foes.

Already potent foes in combat, the Templar Initiate can surprise up to even the greatest of mighty corrupted Astartes in combat and, as such, are no enemies to be underestimated.

WS	BS	S	T	AG	INT	PER	WP	FEL	INF
47	33	41	48	41	32	45	52	32	-

Wounds : 18 – Move : 4/8/12/24

Influence cost : 5 (-1 is if the character possesses the Peer (Inquisition) talent).

Skills : Athletics (S)+0, Awareness (Per)+10, Common Lore (Imperium, nobility)(Int)+0, Intimidate (S)+10, parry (WS)+20, dodge (ag)+10, psyniscience (Per)+0, Forbidden Lore (Psykers)(int)+0

Talents: True Grit, Weapon Training (low-tech), swift attack, precision killer (WS), quick draw, constant vigilance, bodyguard, inescapable attack (melee), shield wall OR one on one, combat master.

Traits: Sacrifice of Sanguinius, Psy Rating 3

Gear: Environmentally sealed flak-woven Templar Robes (all 4), bastard force sword or force sword and shield, magboots, respirator and two canisters.

Sacrifice of Sanguinius: In any way, the Scarlet Templar counts as a psyker (can be detected as such) but doesn't have psychic powers in the normal way. Instead, the character always counts as having a force field that doesn't overload with a rating equal to the character's willpower bonus. The character extends this field save to a target situated at less than his willpower bonus in metres.

If ever the save would fail and the Scarlet Templar's protégé be hit, the Templar could decide to manifest himself in place of the hit and simply die, leaving his charge untouched and unaffected by the attack, at the GM's discretion.

Scarlet Templar – Master:

Masters are those that have trained so extensively in the ways of the Temple that their devotion towards Sanguinius and his sacrifice are now more than a second nature to them. Their instinctive control of their protective abilities have made their mind clear to use and alter their psychic abilities to fight their adversary in more proactive ways while their blades are sharp as they ever were.

Masters generally have one or many initiates under them to pass on their wisdom and experience in the hope of one day making them a true wall of faith against the horrors of Heresy. Masters are serene warriors, a reassuring presence to any person granted their protection.

WS	BS	S	T	AG	INT	PER	WP	FEL	INF
51	33	43	52	53	35	45	56	38	-

Wounds : 22 – Move : 5/10/15/30

Influence cost : 8 (-1 if the character has peer (Inquisition) talent)

Skills : Athletics (S)+10, Awareness (Per)+20, Common Lore (Imperium, nobility)(Int)+0, Intimidate (S)+10, parry (WS)+20, dodge (ag)+10, psyniscience (Per)+10, Forbidden Lore (Psykers)(int)+0

Talents: True Grit, Weapon Training (low-tech), swift attack, precision killer (WS), quick draw, constant vigilance, bodyguard, inescapable attack (melee), shield wall, one on one, combat master, blade master.

Traits: Sacrifice of Sanguinius, Psy Rating 3

Gear: Environmentally sealed flak-woven Templar Robes (all 4), bastard force sword or force sword and scarlet force shield, magboots, respirator and two canisters, scarlet force Dagger

Psychic ascension: Mastering the powers and protections of a Scarlet Templar to the point that they are able to even channel powers while shielding their charge is a feat of psychic might most will never reach. The Templar Master has a worth of 1500 xp of psychic powers from the Dark Heresy Second Edition Rulebook.

Sacrifice of Sanguinius: The character always count as having a force field that doesn't overload with a rating equal to the character's willpower bonus. The character extends this field save to a target situated at less than his willpower bonus in metres.

If ever the save would fail and the Scarlet Templar's protégé be hit, the Templar could decide to manifest himself in place of the hit and simply die, leaving his charge untouched and unaffected by the attack, at the GM's discretion.

Tools of the Scarlet Temple of Holy Sanguinius:

These are weapons and protective gear commonly used by the Scarlet Templars, but some agents of the Inquisition could very well have taken them on the corpses of dead servants of the Temple, or acquired them as an honour from the temple because of great accomplishments.

All the equipment stated there can't be obtained via a requisition test, unless the character is himself member of the Scarlet Temple of Holy Sanguinius. Otherwise, the values stated here are only to give an indication on their value.

Melee Weapons :

Melee weapons:

Name	Class	Range	Dam	Pen	Special	Availability

Part 3 - Residues of a broken sector

Dam	Pen	Special	Availability

This section contains gear, tools and weapons from the farthest reaches of the sector, be it close to the *Anomaly* or the Halo Stars it penetrates or the stellar graveyard of the Korinthian Nebulae. Sometimes, these residues can also be found on worlds that were of no importance when the sector was healthy and are now forgotten places for their new overlords as space travel is already a difficult thing.

Tools of wars long past:

Melee Weapons:

[illegible]

^T Requires two-hand to use.

Arsenal of the Pious

This section describes weaponry and equipment that is either seen in the hands of Ordo Agents or other servants of the Imperium, such as the pike wielding wardens of the Cardinal Astra Goria or the baskehilt fencers advocate of Sakarstine Prima.

Melee Weapons:

Name	Class	Range	Dam	Pen	Special	Availability

^T Requires two-hand to use.

Part 4 - Contingency Zones of the Ordo Goriae

The contingency zones are operated by the Seneschals of the Ordo Goriae, their main focus being the holding and security of dangerous objects, prisoners and even entities that can't be destroyed either because of the danger relating to their destruction or the lack of knowledge to do it properly.

Alexel put into place the Contingency Protocols in order to secure and contain every artefacts that should not fall under the wrong hands and to place them in a way that it is not possible to seize them all in one raid.

Contingency Codes:

Five codes were created by Inquisitor Lord Alexel to contain the artefacts. These protocols mostly states under the jurisdiction of which Ordo's Inquisitor Lord it is to determine to seize it or not.

ICP: Inquisitorial Containment Protocol. The ICP are items that are considered too rare, dangerous or important to be simply put inside an armoury but are still seen as somewhat regular tools of the trade. Any Inquisitor can subject items for this category. The Seneschals will analyse the datas pertaining to the artefact and determine this code is suitable. If there is debate to be had, the Council of Eight will have the final say.

HCP: Hereticus Containment Protocol. The HCP items are mostly knowledge such as sacred, heretical or blasphemous texts and artefacts that can give an understanding of prophecies, actions or organisation of heretical groups. The nomination of HCP items is the province of the Ordo Hereticus Lord Inquisitor and his Seneschal.

XCP: Xenos Containment Protocol. The XCP category pertains to any artefact, creatures or other dangerous items that are of alien or unknown origins. The nomination of XCP item is the province of the Ordo Xenos Lord Inquisitor and his Seneschal.

MCP: Malleus Containment Protocol. The MCP category is for any daemonic artefact, corrupting texts or entities that are from the Warp or other of its related dimensions. The nomination of MCP item is the province of the Ordo Malleus Lord Inquisitor and his Seneschal.

TCP: Temporal Containment Protocol. A rare instance, TCP were put in the codification by demand of the rare Ordo Chronos operatives in the Sector of the Gorian Rift because of the possible spatio-temporal ramifications of the *Anomaly* and its strange effects on warp-time travel. Generally, TCP items are secured in an appropriate vault inside the other classification.

Type of Threat:

Each artefact, after coding, are catalogued by the type of threat they are.

Reality-threat: The artefact can warp the reality, undo timelines or other effects that can be localised, permanent or general. Warp rifts, sorcerous artefacts and grimoires granting warp powers are of this category.

Spiritual: The artefact or entity can affect the very soul or mental structure of those affected by it, corrupting their thoughts and breaking their faith, or giving them hallucinations or controlling their actions. Spiritual threats are generally insidious and very dangerous.

Physical: Be it by its sheer destructive power or the fact that it can force mutation upon its victims, physical threats are the most obvious and terrifying for the common man...or seasoned acolytes.

Type of subject:

The type of object determine its comportment towards its environment or other people.

Inert: Inert objects are not acting by themselves, such as simple books, data crystals, weapons or severed body parts. The danger they poses do not come from any action they undertake, more of their nature and what is done with them.

Autonomous: These objects can act by their own will. Prominent examples are human prisoners, daemonic or xenos entities but can also be conscious objects such as daemon-engines, robots or other artificial constructs.

Parasitic: Parasitic creatures attach themselves to other organism, artificial or biological. These can be viruses, symbiotes, entities from beyond but they mostly work by taking control of already existing creatures or objects.

Dimensional: Dimensional subjects can be rift in the warp, time-loop, portals through two dimensions, etc. Those objects tend to be localised and can only be contained by creating a contingency or quarantine zone around it.

Contingency Zone 1

Contingency Zone 1 is in fact Alexel Septimus' private mansion on Sakarstine Prima. Formerly protected by ten members of his fabled Black Guard and a company of local veterans inducted in the Inquisition, the Contingency Zone 1 has been destroyed when Alexel has been excommunicated. Sitting close to a cliff falling down in the world's ocean and surrounded by a thick forest, the surroundings of the manor are patrolled by the inducted Sakarsteen Musketeers and the numerous levels of the mansion are also protected by members of this guard.

The lower levels of the prestigious building are kept for the contingency of many objects, mostly inert subjects of spiritual threats, such as heretical documents, strange

prophecies, dangerous texts and sorcerous knowledge that, by themselves, are of no danger.

Accessing the lower levels of the Mansion needs authorisation from the Council of Eight or invitation by the High Seneschal herself and needs a lot of bureaucratic validations. Most of the artefacts contained in the Zone 1 have been captured by Alexel Septimus himself or his own acolytes.

There are dark rumours, though, that lower and hidden levels of the zone contains much more than simple inert items and old texts that must be hidden from sight. In dark alleys, barely light by rotting flickering glow-globes, spirits walk freely, repeating the words of the dark lord of the Ordo Goriae with a worshipping tone, as if they were servants hearing the words of a supreme angel talking with the dark truths of a distant light.

Under the Regency of Lord Protector Glabrio Barbatus during the second quarter of the 42nd Millenium, this contingency zone has fallen out of use and has been transformed in a quarantine zone, no agents of any organization having the right to use it.

Librus Melactitio:

Obtaining the Librus Melactitio: The Librus Melactitio is said to have been copied numerous times by servants of Dimitriev Toravik, but finding any substandard copy is a quest in itself, while obtaining *access* to the original kept in Zone 1 is at least an influence test a -50 and will cost 1D5 permanent influence loss as using this item is not well seen by other agents of the Inquisition.

Type of Threat: Spiritual

Type of subject: Inert

The Librus Melactitio is a book of arcane and proscribed knowledge written by the trembling hand of deceased Inquisitor Dimitriev Toravik, based on his many analyses of the Yu'Vath and most of their client races. What was gleaned of their *practical* knowledge of warp and nightmare science was compiled in the book with formulae, rituals and technological marvels from aeons long past. No sane Mechanicus Savants has been able to understand the link between blasphemous xenos technology and the warp rites contained in it but some have theorised that the book explains a tedious link between ascension towards science and becoming one with the creating powers of the warp.

The effects of the book, for what they've been perceived, are of totally lethal and destructive power, but are so contextual in their use that they need a lot of preparation or utter bad luck to be of any use, while using it forces a terrible toll on its user.

Using the Librus Melactitio:

To use the book, the character must understand its subtle and damning content with a first reading using the logic skill at -20 or forbidden lore (tech) at -10. If the test is succeeded, the character gains 1D5 corruption and 1D10 insanity. After a first reading, the character understands that to use the Librus Melactitio, he'll need a source of powerful xenos technology of transcending power such as Yu'Vath psychic tech or

Necrontyr dimensional control and to power it up while reading the content of the book. This forces, for each use, 1D5 corruption points and 1D5 insanity points to the user.

The character can then test willpower against a creature with the daemonic trait. For each level of success, he deals 1D10 points of damage to the daemon, bypassing toughness and armor that cannot be stopped by any kind of power field. If the daemon is killed in the first attempt to use this book, it is also highly probable that his essence is utterly destroyed.

Serum AL20-TL (HCP-121):

Obtaining the Serum AL20-TL: The Serum AL20-TL is to be found in a hidden library of Zone 1. Its many instances can be requisitioned or used to some designs. Requisitioning the Serum is a -40 influence test.

Type of Threat: Physical

Type of subject: Inert

The Serum AL20-TL was found on a sleeper agent of the traitor legion named the Alpha Legion. While even a quarter dose of it is lethal for a normal human being and a full dose is failing to do anything on a full grown astartes, when used on a scout space marine, it performs some minor changes to its physiology. It changes the skin color to a light copper, he becomes bald and his eyes become light blueish green.

Since its first discovery, many other instances of HCP-121 were created to let Inquisition-bound mechanicus agents test its properties and analyse its former use. A military application was then discovered for the Serum; affecting only regular men or women, the serum is a very powerful killing agent. Injecting the serum to any regular human will force him to undergo a -30 toughness test. If the test is failed, the character instantly dies (whilst looking a lot different afterwards).

Cornelian Flower-trees:

The Cornelian Flower-Tree is a rare and exotic plant that Alexel is cultivating in a biodome in the lower levels of his mansion. These trees are of a purple hue, similar to the rising sun of Sakarstine Prima, and its light throbs slowly while holy water is fumed on them by auto-projectors. The flower-tree is a sensible plant, instantly dying and fading if exposed to true sunlight.

It was observed in a dead world where the Cornelian Flower-Tree was the only flora still alive that an exorcism performed in a circle of those eased the process and weakened the daemon within. The trees must be kept alive with holy water and always assembled in circles of 14, otherwise they'll wither and die in a few hours. As such, moving them is a very hard process and growing them is even harder.

It is also said that touching the trees provokes severe hallucinations, showing the victims scenes of possession and visions of darkness while the body is poisoned with an element

that imposes on the victim the same vulnerabilities as the tree. Sadly, or fortunately, it is impossible to use the tree's toxins for offensive ends.

Obtaining the Flower-tree: Obtaining the flower-tree is a -40 influence test, representing all the efforts to contain, move and replant this strange specie of flora and includes bringing those back to Zone 1 as they are rare and hard to grow. The Game Master has a final say if any preparation aren't enough and causes the destruction of the plants.

Type of Threat: Physical, Spiritual

Type of subject: Inert

Using the Cornelian Flower-tree:

Using the Cornelian Flower-tree necessitates them to be placed in an environment in which they'll be able to survive. The exorcism must take place in the middle of the circle of trees and every participant in the ritual must infect themselves with the flower-tree toxin.

The exorcists gain a +10 bonus to their daemonic mastery test while each test failed by the daemon imposes it a cumulative -5 to its next tests for the remaining time of the exorcism.

A character infected by the three does so simply by touching the tree with bare flesh. The character must test willpower or gain 1D5 insanity as visions from other rites plague his mind. After that, during the text 2D10 hours, if the character is exposed to sunlight, he instantly suffers 10D10 toughness damage. If the character reaches 0, he is instantly killed.

Contingency Zone 2:

Situated on the second moon of Katiuska Secundus, Contingency Zone 2 is one of the most secure Contingency Zone of the Ordo Goriae. The zone is mined through ancient tunnels all through the natural satellite, each section rigged with fusion and nuclear warheads set to explode if the wrong codes are applied. In case of too many protocol failures, all of the automated explosives would detonate as one to dislocate the moon and project all the debris. Logis engines and calculus savants would then determine with auspex scans where the objects were thrown to send servitor-piloted probes to retrieve them after the event, reducing the risks of wrong hands falling upon their secrets.

The moon is separated in fifteen libraries, containing allegedly only inert and parasitic items but none that can act on their own.

Article MCP-0188:

Obtaining Article PCM-0188: MCP is too dangerous an anomaly to be used or taken out of its contingency zone. It can't be taken out unless a very special situation.

Type of Threat: Dimensional

**Observations of Ordo Chronos' Agent
Markhov Lectius :**

The Brass Coin is an item of rare power but its terrible effects always follow the same

Type of subject: Inert

MCP-0188, named the Brass Coin, is in fact one of the many iterations of the same object. MCP-0188 was first found on the world of Demestrus in the Sea of Stars after the violent civil war that erupted in a nuclear holocaust that forced its remaining armies to fight with primitive technologies to avenge the problems that were forced upon them.

The world was pillaged by pirates after the war, raids stealing the last fortunes of the lords of the winning faction. It was then discovered that everywhere went the coins, those obtaining them became the center of anger, rage and disillusion, provoking dissent and rebellious intents until they exploded in fiery violence. Thus started civil wars, putsch, plots to take over the control of worlds or commercial interests.

Some Inquisitors of the Ordo Malleus moved against this decision to assemble the treasure, speculating that a very bad event could occur if such a thing went to completion...

Using the Brass Coin: The brass coin maybe an excellent minor mission to send players on for a greater master, or the interesting treasure of someone heedless of danger. Possessing one coin doubles the effective influence of its possessor as influence, friends, resources and financial or political success instantly grow over the character. On the other hand, each month, the character must test willpower. On a success, nothing happens and the character gains an extra 1D5 influence. On a failure, the fortunes of the character do not change but, at the GM's discretion, new rivals are born. Ancient friends become enemies and old enemies come back to haunt the character. The Game Master could also inflict corruption upon the character, representing his darkening aura and perception of the world. In the end, any organisation in which the character is influent should be set up on all side by a multitude of enemies. The brass coin is a curse that grants immense power to the one possessing it while pitting an ever increasing amount of enemies and rivals against its possessor. Possessing many Brass Coin could also grants more effects; like more penalties on the willpower test to resist the generation of new opponents but also greater influence gains when the test is succeeded.

Article PCM-032-1:

MCP-032-1, also known as Rh'Agnesh for those gifted with psychic sight and unlucky enough to have heard its hissing reptilian voice. It takes the form of a 1.8 metre long flat bar of industrial steel, its edges roughly sharpened to create a blade of tremendous power. The steel is coal-black and can't be polished. Unnatural yellow light glows from sigils engraved in the blade and the steel, even if all tests confirm it as regular metal, is unbreakable and vibrates on a frequency too high for regular equipment to read.

The sword is associated with MCP-032, a subject hidden in Zone 3 for fear of contact with the blade. The sword is binded to its possessor in a way that teleports the weapon

to its exact location. The weapon has been covered in hexagrammatic chains and wards and the room in which it is locked is psy-shielded to stop any outside intervention from calling back the blade.

Under no circumstances does the Council of Eight approve of its use.

PCM-032 is a daemonic great weapon with a willpower value of 54 and binding strength of 4 and count has having the Force attribute that activates automatically after each hit causing wounds, using the daemon's willpower for the focus test. It also inflicts 1D5 critical damage for each hit, even if no wounds were suffered by the victim and a forcefield negated the attack.

Name	Class	Range	Dam	Pen	Special	Availability
Rh'Agnes	Melee (low-tech)	-	2D10+6	8	Concussive (1), Daemon Weapon, unbalanced	Common

*Requires two hands to use.

Article XCM-023:

Obtaining Article XCM-023: XCM-023 is too dangerous an item to be taken out of contingency and any attempt to retrieve it from Zone 2 is to detonate its contingency library and catapult it in the local star.

Type of Threat: Physical, Spiritual

Type of subject: Inert, Parasitic

Discovered by Inquisitor Gearhart during the scouring of the Pht'Alma Insurrection in the Korinthian Sea of Stars, prior to its destruction in the Korinthian Nebulae, XCM-023 is also known as the Exsurgent Virus. Allegedly of Xenos origin, the artefact was found by an excavation team of Pht'Alma agri world looking for new ore veins to substantially boost the world's economical output.

They fell on crystalline veins full of strange gas, which was discovered to have plenty of properties, boosting the performances of any promethium-fueled engine. It was soon to be discovered, though, that the gas had a toxic particularity. Those infected by it at first had hallucinations and dark dreams and then started manifesting psychic powers as their body slowly morphed into oozing husks that melted and fused with other infected.

People had that strange urge to join others that were infected to form a gigantic mass of fused flesh and oil-like creatures. The extent of the threat was even greater, when it became clear that the psychic powers developed by the affliction were a strange combination of telepathic prowess and biomantic restructuration.

Proximity to Pht'Alma made imperial servants in orbit subjects to strange dreams and visions and the first manifestation of the virus was them developing biomancy psychic powers, from which they first altered their genetic pattern to fit those infected by XCM-023, and then, they developed at the same time telepathic powers and their human form began to change to that of an increasingly inhuman creature, until others were infected and the same process continued.

In ships, these creatures tended to fuse their already existing implants to the ship while they formed veins and synapses made of mutated bodies all along the superstructure, continuing to be able to pilot it and even infecting the ship's navigator. Gearhart was able to purge the world by Exterminatus and destroy the three infected commercial ships before they could infect the Astropath and send psychically the virus to outer space and infect the rest of the Imperium in a simple broadcast.

A decade after its first instance, other veins were discovered in space hulks and drifting ships out of the Korinthan Nebulae. Those that were found were seized and immediately put in contingency in Zone. No need to say that the Inquisition is worried about this extremely dangerous entity.

Using the Exurgent Virus:

The Exurgent Virus has been argued has having many military applications and could even be used to commit great scale Exterminatus in dark places such as the Eye of Terror but many theorised that the adaptability of the virus and the forces of Chaos could only mean a terrible match. Others thought that this creation could be one of the first synaptic organisms of the Tyranid Threat that is still to be seen in the higher Segmentum Obscurus. Whatever the case, the Ordo Goriae has transferred some limited intelligence and warnings to other sectors ordos and Segmentum Authorities in case that Imperial Forces would meet or learn about its presence elsewhere.

Being exposed to the Exurgent Virus has the following effects:

Week one: Being exposed to the physical liquid or the exhaust gas coming from its combustion requires for the character a (-20) toughness test per turn of exposure. If the test is failed, the character is considered infected. Environmentally sealed equipment grants a +30 bonus to these tests (unless a lower bonus is specified).

Week Two: The character gains 1D5 corruption and 1D10 insanity points and gains the psyker trait. At this stage, he can only take biomancy psychic powers.

Week three: The character gains 1D10 corruption points 2D10 insanity points as he is more and more converted by the debilitating effects of the Virus. He gains 500XP he can use only in the biomancy discipline. The character's flesh becomes pallid while his veins are glowing a light blue hue through his skin. He gains the Fear (1) trait when not covered completely.

Week Four: The character gains 1D10 corruption points and 2D10 insanity points as he is more and more converted by the debilitating effects of the Virus. He gains 500XP he can use only in the biomancy discipline. The character's flesh is beginning to glow blue and his skin is detaching from his body, being slowly replaced by a strange sticky dark-blue matter. The character gains the fear (1) trait permanently, no amount of covering can

change this. All people affected by his biomancy powers or in unprotected physical contact with the character must test toughness as in week one or be infected.

Week five: The character gains 1D10 corruption points 2D10 insanity points as he is more and more converted by the debilitating effects of the Virus. He gains 1000XP he can use only in the biomancy discipline. His psy-rating is boosted by 1. The character loses his eyes, only blue-grey ooze is flowing from their sockets. The character gains the sonar senses (30) trait. He also gains the fear (2) trait.

Week six: The character gains 1D10 corruption points 2D10 insanity points as he is more and more converted by the debilitating effects of the Virus. He gains 1000XP he can use only in the biomancy discipline or telepathy discipline. The character now looks like an oozing husk of putrefying flesh and oozing blue matter. The character must test willpower a +0 to stop himself from trying to get into prolonged contact with other organisms.

Week seven: The character gains 1D10 corruption points 2D10 insanity points as he is more and more converted by the debilitating effects of the Virus. He gains 1000XP he can use only in the biomancy discipline or telepathy discipline. The character can now infect people which he contacts with his telepathy powers as stated in week four. The character gains an additional 1 point of psy rating. The character must resist willpower at -10 to stop himself from trying to get in prolonged contact with other organisms to infect them.

Week eight: The character seeks to meet other infected for eight week and more. They'll stay together. At this stage, the character gains 1D10 corruption and 1D10 insanity points and 500XP to spend on psychic powers of biomancy or telepathy discipline. The character gains an additional point of psy-rating. The character must resist willpower at -20 to stop himself from trying to get in prolonged contact with other organisms to infect them.

Week nine: The characters are fused together and retired from play as they become totally inhuman and insane. At this stage, other week eight and more infected will try to gather and fuse with this oozing mass of mutated flesh.

Treating the Exsurgent Virus: Termination Protocol XCP-Alpha-21 is to be applied in such situations.

Contingency Zone 3:

Contingency Zone 3 contains the most terrible items that are to be kept safe, away from the headquarters of the Inquisition and even local populace. Contingency Zone 3 is situated down in the crust of the agri-world of Novabella in the Soul Stars Sub-Sector. A tunnel equipped with an elevator is situated under the granary of a farmhouse in the countryside, six hundred and sixty-six kilometres from the local spaceport. The family living in the farm and the neighbourhood has been replaced with Ordos Agents to

monitor and oversee the security of the region and any unwanted side effects of containing objects in the region.

The Cube Virus:

Type of Threat: Spiritual

Type of subject: Inert

The Cube Virus is a simple cube made of an unknown black alloy that is perfectly polished. Nothing can be done to tarnish its surface and no tool was able to pierce its shell. The artefact has been discovered during a mining operation on the world of Cyclopea, where ancient temples fell to rust and dust in only a few minutes of exposition. In the midst of these ruins, only the cube was discovered.

After a few days, a telepathic call for help was sent to the Imperium stating that everyone had disappeared and strange cubes were manifesting around them and following them. Local investigation teams also received vox-broadcast and sent help to the mining operation but only added to the toll of madmen calling for help.

Eventually, Ordo Malleus Inquisitor Lyko was sure of a daemonic infestation and called a saturation bombardment on the zone and then deployed an acolyte cell to investigate the situation. The same result happened to his agents and, as such, he also ordered their extermination. Allied with teams from the Mechanicus, Lyko deployed a Phalanx from the Legio Cyberneticae, which reported the presence of a strange cube of dark metal in the residues of the mining camp.

Order was given to the machine to envelope the artefact and bring it back to the base. Tests made with criminals, servitors and xenos exposed that the artefact, upon visual contact, infected the mind of the observer and made him unable from that moment to see other life form, be they trees, other human, xenos or animals. Instead, each time he saw a life form, he saw only another iteration of the cube, being completely immobile until he changed room or stop seeing that specific cube for a long enough period of time. Each person seeing an infected person also developed the affliction. No way to reverse the process was found and termination of the subjects was necessary.

If the object can be seen with pict-vid or witch-sense, it can only be seen in real time, which also infects the distant observer, but no record can be made of the artefact nor psychic image be transplanted into one's' mind. Only a blur or even void is seen where the object should be.

The Artefact has been sealed in adamantium box and put in a stasis field to prevent any observer to infect himself with the cube Virus. Only auspex-driven servitors can interact with the cube out of its confinement. Any person in contact with the cube must be isolated and executed if the virus has taken root.

Using the Cube Virus: The cube Virus can be used as a distraction and rupture communication and disorganise enemies. This item is very dangerous and will need the approval of the Council of Eight, which is a -60 influence test. The artefact comes with an adamantium box laced with psychic barriers. If the box is lost or destroyed, it burns 1D5 influence points to the user, while losing the Cube Virus will have greater consequences.

When a character is exposed to the Cube Virus, he must make a challenging (+0) perception test. If he succeeds, he is infected and now see the cube in place of every person. The cube is immobile (even if the person seen as the cube move) and the infected person won't understand nor see or hear if anyone interacts with them. Each time a character see in an infected person, it must test perception at -20. If the test is succeeded, the character must test perception or be infected in the same way.

Sometimes, infection can be slower to start or the people will start seeing the Cube where it isn't supposed to be until, in due time, there is only the cube.

Treating the Cube Virus: Blinding forever the infected will stop on him the effect of the Virus but he'll stay infectious but the perception test for others will be at -40 instead of -20, making only the most observant in danger of being infected. In the case of a blind infected, this test has only to be made once per lifetime of those seeing him.

The Dyson Nest (XCP-087):

The Dyson Nest is a small sphere made of overlapping sheets of an unknown alloy of steel. The main peculiarity of this item is its weight. Even if the object is no bigger than a Corusian Batball, it weighs more than 65 tons and produces enough radiation to scour all life in an area of two kilometres.

The Dyson Nest was found by a series of probes sent by the Imperial Navy during the conquest of the Halo Belt, east of the Anomaly when auspex returns formally indicated the system as orbiting a small star, many planets situated in the life probability zone. The Imperium sent an exploratory fleet only to discover that the planets were in loose orbit around a very small object that should have been the star. The object was only discovered because of its great radioactivity and the fleet came to take it.

The Adeptus Mechanicus discovered the artificial nature of the object and was determined to pierce its secrets. Tests by Magos Augustus Qagarx-IV determined the

Magos Erias Danthed Log No. 18381a.

The data coming from this sphere are very promising indeed. Extensive analysis of the sector of retrieval prove extensive mining, dating from aeons past and the molecular structure of the alloys covering the sphere proves that it was formed from the local materials.

Magos Erias Danthed Log No. 18389a.

We put the sphere under stress from an reversed graviton field. The object became lighter. With it, a strange buzzing from inside. We magnified the sound. It *felt* like the roaring of an infinity of engines.

Magos Erias Danthed Log 18389c.

They spoke to me in binary. No one trusts me. There is something...alive in the sphere.

Magos Erias Danthed Log 18399a.

This is a Dyson Sphere. Theoretically, humanity could reign supreme with such technology and some rare instances prove that we achieved such a thing in the dark age of technology. I tried to peel its layers of metal with nano-servitors. Things came out of the sphere and exterminated my loyal servants. I've put the object in stasis.

Magos Erias Danthed Log 19882b.

They disassembled everything in my laboratory.

dangerous nature of the object as it seemed that the sphere was inhabited by small machines similar to those put in the blood of those gifted with the autosanguinator implant. At short intervals, or when “feeling” threatened, the object left out an armada of nano-creatures that have the power to destroy and strip any material in a growing environment and at such a fast pace that the consequences of its opening are catastrophic. Analysis has also proven that its content multiplies the more it rends flesh and materials, as if its nano-creatures were self-replicating machines.

Type of Threat: Physical

Type of subject: Dimensional

Using the Dyson Nest: Even if the object is so heavy that moving it is a challenge by itself, its sheer destructive power is still worth the effort and the risk of its deployment to some. Moving the object by itself in a secure way is a -30 requisition test. After that, any deployment or use of the object reduce the warband’s subtlety by 2D10 as walkways buckle and radiations are topped in the region.

Then, the agents can use the graviton activator rigged to the sphere. This activation will vibrate the object to a dangerous level until its content feels endangered. A cloud of silicon and metal based creatures will form out of the object and begin attacking the source of the threat in the first place (generally the graviton activator), then the cloud will expand, devouring and stripping everything around the sphere until reaching a radius of up to a hundred metres, leaving everything stripped bare or even gone. Then, a small powder will be left on the ground, the nano-engines left behind, and the cloud will retract inside the sphere.

Each time the sphere is used in this way, it becomes heavier and harder to transport. The sphere deactivates itself of its own volition.

Anything caught in the cloud suffer 2D10 rending damage with the tearing, corrosive and toxic (3) attribute each turn. The cloud expands by 5 metres each round until it decides by itself to stop. Any toughness test failed agasint the toxic effect inflicts instead 1D10 toughness damage. If the test is failed by 3 or mor degrees of failure, 1 point of these toughness damage becomes permanent.

Ordo Malleus Headquarters (Contingency Zone 66):

The Ordo Malleus Headquarters is the most secretive base of operation of the Entire Gorian Conclave. Situated in the Karandian Belt, very close to Gorla Prime’s star, joining the Malleus Headquarters without fully working void shields is a suicide run as the radiations of the Star and its fearsome heat will make short work of the hull and superstructure of any ship. It is said, though, that it is possible to navigate between the

rocks and debris of the asteroid belt to stay in the dark long enough to reach the Malleus' base of operation.

In itself, the fortress is a heavily defended bastion, boasting laser and plasma lances capable of taking on many cruisers and its own voidshields protects it not only from the star it is gravitating, but also any would be invaders.

The fortress takes the appearance of 10km long tower that is riveted in the asteroid's floor, while the planetoid in itself is equipped with reactors to stabilise and ensure its orbit stays safe for the Inquisitorial fortress.

The upper levels of the Fortress boasts most of its contingency zones, which can be dislocated from the fortress and propelled by fusion drives to penetrate the sun's surface and be utterly destroyed, even if the Inquisition doesn't know what could happen with some artefacts in such a case.

The lower levels are the prison cells and rooms where interrogation of cultists and high-profile targets are made, or the places where daemons are imprisoned in perfectly tuned ritual cells. Administrative chambers and an auditorium are also presents for the hearing and day to day workings of the Ordo Malleus. This is also where Simeon Talid, Lord of the Ordo Malleus, elected residence, this grim and austere palace fitting perfectly his determined and no-nonsense attitude.

The Demonius Medicae (MCP-071):

Obtaining the Demonius Medicae:

Type of Threat: Spiritual

Type of subject: Inert

The Demonius Medicae is a standard MKII Dataslate originating from the 41th Millenium. It was found by Magos Terraxia on the Hive World of Kalaross. The artefact was found in the center of a corrupted shrine of an old Mechanicus temple. Once the slate was opened, a foul stench soon invaded the shrine and bells began to ring before hordes of putrefied daemons of Chaos invaded the region, intent on taking on the slate. The assault resulted in the slaughter of many Mechanicus servants and the corruption of the sacred steel and implants of the servants of the Omnissiah but the slate remained clean.

Each time the slate is opened, there are many files that can be navigated through which contains many medical datas and incomprehensible formulaes. Some have found the cure of many great diseases through this artefact, but always at the price of daemoninc incursion.

Malleus seers have determined that the Chaos God Nurgle, enraged by the prospect of datas destroying all his great work, is sending his legions to destroy the artefact and, as such, it has been put into a psychic null zone, where the artefact can't be felt from the Warp nor used.

Once the artefact is out of stasis, it won't get the attention of the Chaos god of disease and putrefaction, but once the slate is turned on, the stench is the first clue of the coming attack...

Using the Demonius Medicae: Using the Demonis Medicae is a scholastic lore (chemistry) test at +30. If succeeded, the user can then test medicae at +0 to heal any sickness the target may have. On the other hand, the user will gain 1 insanity point and 1 corruption point per DOS. Once the slate is opened, it is highly possible that the hordes of Nurgle come for its user and even capture the artefact.

Visage of many faces (MCP-012):

Obtaining the Visage:

Type of Threat: Physical, Spiritual

Type of subject: Inert

The visage of Many Faces is an artefact somewhat related to the Daemonic God of lust and excess. This artefact, made of a thick leather resembling human flesh, englobes the whole face of his wearer conferring the ability to change one's appearance into any other human being that has been seen by the wearer. It is, in some way, the perfect disguise, except that it comes with a heavy price. While giving a wonderful gift to its wearer, the mask is nourishing itself of the very own flesh of its host. Removing the mask may leave some grotesque scars on the face of the wearer, as some of its flesh is torn by the mask itself. Moreover, the longer the host is keeping the mask on, the worse it is to remove it...

The visage is kept on a plinth under a glass dome. No light is shone over the mask. It is said that, at night, some people can hear its plaintive song as it wants more attention. After a few incidents of personnel trying to wrench the mask away from security, the room has been engrammatically etched and sound-proofed.

Using the Visage of Many Faces : While wearing the Visage of Many Faces, its wearer gets a +20 to any social interaction related to the impersonated person and it is impossible to tell that the wearer is in fact an imposter. Being the subject of a scrutiny, it can be detected that something is off, but not that it is a disguise. When the wearer wants to remove the Visage of Many Faces it needs to make a Fellowship test in order to remove the artefact without having a penalty. The degree of difficulty scales by one for each hour spent wearing the mask. After one hour, the test is done with a penalty of -10, after two hours, it is a penalty of -20 and so on. If the test is failed, its wearer suffers a loss of 1D10 Fellowship points and if the wearer changes its Fel bonus, it must do a WP bonus or suffer 1D5 corruption points.

The mask can also be retrieved with the help of a -30 medicae test. If the test is succeeded, the user gets a bonus to his fellowship test to remove the mask equal 10 times the degrees of success. If the fellowship test is failed, it represents that even with surgery, the mask got its due.

Obtaining the Visage of Many Faces: Obtaining this demonic artefact is no simple thing, as it is clearly of supernatural origins and Lord Inquisitor Simeon Talid not being very fond of radicalism, seldom accepts to let it out of its contingency room.

Partie 3 -

Chapter 6 - Annexes and dataslate

Part 1- The Null Chart

The Null Chart is a gage by which are measured the consequences of the presence of a character with the Pariah Gene in a region over a prolonged period of time. This region maybe of a size at the discretion of the game master, generally no more than the Null Rating of the characters in kilometres, in which the general ambience and grasp of reality is so heavy that unrest and even riots may occur.

Everyday mostly spent in the region adds to the chart below the Null Rating of the character. When a number on the chart is reached, its effects are applied.

If the character arrives in a region where there are Warp Disturbances (see the Warp Disturbance Charts on page X.), each month the Pariah must roll on the Warp Disturbance chart before any effect on the Null Chart. The roll is modified by minus 5 times the character's Null Rating. If the result rolled on the Warp Disturbance Chart is equal or inferior to the targeted result, this one is destroyed. As long as there are Warp Disturbances active (because there maybe more than one), the Null Chart can't be affected by the presence of the Untouchable...yet.

Null Chart Gage	Name of the effect	Mechanical effect (if needed)
10	Restlessness	Everyone in the vicinity gets very tired. As long as this effect is active, everyone wake up at the end of the night with 1 fatigue.
15	Heavy air	Characters feel like breathing and moving is hard and

		heavy. All athletics test are made with a -10 penalty
20	Unresponsiveness	People don't feel the presence of their fellows until a direct action is taken, as if they'd forgot there were people around them. Everyone suffers a -10 penalty to their fellowship test.
30	Despair	Replace all the previous effects by this one: People in the area feels like there is nothing good waiting for them, as if they had no fate. People will go grudgingly doing their work and won't have any motivation in doing so. Each day, characters must test willpower. If the test is failed, any characteristic test made outside of combat can't score more than half (rounded down) WPB DOS.
35	Anxiety	All willpower tests are reduced by 10.
50	Fear	Degrees of failure on any fear test are doubled.
60	Riots	Replace the previous effects. Riots and contestations explodes in all the area. Any failed stealth or navigation test force the players to fall foul of a local uprising which seems to target them.
65	Thieves	Thieves and looters profit from the situation. Any unsecured object left by the players are stolen when they don't look (a car outside a gatehouse, everything in a room not locked or not in a

		safe, on them if they sleep without rotations, etc.)
70	Agressivity	Any social test failed by an untouchable character is met with total closure and verbal violence and will also reduce the warband's subtlety by 1D5.
80	Paranoia	All the previous effects are now gone. Any failed social interactions results in fear (characters fleeing, hiding or barricading homes). If the target of the failed social interaction can't retreat, they'll become physically violent to open a way to flee.
85	Ambush	Every moment the untouchable is outside and alone, he must test fellowship. If he fails, he probably ran foul of some unstable person recently and an attempt against his life will be done.
90	Terror	The characters are seen as a threat or monsters. They count as having the fear (1) trait. If they already have that trait, they add 1 to the existing trait.
95	Witch hunt	The Untouchable is responsible for the terrible ambience. Be it by violence or by social pressure, a group target the untouchable and will utterly destroy his present life, wherever he is. While in a court of noble, this may mean ruining his reputation (and as such, destroying parts of his

		influence and the warband's subtlety), in a cranked hive space it may means a horde of frenzied fanatics of the red redemption trying to burn him.
100+	Violence	Riots become localised revolutions and enforcer crackdown or ministorium fire-conclave become the norm. Social decay is terrible and the ambience is so heavy that any failed social or stealth test results in absolute violence. NPCs will, without any rational, use any weapon at hands to inflict violence. If particularly intelligent or part of greater organisation, they will use their assets to attack their target. As long as in the area, all characters gain the Bloodlust malignancy effect.

Part 2 - Thinning the veil:

The Warp as a parallel dimension, is a dangerous place. Its energies are anathema to life and the physical world and while most could imagine this combination as a destructive force, it generally happens in a more subtle, weird and corrupting way. The Warp, in most of its appearances, is more like a contamination, the impossible realities of many coalesced netherworlds bleeding in the physical universe like a virus or cancer, affecting the environment, the laws of physics or probabilities literally warping everything it touches.

The present system is an optional systems for keeping track of warp rifts, psychic phenomenons and giving them form. This system works in many tables but will be far simpler as most effects will be permanently decided in the first rolls on the Warp Taint Tables and then, all its progression will be happening on the fourth table that will affect those already taken.

This system works with two table. The first one is the kind of Warp taint you chose, and the second table depicts the growing intensity of its effects.

This system may either be used in addition or replacement of the Usual Psychic phenomenons. For games that are happening in the same narrative location for an extended period of time (the same city, hive spire, small town, underground complex, etc.), this system may completely replace the Psychic Phenomenons systems. In this way, you simply roll for Psychic Phenomenons to see if a Peril of the Warp would happen. If it's a simple phenomena, simply use the following tables as written. If it's, a peril of the warp, roll normally on the Peril of the Warp table and also apply the following rules.

Since this system represents the longer duration effects of thinning the veil repeatedly and the terrible consequences that may happen, we recommend of not using the Psychic Phenomenons when using this system extensively as its own effects are by themselves dangerous and provokes evolving conditions that may very well be character-ending if not taken care of seriously.

This system is a detailing supplement to the "Warp and Realspace" chapter of Enemy Beyond, found on p. 136.

Table 1: Veil Chart

This part explains the way the veil thin and how it is affected by the psychic actions of psyker, sorcerers or ritualists and the gravity of an ever thinning veil and their consequences upon the material world.

Thinning the veil chart: Each time a psychic power is casted in a same location (at the GM's discretion), the chart is increased by the following:

- Total psy-rating of the spell used.
 - If a psychic phenomena is rolled, this value is doubled.
- 10 minus DOS on the Enacting test of a ritual.
- By the amount described on the Contempt of the warp table in case of a ritual, when appropriate.
- Catastrophic events, even if they are of no psychic importance (such as a mass suicide, an exterminatus or the laws of physics being tortured by some arcane means) may boost the following table by at least 10.

Thickening the veil chart: Some rituals may decrease the veil chart and will have special effects. Otherwise, the Veil Chart decreases naturally by 1 each month if no new psychic activity happens. Otherwise, the Veil Chart is decreased each month by the Null Rating (X) trait combined of every untouchable present.

Veil chart and Null Chart: The Null Chart can't grow in number as long as the Veil Chart hasn't reached 0.

Veil chart and psyniscience: A character can make a psyniscience test at -20 to determine the gravity of the breach with a +5 bonus each time the Veil Chart is increased by one step (such as falling from 01-10 to 11-20, for example). If the chart is decreased, the test is instead reduced by -5. The game master should inform the psyker with the result of his test at how far the reality is

from being torn asunder (reaching the table's final effects), while more than 3 degrees of success could grant the character the exact number of the Veil Chart Rating.

Veil Chart Rating	Narrative effect	Mechanical impact
0-10	The Warp is softly merging with the real world.	Roll once on the Warp Phenomena on P. 137 from Enemy Beyond. You can optionnaly chose if it fits with some specific psychic phenomenon or event that occured there. The effect rolled is occasional.
11-20	The winds of Chaos are chanting their song.	The effect rolled in the previous rank is now permanent in the location.
21-30	A small tear in the fabric of reality let flows the energies of the warp.	Choose a special effect on Step 2 - Table 2 : Warp Taint. You may either roll it, or choose it to fit the first manifestation that happened when the veil chart was at 0-10.
31-45	The wound in reality is growing bigger and the impossible energies of the warp are bleeding dangerously.	All test pertaining to the effects of the Warp Taint now imposes a -10.
46-50	The souls of those present on the location are irredeemably stained.	The first time the characters enter the location of the Warp Taint, they suffer 1D10 corruption points.
51-60	Unnatural thoughts plague the characters' minds while in the location.	The location imposes the baneful present trait at -10.
61-70	Some unwanted visitor is contaminating the area. It may be a literal creature from the Warp (such as a ghost, a	From time to time, an appropriate type of creature is wandering around. It may be a pack of wolves (even if

	congealed idea) or creatures from the Wild that are brought in this place.	there are no wolves on that world) wandering in the permanent snow storm of the area, or undead rising from the dead earth, or a simple ghost trying to convince the characters to commit the irreparable.
71-80	The universe suffers Material obliteration as the laws of physic are pulled appart.	The affected area now suffer from a second warp taint with the same effects as before.
81-90	Warp corruption is now omnipresent, contaminating those that are present.	Each hour a character is passing in the environment, he must test willpower or suffer 1 insanity point and 1 corruption.
91-100	Reality tears asunder and a warp rift open.	The previous Warp Taints are retired and replaced with the Warp Infestation result on the Warp Taint table.

Table 2 - Warp Taint:

When the Veil Chart indicates to roll or refer to the Warp Taint table, this is the place. This is where the warp begins to be invasive of the real worlds. Such taint generally provokes the intervention of Psykana specialists and even the Inquisition.

Look and theme: When you'll be called as a Game Master to make a roll on the Warp Taint table, remember that you may simply forgo the dices and are encouraged to choose a taint that fits the theme of previous warp disturbances from either the psychic phenomenons that first affected the area (if any) or the warp phenomenons chosen while still at the beginning of the Veil Chart table.

Warp Taint and psyniscience: A psyker may make a psyniscience test at -20 to discover the nature of the Warp Taint. This nature will appear as strange symbolics (such as a portal to a forbidden place, a wound eternally bleeding, a storm from another world, etc.). The difficulty of this test is also affected as described in the *Veil Chart and psyniscience* note.

Roll	Description	Effect
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01-10	Unnatural weather	Be it hoarfrost or thunder or even storms, the environment is always foul in the affected area and will force any players in this environment to make +0 toughness test at the GM's discretion or suffers 1 level of fatigue. Some particular contextual effects can even grants damage or the stunned condition if the game master think it to be better. Other events that may happen are the following: • A haywire field for a duration of a few rounds affect the tainted location. • Powerful gales or earthquake force an agility +30 test or the characters are knocked prone, often in dangerous locations.
11-20	Distorted environment	Sounds are transformed in unholy pitches, voices are echoed in a reverse way while glass, water and mirrors reflects images in a particularly terryfing way. Willpower +0 test must be made in such situation, as the things seen and heard have the power to destroy sanity, a failure inflicts 1 insanity point per DOF. Alternatively, depending on the context, players actions or exposition, this may even force willpower test which generates immediate effects on the shock table upon failure.
21-30	Sinister veil	The environment is weighted down by a dark veil of unreality. The environment is permanently darker than it should be, some dark corners impossible to light while the sun seems distant and pale. Characters taking too long in this environment feels a strange lethargy overtaking them, inflict -10 on fellowship as they either get restless or lethargic, while suffering -10 penalties on all tests based on visions and hearing.
31-40	Physics unravelling	Particles are suspended in the air and energy is crackling permanently in between two conducting points. Any run or charge action needs to succeed on a +30 toughness test or inflicts one level of fatigue, while any character trying complexe manoeuvres in this environment must test agility (or acrobatics, at the player's discretion) or start falling upward

		by 3 metres per round until they succeed on +0 agility test to get their bearing or force themselves to fall down, suffering the appropriate falling damage.
41-50	Haunted place	Restless spirits are inflicting torments in this zone. Characters in this environment must test willpower at +10 or suffer the effects of either Dead Comrade and failed awareness tests shows them silhouettes and figures at the limit of their perception. Disturbing the eerie calm of the location may also knock the characters prone and inflict them 1D5 rending damage (bypassing armour and toughness), as the spirits take their due. Unless an unwanted visitor happens because of results on the Veil Charts, there should be no specifically conscious spirit in the environment.
51-60	Corrupted location	Blood weeps from the cracks in the walls and statues and religious symbols darken, burns or fall down. Strange symbols appears on the walls as graffitis take newer, darker senses. Characters in the corrupted locations feel followed, like if they were the prey of some maleficent entity and creatures with very strange and terrifying features are seen from far away or inside buildings, watching from afar. Food would become stale, hearth impossible to grow life from, childs conceived in here being born with witch marks or even a foul consciousness. The character must test willpower at +0 or suffer 1 corruption point +1 per additional 2 Degrees of Failure. More so, any failed Fear test in this environment also provokes Warp Shock. Any character doing religious things (such as praying or invoking the name of the Emperor or from an opposed God) could eventually invite dark forces to oppose him.
61-70	Forbidden Knowledge	More than simple murmurs at the edge of perception, Forbidden Knowledge pertain to a specific manifestation that can grow terrible complications. This threat is increasingly difficult to evade as at first, it may appear as a item of knowledge (such as a book, a dataslate,

		engraved text on walls, etc). The Game Master should choose a very specific subject, most often than not mysterious and not pertaining to anything happening in the tainted location. The item simply appears from time to time in a place that give it an even more creepy note. If opened, the book inflict 1D5 corruption and 1D10 insanity to its readers but may grant extreme bonuses to the reader (such as a +30 to a specific lore, a very specific answer, perfect knowledge of an event to come, etc.). At first, identifying that something is wrong with the item is a Scrutiny +10 test. It will always be so when the item is alone, sitting in a creepy place. But the more that the veil will be sundered, the more that many of these items will simply infiltrate the location, such as many of such books infesting a library, a strange looking folder in a cogitator, an unknown dataslate inside the data-stacks next to a character's bed, etc. In these cases, the character will have to succeed on a scrutiny test +0 (with an increasing difficulty over time) to not take the wrong item and ending up reading inside it. If the character has taken involuntarily such a forbidden source of knowledge, he can test willpower with the appropriate penalty to stop himself from reading its content.
71-80	Unspeakable doorway	A sinister door manifest itself. At first, it maybe a door that looks out of place and that was never seen before, but the more the time passes, the more this warp-contagion may infiltrate itself. It has the following effects: • Passing through such a door imposes a willpower test by the characters, which shall be made more difficult according to the level of contagion. If the test is failed, the character suffers 1 corruption point and a roll on the psychic phenomenons with a bonus to the result equal to the DOF on the willpower test. If it generates Peril of the Warp, the effect is not modified by the DOF on the willpower test. • Two types of door may exist: The first is

		an overtly wrong door (such as a wooden door with a stone frame appearing along the wall of a prefab habblock). This one should be seen immediately unless local conditions stop it. This door has something wrong and terrifying about it. • The second door is a contagion door. These seems like normal doors, and may even replace the regular door from the character's bed-chamber. But when their threshold are passed, the character have ended up somewhere else. While going to pass those doors, an awareness test or a warp-sense test maybe forced to the player (with a malus depending on the level of warp taint) to realise at the last minute the mistake they make. Of course, GMs are encouraged to reward good roleplay and if players simply says "I open the door and enter", you let them make the appropriate perception test. If the player says something akin to "I open the door slowly, and make sure it is going where I wish it is", it is not necessary to make the test. Crossing such a door brings the character into a warped environment. It can be an "upside-down" version of their world, a reverse or even hellish version of it. The door may also bring in another place or another world with a terrible feeling of wrongness accompanying the displacement. It can bring the characters in the "Tower" if this event is mixed up with Forbidden Knowledge, or the Murder Room if you want to give it a more daemonic taint. It may even open into undiluted Warp and the consequences coming with crossing its threshold should be adapted to the effect specified in Enemy Beyond on P. 138.
81-90	Daemonic Infestation	Something is eerily changed even if everything seems to looks the same. But everyone knows. Someone...something is watching, is hidden. And it's not just a pair of eyes looking. Something malevolent and terrifying has got a

		hold in the place and will wreak death and havoc. A daemoniac infestation of that sort should happen in a subtle and horrific way, at first with an uneasy feeling of being watched, bad dreams, hallucinations, classical haunted houses manifestations, but at some point, the character will be faced with the inevitable: a daemon of the Warp is now part of the location, and will defend it. Choose any minor daemon from the core rule-book or the enemy beyond supplement from Dark Heresy second edition. Each time a -10 penalty to test should be given by the severity of the taint (as seen in table 2), instead gives a +10 bonus to all of the daemon's characteristic and a +10 to his wounds characteristic. If the daemon is killed, he'll simply get back inside its environment, still creeping and obstinately staying, until it is full healed and it starts again. Killing physically the daemon isn't enough while sanctic daemonology or classical exorcism shouldn't be enough as they aim at such a precise target that it would be sufficient. But more complex rituals could eventually reduce the taint level until it is gone. Such a manifestation is devastating as a daemon enters a position of power from which he is invincible. • An additional way to deal with this can also be to grant the daemon instead a new trait each time it should gain a +10 bonus to one characteristic, representing specifically adapted abilities the creature gains from infesting the environment.
91-100	Warp infestation	The epicentre of the location is now a Warp Breach (as detailed in enemy beyond P. 138) while the rest of the environment is rapidly corrupted by the shadow of the warp and the monsters that walk in its depth. While such a manifestation may let out warp creatures at the GM's will, it is important to know that the weaker is the veil, the stronger the daemons should be. One simple way to make this happen is to grant any daemons boss battle effects to represent the absolutely insane nature of their abilities, each fitting the environment in which

		the daemon is to be found.
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Partie 3 - Fiche d'âge du personnage

Le vieillissement et les traces que laissent une carrière chez un personnage façonneront non seulement son historique et sa personnalité, mais aussi certains choix qu'il devra faire au fil du temps. Se cybernétisera-t-il à outrance pour ralentir les effets du passage du temps? Tombera-t-il dans les traitements de juvenat? Ou bien se laissera-t-il aller aux tentations des technologies xénos ou bien des promesses d'immortalité provenant de l'autre côté du voile?

Ce tableau est fait pour comptabiliser de façon visible toutes les étapes de vieillissement d'un personnage.

Âge réel: L'âge du personnage, par soucis narratif. Cela n'inclus pas le modificateur d'âge pour vie dangereuse ou surnaturelle, lesquels représentent un vieillissement prématuré.

Âge effectif: Indiquer l'âge effectif qu'a votre personnage. Cet âge est modifié par des origines surnaturelles ou un monde dangereux, lesquels ajoutent des années de plus pour représenter l'effet que cela a eu sur son corps. Aussi, l'âge effectif est modifié par les traitements de juvenat et les cybernétiques. Il peut être possible pour un personnage d'avoir un âge effectif de 0, cela ne change rien mécaniquement autrement que représenter qu'il est encore bien loin d'être affecté par les effets du vieillissement.

Modificateurs à l'âge effectif: Tout modificateur, tel qu'un implant cybernétique, ou le trait machine, doivent être indiqués individuellement ici et leur effet, afin que s'ils sont perdus, leur avantage soit perdu, et s'ils sont modifiés, leurs avantages soient remplacés.

Traitements de juvenat subis: Il est important de noter le nombre de traitements de juvenats subis puisqu'un personnage peut en subir un nombre égal à son Toughness Bonus +1 sans subir de conséquences.

Prochain test de vieillissement: Le premier test pour résister aux effets de l'âge est à +30, et décroît d'une tranche de dizaine à chaque fois. Ici, c'est de noter quel est le jet à faire sur le prochain test. Si c'est le 3ème test, il sera à +10 par exemple. Les tests ne se font qu'à compter de 50 ans d'âge effectif.

Âge Réel:	Âge Effectif:
Modificateurs à l'âge effectif:	
Traitements de Juvenat subis:	

Prochain test de vieillissement:

Exemple:

Lorenzo Astra Beta IX est un officier des légions de Skitarii de l'Adeptus Mechanicus. Après 98 ans de service loyaux et des résultats exceptionnels, il affiche la faveur de la haute prêtrise de l'institution qu'il sert. Il a reçu trois juvenat d'excellentes qualité (auxquels il a malheureusement échoué aux jets additionnels, réduisant son âge que de 60 ans). Ses nombreux cybernétiques de bonne qualité et son organisme cybernétique augmentés lui ont donné aussi une sensation de vigueur qui n'est pas égalable par de la chair aussi âgée que la sienne. Il compte donc comme ayant un âge effectif de 23 ans. Comme il a été rajeuni à quelques reprises avant d'atteindre 50 ans par ses différents implants et juvenat, il n'a fait que 3 tests de rajeunissement, indiquant qu'il en arrive au 4ème qui sera à +0 afin de savoir s'il perdra 1D5 toughness, strength et agility.

Âge Réel: 98 ans	Âge Effectif: 23 ans
Modificateurs à l'âge effectif: • Juvenat (3): -60 ans • Bras droit best quality: -3 ans • Best quality bionic heart: -5 ans • Oeil droit cybernétique: -1 an • Machine (2): -7 ans	
Traitements de Juvenat subis: 3	
Prochain test de vieillissement: +0	