

Death unto Darkness - 40K Larp

Main Rules Document

Introduction

Welcome to Death unto Darkness LARP, a live action roleplay game based in the Games Workshop Warhammer 40,000 universe (also known as 40K). These rules assume you know what larp (live action roleplaying) is. If you haven't yet been introduced to the concept of running around in silly costumes trying to save the world, feel free to grab us on the forums or email us (links below) and we'll explain what this madness is all about!

Within this document contains the rules for a player to create and play any of the standard character types within the system. There are supporting documents and a refs document that work in conjunction with the main rules which will be supplied to you should you require them for a character.

Contact Details

If you have any questions about anything in this document or about the game, please contact us either on the forum at <http://www.deathuntodarkness.org/forum/index.php> (registration required) or email:

Enquiries - enquiries@deathuntodarkness.org

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This event is being run on a non-profit-making basis. A bank account will be set up for the processing of funds. Payments will be taken from participating players to cover costs of site hire, equipment, set decoration, special effects/pyrotechnics and other necessities for putting on a good event. The aim is to budget so that all incoming funds are invested into the event. However, in the event of there being any remaining money in the account at the time of closure, surplus funds will be donated to a charity of the GMs' choosing.

Glossary

There are several terms used throughout the document which are explained below...

LARP – Live action Roleplay

LRP – Live Roleplay

REF – Referee (or Marshall) this is someone either running the event or who has been nominated by the person running the event to be able to make character-affecting rules calls during a game, carry out battle boarding or adjudicate over plot. They will either be wearing hi-visibility clothing (or some other distinct clothing) or be announced prior to the start of an event.

CREW – these are people who have volunteered to assist the ref in the running of the game by playing NPC roles

NPC – Non Player Character

IC – In character, this is when you are considered to be roleplaying your character and as such all actions and words are viewed as spoken or performed by your character.

Players are encouraged to stay in character as much as possible during time in.

OOO – Out Of Character, this is a state where you are not IC and as such nothing you say or do has an impact on the game world.

Safety and Ref Calls

During the course of the event you will hear many calls made, the majority of them will be 'IC' Calls such as damage or effect calls. Details of these are given later (and explained before the event) but there are however some calls that are 'OOO' calls and should be immediately reacted to.

Time In – This call is announced at the start of the event or after a 'time freeze' or 'time-ish' call to indicate that everyone is considered IC unless otherwise indicated.

Time Out – This call is announced at the end of an event to indicate that the game has finished.

Time-ish – This call usually indicates that the refs and crew have gone to bed! You can stay up roleplaying if you like, but you can't do anything that requires a ref to be present (using powers, trying to kill other characters etc.), and there will be no more hard encounters i.e. camp attacks. (Note: this call may or may not be used, do not expect to hear it at every event).

Time Freeze – this call is to indicate that time has frozen IC and upon hearing this call you should stop and close your eyes and hum or make some other noise so you can not hear if any crew are being moved into position. (Note: there may be times when the ref calls a Time Freeze and asks you to open your eyes and not hum, this will mostly be for informational purposes).

MAN DOWN – upon hearing this call you must stop instantly what you are doing and stand still with your eyes open and listen for further instructions. This call is used when someone has injured themselves. If you are called forward to help, move carefully to avoid any further injury. If you have indicated to the ref team that you are a qualified First Aider then you may be asked to help out. ANYONE MAY MAKE THIS CALL.

Some Notes on Style

This game is based in the Warhammer 40,000 setting originally created by Games Workshop for their tabletop war games (you know, the ones with the cool little figures that you wish you could paint as well as the pictures on the boxes), and expanded upon in numerous books and computer games. A quick internet search will show you just how much there is out there, so we'll try to summarise some of it below for those who don't

know the universe so well. If you're a hardcore veteran of many glorious campaigns then you can just skip to the rules stuff :)

Games Workshop's tagline for the battle game says "In the grim darkness of the far future there is only war..." which gives you an idea of the sort of place this is. This is a future filled with spaceships, alien weirdness, Machiavellian politics, gang warfare, evil cults, you name it and it's probably there somewhere... oh and lots of wars of course!

Our game primarily focuses on the more plot and political aspects of the universe. There will be investigations to carry out, problems to solve and the potential of some dark, brain melting horror for characters. Of course, this being a rather violent setting, there will be plenty of opportunities for combat, but it's far more about adventure and characterisation rather than randomly running around shooting each other!

Background

The vast majority of characters come from the Imperium, that is, they are humans who live in a colossally vast interstellar empire ruled over by the mighty, godlike Emperor, although the day to day rule falls to the Council of the High Lords of Terra (Senatorum Imperialis). There are 12 High Lords in the Council and these are the most powerful individuals in the Imperium, heading various organisations such as the Administratum and the Adeptus Ministorum.

Citizens of the Imperium lead varied lives in all sorts of places - overpopulated hive worlds, rural agricultural planets, holy shrine worlds or if you're unlucky, a war or death world. Some people have never even set foot on a planet, instead living on large starships cruising through space.

The Imperium is constantly under attack from everything else out there, and with a galaxy worth of baddies coming after you there's always somewhere at war. Luckily the Imperium has got rather good at defending itself, its military ranges from planetary defence forces (PDFs), or the Imperial Guard and Navy, right the way up to the genetically engineered super soldiers the Space Marines.

Of course any gigantic empire ruling over trillions of people is bound to come with rather a lot of bureaucracy, and that's where the Administratum come in. Be they planetary governor, politician or scribe, the Administratum keep things running and govern the everyday lives of citizens.

We'll go more into these groups (and more) later, as you get to play people from them :)

Space is Big

We mentioned a colossally vast interstellar empire... This empire, covering most of the galaxy, is divided into 'segmentae' which are made up of sectors, and these consist of sub-sectors. A sub-sector is so huge that it takes weeks, maybe even months, to cross it, and that's when going at faster than light speeds through the warp (more on the warp later).

It takes a very long time to get anywhere, the sector where the game is set, Prosperitas Sector, is out in Segmentum Obscurus, the zone that borders the 'northern' edge of Segmentum Solar, the political and spiritual centre of the Imperium. If one were to travel at the speed of light in real space, it would take thousands of years to get from Prosperitas Sector to Holy Terra (the seat of the Emperor and capital of the Imperium) for

example – and through the warp it still takes a few years. Popping over to the sector next door is not something you can just do for a holiday!

Bad Things

Lots of things are out to kill you, or perhaps enslave you. Some just want to melt your brain because it's a jolly fun thing to do. Apart from quite a few of your fellow humans, who are prone to all sorts of mutations, heresy and other assorted dodgynesses, you're also at risk from terrifying aliens such as the Tyranids (think the bugs from Starship Troopers, or the creatures from Aliens), Orks (green of course), two groups of Eldar (humanoid aliens) and of course the forces of Chaos (unholy demons and their heretical cultist minions).

There's also the Tau and the Necrons [very little is known about these two races](#). These very rough descriptions are pretty much all most citizens know (if they've even heard of these races in the first place, which many haven't). A few more knowledgeable characters will know more about certain alien races (termed 'xenos'), especially if they have encountered them in the flesh, either through illegal trade or facing them on the battlefield.

Alien and chaos artefacts, weapons, drugs etc. exist, but all trade in such things is strictly illegal. In fact possessing anything of this nature is likely to land you in hot water with the Inquisition if you are not careful, with a high probability of death!

So how do I make a character then?

First step towards playing is to have someone to play, so without further ado, let's have a look at how to generate a character. The table below is a summary:

How to generate a character – step by step!

Step	What do I do now?
1	Think up a concept - who is it I want to play?
2	Choose character class – what does your character do for a living?
3	Note down skills and skill levels you get for that character class (see skills table)
4	Apply origin modifiers to your skills list (see origins table)
5	You now have 10 xp to spend on more skills and backgrounds (see skill descriptions, status and backgrounds)
6	Add 2xp if you have submitted a background to the refs that has been approved (if you have any bonus xp from other stuff you've written up, you can add that here too)
7	Go to the Equipment section and write down the equipment your class gets at start (please note this is based off your Primary Status not your template) you now have 4 points to spend following the guide in the equipment section.
8	Get a ref to check your character!

Concepts

About the most important bit of character creation is coming up with the idea for what you want to play in the first place. In a universe as varied as the Warhammer 40K one, you can pretty much play anything, as long as it's human (there's weirdness you can have, but that's best discussed with a ref). We've made templates for different character classes as it makes the whole character creation process easier. [Given the nature of both the Sisters of Battle and the Space Marine scouts we will not restrict people playing these classes based on the player's gender, however in character you will be expected to play the correct gender for the class and we do ask you to make an effort so it does not inhibit other people's enjoyment and roleplay experience.](#)

Character Classes

Character classes represent what your character's 'job' is, has been, or at least what they've had a chance to gain skills in up until when you start playing. The headings are in the form of **character class (organisation they could belong to)**, as for some there are a few options. Everyone starts off as a very junior member of their character class, more on status later.

Within the 40k universe there are many different types of people. These have been narrowed down into basic templates. By choosing a template it does not mean you must play that exact character, for example you could use the arbitrator template to represent a naval arms man or the commissar template to represent an Imperial Guard officer. All the templates indicate is which skill sets you are better or worse at, of course. If you want to play a Rogue Trader, the Rogue Trader template is probably the best option.

As you may have noticed, most people start off with literacy, ranged weapon skill and common lore. This is because pretty much anyone can pick up a basic pistol and pull a trigger, and it's just easier if almost everyone can read basic Low Gothic!

The following classes are restricted, what this means is although you can use the template from these classes in other classes i.e. Commissar template for an Imperial Guard Officer, you require System Ref approval to play one of these types of PC –

1) Inquisitors. No more than 3 or 4 active in the system. Please speak to a ref if you are thinking of playing one, as we'll be happy to discuss. Inquisitors only gain their full rank at status Level 4. Before that they are considered to be Interrogators or similar. There is no limit on inquisitorial acolytes (who come from other character classes and hence have Inquisition status as secondary).

2) Rogue Traders. No more than 2 or 3 rogue trader families/dynasties active in the system. Multiple players can be in the same family, but you only have one warrant of trade between you. Please speak to a ref. Again, no limit on numbers of crew or associates. These have Rogue Trader status as secondary.

3) Space Marine Scouts. No more than 5 or 6 active in the system. Please speak to a ref. Please note, ALL player space marine scouts are part of the Night Wolf Chapter. **No Exceptions**. Until they reach Status Level 6, they are considered to be initiates of the Chapter.

4) Commissars: A Commissar may only be played if part of a player group of Imperial Guard (i.e. the Guardsmen players in the group are happy OUT OF CHARACTER to accept that player as their Commissar – whether they like it or not IC is another matter). Please check with the refs before submitting concepts. One additional lower ranked Commissar Cadet can be added to a larger group (10 or more) if again, everyone involved agrees. There may be occasions where Commissars might appear as part of other factions (e.g. as part of an Inquisitor's retinue). Again, please speak to the refs for confirmation.

[Here is a list of the basic templates that you can use to create your character with....](#)

Administratum (Administratum)

The Administratum consists of the rulers, the bureaucracy and the scholars of the Imperium. From the dizzying magnificence of the Imperial Court, or the most renowned places of learning, down to what happens at the local tax office, the Administratum's politicians, academics and scribes take care of the most mundane of paperwork or even guard dangerous forbidden knowledge.

Starting Skills (politician branch):

Awareness 2, Ciphers 1, Common Lore 2, Drive 1, Intimidation 1, Investigation 1, Leadership 2, Literacy 1, Politics 3, Psychology 2, Scholastic Lore 1, Secret Tongue 1, Speak Language 2, Trade 2, Melee Weapon Skill 1, Ranged Weapon Skill 1

Starting Skills (scholar branch):

Awareness 1, Ciphers 2, Common Lore 2, Drive 1, Forbidden Lore 1, Investigation 1, Leadership 1, Literacy 2, Navigation (Ships) 1, Politics 1, Psychology 1, Scholastic Lore 3, Secret Tongue 1, Speak Language 3, Trade 1, Melee Weapon Skill 1, Ranged Weapon Skill 1

Assassin (Officio Assassinorum/independent)

This character class covers both Officio Assassinorum and independents such as bounty hunters, hit men and specialist mercenaries. The Officio Assassinorum is an Imperial agency which deploys highly trained assassins to deal with miscreants such as traitors and heretics. It is made up of different 'temples' – orders that specialise in different killing methods. Officially any assassination has to be authorised by the Senatorum (the head of the Officio is a High Lord).

Starting Skills:

Awareness 2, Common Lore 1, Demolitions 1, Dodge 2, Fitness 1, Investigation 1, Literacy 1, Secret Tongue 1, Security 3, Stealth 3, Survival 2, Tracking 2, Melee Weapon Skill 2, Ranged Weapon Skill 2

Arbitrator (Adeptus Arbites)

The Adeptus Arbites are law enforcers and judges, dealing with the Lex Imperialis, the law of the Imperium itself, rather than the local laws of a planet. Ordinary citizens of the Imperium can be judged without a trial, the arbitrator acting as judge, jury and sometimes executioner. With laws as harsh as those in the Imperium, this naturally makes the Arbites feared everywhere. A planet's Arbites presence is concentrated in precinct courthouses, usually fortified. Their organisational structure is closer to an army than anything else; the Arbites have to be able to keep order in any situation barring a full scale war, with specialists in different areas ranging from patrol groups for underhives or Verispex technicians for forensic investigations.

Starting Skills:

Awareness 2, Common Lore 2, Dodge 1, Drive 1, Fitness 1, Interrogation 2, Intimidation 2, Investigation 2, Leadership 1, Literacy 1, Politics 1, Psychology 1, Security 2, Tracking 2, Melee Weapon Skill 1, Ranged Weapon Skill 2

Cleric (Adeptus Ministorum)

The Adeptus Ministorum, commonly referred to as the Ecclesiarchy, is the state church of the Imperium, spreading the teachings of the Imperial Cult - devotion to the Emperor as defender of all mankind. It is said that the Emperor, who has been encased within his Golden Throne for ten thousand years, has power so immense that he is the only thing that stops the forces of Chaos from consuming the galaxy. Exactly how the Emperor is worshipped varies widely from planet to planet, but it is monitored for signs of heresy by the Inquisition.

Starting Skills:

Awareness 1, Ciphers 1, Common Lore 3, Forbidden Lore 1, Intimidation 1, Leadership 2,

Literacy 2, Medicae 1, Politics 2, Psychology 2, Scholastic Lore 2, Secret Tongue 1, Speak Language 1, Stealth 1, Trade 1, Ranged Weapon Skill 1, [Melee Weapon Skill 1](#)

Commissar (Commissariat, part of the Departmento Munitorum)

Commissars are fanatically loyal officers attached to Imperial Guard regiments or Navy ships in order to maintain morale and discipline. Commissars have authority over both troopers and officers, making them feared and unpopular, as any who show incompetence or cowardice are disciplined, retrained and sometimes even executed. Commissars are recruited from the Schola Progenium - schools run by missionaries for the orphaned children of Imperium officials who have given their lives in service. Some may have served as storm troopers in the past and all will have had extensive experience of fighting in the front line, useful experience given they have to learn to be tough in order to deal with some of the more uncivilised Imperial Guard regiments! Starting commissars with status 1 or 2 are commissar-cadets, they are not full commissars until status 3 (you can buy up to status 3 at creation should you want that bit more experience and authority).

Starting Skills:

Awareness 1, Common Lore 1, Dodge 1, Fitness 1, Interrogation 1, Intimidation 3, Investigation 1, Leadership 3, Literacy 1, Politics 3, Psychology 1, Scholastic Lore 1, Survival 2, Melee Weapon Skill 2, Ranged Weapon Skill 2

Guardsmen (Imperial Guard)

The Imperial Guard form the main force of the Imperium military, numbering in the billions recruited from tens of thousands of different homeworlds. Regiments are of varying sizes and have different structures, equipment and uniforms depending on the world they are from. Some planets will have hundreds of regiments, others only one as it is required that a planet contributes at least 10% of its fighting force to the Imperial Guard (the rest are local planetary defence forces). As well as regular regiments there are also 'penal legions' made up of those who have committed assorted crimes. Once recruited (or more likely conscripted), it is unlikely that a trooper will ever see their homeworld again. Despite the fact that they are just normal humans and their lack of sophisticated equipment, their numbers and dedication make them quite a formidable opponent. Characters start at the rank of guardsman/trooper/private (rank titles depend on what regiment you are from), this can be bought up to sergeant (status 2) or lieutenant (status 3) with creation xp.

Starting Skills:

Awareness 2, Common Lore 1, Demolitions 1, Dodge 2, Drive 1, Fitness 2, Leadership 1, Literacy 1, Medicae 1, Navigation (Land) 1, Security 2, Stealth 1, Survival 2, Tracking 1, Trade 1, Melee Weapon Skill 1, Ranged Weapon Skill 3

Inquisitor (Inquisition)

Defender of the souls of mankind and cleanser of the vilest heresies, the Inquisition is a shadowy and powerful organisation, perhaps one of the most feared in the Imperium. It is the duty of the Inquisition to safeguard the interests of the Imperium and its populace from threats both within and without, and in doing so it wields enormous power. The Inquisition as an organisation is answerable to only the Adeptus Terra. There are three major factions, known as Ordos - Ordo Malleus (fights daemons and chaos), Ordo Hereticus (purges heresy, rogue psykers and mutants) and Ordo Xenos (combats alien threats). There are also a number of minor Ordos, their function highly secretive. Inquisitors have the authority to enlist the help of pretty much any organisation in the Imperium in their investigations. Starting characters in this class are not full inquisitors - rather they are inquisitorial acolytes and minions of varying levels. Due to the power that

inquisitors wield, one has to have status 5 in order to be elected to be an inquisitor.

Starting Skills:

Awareness 2, Ciphers 1, Common Lore 2, Forbidden Lore 2, Interrogation 3, Intimidation 2, Investigation 2, Leadership 2, Literacy 2, Politics 1, Psychology 1, Scholastic Lore 1, Speak Language 1, Melee Weapon Skill 1, Ranged Weapon Skill 1

Navy (Imperial Navy)

The Imperial Navy could be said to be the backbone of the military, safeguarding vast regions of space, providing transport for the Imperial Guard or lending air support for campaigns. In the navy you can serve on anything from colossal battleships (these vessels can be up to 5 miles in length) to smaller cruisers (3-4 miles long) and escort ships (only about a mile long) as well as starfighters and dropships. Most ships have thousands of crew fulfilling functions such as gunners, pilots and enforcers. Characters start as ratings/airmen/airwomen but with xp put into status can be a leading hand/technician/petty officer/corporal/flight sergeant (rank 2) or sub-lieutenant/pilot officers (rank 3).

Starting Skills:

Awareness 1, Common Lore 1, Demolitions 1, Dodge 1, Drive 1, Fitness 1, Intimidation 1, Leadership 1, Literacy 1, Medicae 1, [Mechanics 1](#), Navigation (Ships) 3, Pilot 3, Security 2, Survival 1, Tracking 1, Trade 1, Ranged Weapon Skill 2

Psyker (Scholastica Psykana/Adeptus Astronomica/Imperial Guard/Adeptus Astartes/Inquisition)

Psykers are individuals who exhibit psychic powers at varying levels. They are usually discovered when young and picked up by the League of Blackships, the recruiting division of the Adeptus Astra Telepathica. The stable ones are given over to the Scholastica Psykana for five years of basic schooling to control their powers. Once trained, psykers are sanctioned and can find employ in a variety of organisations. This character class covers sanctioned Psykers only, naughty unsanctioned ones are another matter entirely

Starting Skills:

Awareness 2, Ciphers 1, Common Lore 1, Dodge 1, Forbidden Lore 3, Intimidation 2, Investigation 1, Leadership 1, Literacy 1, Medicae 1, Politics 1, Psychology 2, Psyniscience 2, Scholastic Lore 2, Speak Language 1, Melee Weapon Skill 1, Ranged Weapon Skill 1

Rogue Trader

Rogue Traders are those granted charters, warrants of trade or letters of marque to explore the very fringes of space, mostly those areas beyond Imperial control or forgotten about. Most of the charters are hereditary, giving rise to Rogue Trader families and dynasties, a few very ancient indeed. The resources available to a Rogue Trader vary; some will have whole fleets and armies at their disposal and wield great political power, whilst others might venture into space alone aboard one rickety old ship. As they are so independent, Rogue Traders can often get away with things such as having aliens on board their ships, as long as the Inquisition doesn't catch up with them...

Starting Skills:

Awareness 1, Ciphers 1, Common Lore 2, Demolitions 1, Drive 1, Leadership 1, Literacy 1, Navigation (Land) 1, Navigation (Ships) 2, Pilot 2, Politics 1, Psychology 1, Security 1, Speak Language 2, Tracking 1, Trade 3, Melee Weapon Skill 1, Ranged Weapon Skill 1

Sisters of Battle (Adepta Sororitas)

The Adeptus Sororitas are an all female militant wing of the Ecclesiarchy, also unofficially acting as the fighters of the Ordo Hereticus (Inquisition) due to the overlap between their

heresy-fighting duties. They came into existence in the 36th millennium because of a law that prevented the Ecclesiarchy from having any men at arms. Their organisation is split into Orders, six of which are Orders Militant and the others performing functions such as running hospitals and translation services or retrieving holy relics.

Starting Skills:

Awareness 1, Common Lore 2, Demolitions 1, Dodge 2, Fitness 1, Forbidden Lore 1, Intimidation 2, Leadership 1, Literacy 1, Medicae 1, Scholastic Lore 2, Security 1, Survival 2, Tracking 2, Melee Weapon Skill 2, Ranged Weapon Skill 2

Space Marine Scout (Adeptus Astartes)

Space Marine Scouts are new recruits, they have joined a Space Marine chapter but have not received the final implants that will mark them as full Space Marines such as the 'black carapace' that provides an interface with the distinctive powered armour that full battle brothers possess. The Scouts duties differ depending on their chapter, but as their name suggests they usually perform scouting duties, gathering intelligence and disrupting the enemy on the battlefield. It is possible for a character to progress to being a full Space Marine should they pick this class, but the life of a Scout is a gruelling one, only the best survive!

Starting Skills:

Awareness 2, Common Lore 1, Demolitions 1, Dodge 1, Fitness 1, Forbidden Lore 1, Intimidation 1, Literacy 1, Medicae 1, Navigation (Land) 1, Scholastic Lore 1, Security 2, Stealth 2, Survival 2, Tracking 3, Melee Weapon Skill 1, Ranged Weapon Skill 2
(For specialist Space Marine concepts e.g. chaplains, librarians, please see the Space Marine document).

Tech Priest (Adeptus Mechanicus)

The Adeptus Mechanicus (also known as the Priesthood of Mars due to their main forge world being there) are the Imperium's sole experts in technology. No other organisation comes even remotely close to knowing as much as they do about the technologically advanced vehicles, weapons and equipment that play such an important part in life in the 41st millennium. Unlike the rest of the Imperium, they follow a different religion, that of the Machine God (the Cult Mechanicus or the Cult of the Machine), awaiting the arrival of the Omnissiah, a physical manifestation of the Machine God. To the tech priests, machines are a higher form of evolution than can be reached through biology alone. Because of this, many tech priests are bionically augmented, in fact you can often tell the rank of the tech priest by the amount of cybernetics they have, the most powerful of all being mostly machine.

Starting Skills:

Awareness 1, Bionics 2, Ciphers 1, Common Lore 1, Drive 1, Forbidden Lore 1, Intimidation 1, Investigation 2, Leadership 1, Literacy 1, Mechanics 5, Medicae 2, Scholastic Lore 1, Secret Tongue 1, Security 2, Ranged Weapon Skill 1

If a template does not fit your character concept, it is possible to use another one. If you want to play something not in the above list (i.e. super weird), talk to a ref. Such things are possible, but in a structured place such as the Imperium you may suffer penalties for not being part of an organisation.

Origin Modifiers

The Imperium is made up of a multitude of different types of worlds. Some don't even come from worlds at all, so without further ado, this is what modifiers you get to your skills according to where you come from...

Note: You might notice that you can go below zero in a skill! You're still as rubbish at it as someone with zero points, but it takes more xp to buy it up...

Feral World

Seen by many as uncivilised, feral worlders usually lack subtlety and learning, but make up for it by being tough and good at surviving in the wilderness.

Common Lore -1, Drive -1, Fitness +1, Navigation (Land) +1, Navigation (Ships) -1, Pilot -1, Survival +1, Tracking +1

Hive World (Scum)

Those who inhabit the lower levels of the densely populated hive worlds are less well educated and often fall to crime, but as a result have learnt to survive in dangerous places.

Fitness +1, Literacy -1, Politics -1, Scholastic Lore -1, Ranged Weapon Skill +1, Society Influence (Underhive) +1

Hive World (Noble)

In contrast, the inhabitants of the upper hives are often rich and move in powerful influential circles, living in a sheltered world protected from the harsher rigours of life.

Awareness -1, Fitness -1, Leadership +1, Mechanics -1, Politics +1, Scholastic Lore +1, Survival -1, Society Influence (Upper Hive) +1

Shrine World

Religion is a way of life for residents of shrine worlds, which are steeped in the traditions of the Ecclesiarchy and protected from heresy.

Forbidden Lore -1, Scholastic Lore +1

Forge World

These planets are home to the Adeptus Mechanicus. Those hailing from forge worlds are going to be more familiar than most with technology.

Survival -1, Mechanics +1

Agri World

With a population of trillions, all the Imperium's food has to come from somewhere. Being such a valuable commodity, entire worlds are sometimes set aside for the purpose of agriculture.

Scholastic Lore -1, Trade +1

Feudal World

Often remote and sometimes lacking in technology (except maybe weapons), many of these planets have either regressed back to the dark ages through lack of contact with the rest of the Imperium or never were very advanced in the first place.

Drive -1, Survival +1

War World

Many wars fought by the Imperium rage for decades. Some are unlucky (or perhaps lucky, depending on how you look at it) enough to grow up on a planet ravaged by violence and bloodshed, and gain appropriate experience in such areas.

Demolitions +1, Dodge +1, Forbidden Lore -1, Navigation (Ships) -1, Politics -1, Scholastic Lore -1, Stealth +1, Trade -1, Melee Weapon Skill +1, Ranged Weapon Skill +1

Desert World

Some worlds were only settled because of abundant mineral reserves or other natural resources valuable to the Imperium, its colonists forming small mining communities or similar. Any world with an inhospitable climate (including asteroids and the like) can be counted in this category.

Scholastic Lore -1, Survival +1

Void Born

Born and raised on a ship or space station, the void born have little experience of being on a planet.

Awareness -1, Fitness -1, Navigation (Land) -1, Navigation (Ships) +1, Pilot +1, Speak Language +1, Survival -1, Trade +1

Backgrounds

Here are the backgrounds you can get for your character. Some things cost a different amount of xp depending on whether you get them at character creation or during the game, this is noted in the last 2 columns...

Background	Description	Cost in XP (startup)	Cost in XP (progression)
Blank - untouchable	Immune to psychic effects, Note: you have a aura (1 metre) surrounding you which stops ALL effects from psyker and demonic powers from affecting you as well as most forms of Chaos Sorcery and Faith based powers. (There are exceptions which you will be informed of at the time), Normal people and psykers are very wary around blanks.	10	30 (through plot only)
Latency	You have a latent psychic ability, you must have this before you can have the Psyniscience skill, once purchased it turns the psyniscience skill from an Out of Class skill to a secondary skill – This is only required if you wish to use the psyniscience skill (i.e psyker abilities) on a non-psyker character template.	10	30 (through plot only)
Blessing of the Ommissiah	(prerequisite - Level 5 Mechanics) You are blessed by the Machine God, gain access Tech Blessing ability as a secondary ability if you are a non Tech Priest. This background also provide 10 Power points to fuel Tech Blessings with (please see separate document for information on Tech Blessings)	10	10 (through plot only)
Hatred	Call one extra level of damage against specific creature type. Please note you must know the thing you are attacking is your hated enemy to gain this bonus, Viable Creature Types – Tyranids, Orks, Eldar, Dark Eldar, Khorne, Tzeench, Nurgle, Slaanesh, Necrons, Tau (if you wish a hatred elsewhere please speak to	5	10 (after suitable roleplay)

	the Ref team and they will discuss it with you.) These do not stack, if you are able to apply more than one hatred to an individual you only gain the benefit of one of them.		
Jaded	Don't get insanity from mundane horror	5	10 (after suitable roleplay)
Status	How high ranked/known you are see 'status' for details	see status	see status
Total Recall	Your memory is excellent, you can ask a ref to remind you of relevant plot details (names of NPCs etc.), For preference please carry around a note book marked OOC in which you may make notes and refer to at any time.	3	10 (after suitable roleplay)
Fit	You have an extra hit per location (this can be taken a maximum of twice through normal means)	5	10 (after suitable roleplay)
Athletic	Can run away from a fight once per day, plus if hit by a knock back you do not fall over (although you still take the damage)	5	5 (after suitable roleplay)
Devoted	The purity/strength of your faith means you are less affected by corruption	5	5 (after suitable roleplay)
Willpower	Your mind is strong and you are less affected by things that would cause insanity	5	5 (after suitable roleplay)
Contacts	Can call in favours with a particular faction	see status	see status
Ambidextrous	Can use a weapon in both/either hand	2	5 (after suitable roleplay)
Society Influence – Upper Hive	(level 1 free to nobles) A measure of how well connected you are in high society	[level you want to buy] xp	[level you want to buy] xp
Society Influence – Underhive	(level 1 free to scum) How known you are within the shadier elements of society	[level you want to buy] xp	[level you want to buy] xp
Improved Augmentations	You have bionics that are better than the human body part equivalent	variable	variable
Wealth	How wealthy you are, or how much access you have to money	[level you want to buy] xp	[level you want to buy] xp
Library Access – Common Lore	You have access to a library that allows you to do research in common lore	[level you want to buy] xp	[level you want to buy] xp
Library Access – Forbidden Lore	You have access to a library that allows you to do research in forbidden lore	[level you want to buy] xp	[level you want to buy] xp
Skill Aptitude	This may only be purchased once. It turns one skill from a secondary or out of class skill to a primary skill. This Merit MUST be approved by the ref team and MUST fit with your character's background and	5	20

	may NOT be taken for psyniscience or tech blessing.		
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Status

Organisations were mentioned earlier, and character classes cover all ranks in a particular group. A character's rank/famousness/power (or equivalent) is referred to as a character's 'status'. It is possible to hold status in more than one organisation, but this 'secondary status' costs more xp to improve and in that case you may only have the systemic benefits for the primary class you belong to.

Please note Status is limited to 3 with starting points, should you gain xp through Crewing or reffing then this xp may be used to increase status to a max of 4.

The following table shows status, xp costs and roughly what it equates to in military rank as that is the most structured!

Status Level	What it does	Military rank equivalent	XP Cost - primary status (to get to next level)	XP Cost - secondary status (to get to next level)
Status 1	you're recognised as a junior member of this character class	private	1	2
Status 2	you're pretty established but still fairly junior	sergeant	2	4
Status 3	you're a junior officer (if military), you are beginning to get some responsibility, some people within your character class are beginning to have heard of you	lieutenant	3	6
Status 4	you have even more responsibility, you will be trusted with important matters (e.g. leading missions), quite a few people in your character class have heard of you by now	captain	4	8
Status 5	you're starting to get respect within your character class, people even outside your character class may have heard of you	major	5	10
Status 6	you're fairly established, respected and beginning to get some power, a minor celebrity	colonel	6	12
Status 7	you're responsible for some pretty important stuff by now, might have some command at a sub-sector level for your character class, a minor celebrity as far as the general populace are concerned	brigadier	7	14
Status 8	you're pretty important and have some decision-making capacity for your character class in the sector, and you may be rather famous	general	8	16
Status 9	you're very important, very respected, very powerful	lord general	9	18
Status 10	you're extremely important, amongst the highest levels of your character class in the sector, your status is almost legendary and your power is without question	lord general militant	10	20

To continue the example of the Imperial Guard, it is possible to be a higher or lower 'status' than your military rank, a very respected captain could be rank 5 and destined for promotion, or vice versa. The equivalent is the same for any character class.

It is possible to have status in a third (or even fourth) organisation, and the XP costs for that are 3x (or 4x) the cost for primary status.

Notable responsibilities, promotions and other things you can get at various statuses are either detailed in the character classes bit or will become apparent in game!

Skill Descriptions

Earlier on, various starting skills were listed for different character classes and this chapter describes what they all do.

Every character has the ability to read and write even if you have a skill of 0 or a negative value in literacy. Should you find yourself in this situation you can read slowly (most likely speaking whilst reading) and write slowly.

Many tasks within the game are assigned a difficulty level where you have to have a higher level of that skill to overcome it. If you are at the same level your success is measured by you roleplaying it. Characters can join forces, with one person 'leading' an action, others with that skill who are actively helping add +1 to the leader's ability with suitable roleplay. Some skills do not allow for assistance, these are generally combat skills such as melee and ranged combat; if in doubt please check with a ref.

The majority of skills go from 1-10, however most are only listed with a rating of 1 – 5. There are a few skills which have higher levels detailed, and more will be added as the game progresses. If you wish to take a skill higher than 5 at character creation please speak to a member of the ref team.

Awareness

How perceptive your character is of the situation around them. This skill allows you to notice hidden things and possibly spot patterns in things.

Awareness 1 - Negates stealth 0

Awareness 2 - Negates stealth 1 or below

Awareness 3 - Negates stealth 2 or below

Awareness 4 - Negates stealth 3 or below

Awareness 5 - Negates stealth 4 or below

Awareness 6 – Negates stealth 5 or below

Awareness 7 – Negates stealth 6 or below

Awareness 8 – Negates stealth 7 or below

Awareness 9 – Negates stealth 8 or below

Awareness 10 – Negates stealth 9 or below

Bionics

The skill of attaching cybernetic implants and limbs to humans, either for the purpose of augmentation or to replace body parts lost through injury or disease.

Bionics 1 - Replacement/augmentation of digits (fingers/toes etc.)

Bionics 2 - Replacement/augmentation of hands/feet

Bionics 3 - Replacement/augmentation of entire limbs
Bionics 4 - Replacement/augmentation of body systems (breathing, digestion etc.)
Bionics 5 - Augmentation involving brain

Ciphers

An understanding of secret alphabets and codes. At higher levels, a knowledge of ciphers can help in deciphering all sorts of puzzles.

Ciphers ranges from 1 to 5 – representing levels from being able to figure out simple puzzles to being able to decipher pretty much any code that is put in front of you.

Depending on the puzzle the ref will provide you with either a cipher for decrypting a code or clues to help solve the puzzle depending on how high your ciphers skill is.

Common Lore

Put simply, this is a 'general knowledge' skill, representing what your character knows about the Imperium and at higher levels, possibly even things outside the Imperium. General knowledge is available up until level 5, at level 6+ you must choose a speciality

Common Lore 1 - You know general information about the Imperium

Common Lore 2 - You have a pretty good knowledge of how the Imperium works and its history

Common Lore 3 - You know a bit about xenos (real knowledge rather than rumours)

Common Lore 4 - You know a lot about xenos and have probably experienced them first hand

Common Lore 5 - Loremaster - You have a very in depth and wide ranging knowledge of many aspects of the universe

Demolitions

Blowing things up! This is the skill that allows characters to cause controlled explosions that don't kill their friends!

Demolitions 1 - Beginner - You can set up minor explosives

Demolitions 2 - You can cause a medium sized explosion e.g. that might destroy a vehicle

Demolitions 3 - You can make big (but not very safe!) explosions

Demolitions 4 - You can reduce whole buildings to rubble

Demolitions 5 - Expert - You can safely demolish large buildings in crowded areas

Dodge (Non Assistable)

Dodge is your ability to get out of the way of danger.

Dodge 1 - Alert - Call dodge once a day

Dodge 2 - Quick - Call dodge twice a day

Dodge 3 - Nimble - Call dodge 3x a day

Dodge 4 - Agile - Call dodge 4x a day

Dodge 5 - Acrobatic - Call dodge 5x a day

Drive

Drive covers all manner of land and hover based transport – speeders, jet bikes, tanks etc.

Drive 1 - You know how to drive a small ground based vehicle
Drive 2 - You know how to drive a small hover vehicle
Drive 3 - You know how to drive large vehicles e.g. trucks
Drive 4 - You know how to drive tanks
Drive 5 - You can drive at high speed without crashing horribly, you could make a living as a racer

Fitness (Non Assistable)

Your fitness is a measure of how much stamina your character has, and also how you react to things such as poisons and toxins.

Fitness 1 - +1 BP

Fitness 2 - +1 BP

Fitness 3 - resistance to poisons and diseases (half effect/duration from normal poisons and diseases and full effect from Chaos/warp ones)

Fitness 4 - +1 LP per Location

Fitness 5 - Death count doubled

Fitness 6 - Immunity to poisons and Diseases (no effect from normal poisons and diseases and half effect from Chaos/warp ones)

Fitness 7 - +1 BP

Fitness 8 - Immune to instant death effects

Fitness 9 - +1 BP

Fitness 10 - +2 BP

Forbidden Lore

Forbidden Lore covers the sort of knowledge which is secret and hidden, some of which without the appropriate clearance could get you killed. Most of this stuff is forbidden for a reason – either it pertains to security and politics, or it is related to far more sinister subjects such as knowledge of heretical cults or xenos. General knowledge is available up until level 5, at level 6+ you must choose a speciality.

Forbidden Lore 1 - You know the odd bit of dodgy information

Forbidden Lore 2 - You know things that if not authorised could get you killed

Forbidden Lore 3 - You know (or have been taught) things that it's best those underneath you don't know about

Forbidden Lore 4 - Arcane Knowledge – You know some rather dangerous secrets

Forbidden Lore 5 - Dangerous Knowledge - Are you sure you're not a heretic? ;)

Interrogation

You know how to make people talk, even if they don't want to. This is what you use to get information from people.

A subject for questioning will be assigned a difficulty, interrogation 1 means you'll get the weak willed to talk whilst 10 means no secrets are safe from you.

Intimidation

The art of being scary

Intimidation 1 - Although you are not obviously intimidating, you know some basic techniques

Intimidation 2 - You are either naturally a bit unnerving or you have been trained how to put pressure on people

Intimidation 3 - You can be quite scary when you put your mind to it
Intimidation 4 - People don't really want to get on the wrong side of you
Intimidation 5 - You are quite simply terrifying, whether you mean to be or not!

Investigation

You are experienced in carrying out logical and rational investigations, be they scientific or criminal.

The thing you are investigating will be given a difficulty rating. The skill is rated from Investigation 1 (you know roughly what to look for) to investigation 5 (very little in the way of details, clues or leads goes unnoticed).

Leadership (Non Assistable)

The ability to lead and inspire others. Note, the effects of L1 and L2 can be achieved through pure roleplaying, even if your character doesn't have the skill. This is fine. However these mechanics should aid quieter players when they are playing leaders and should be respected by those around them. [Please note that your leadership only applies to your direct command structure, when using Leadership you must indicate what branch your leadership applies to for example; Leadership 2 - Imperial Guard or Leadership 4 - Inquisition. If you are not part of that group you do not have to follow the orders however please be aware there may be in game consequences if you don't. Due to the nature of the Commissariat a call of Leadership - Commissar applies to both Commissars and Imperial Guard.](#)

Leadership 1: Authority - You speak with authority - You can order lower-ranking people around. Lower-ranked/status people of your own faction or command structure should do what you say or face IC consequences. People of other factions might feel the urge to jump to as well if it seems appropriate.

Leadership 2 - Presence: People tend to shut up and pay attention when you speak formally. Call this before making a speech and everyone should go quiet.

Leadership 3: Fearless - You are immune to fear effects (but not terror).

Leadership 4: Discipline - Those under your direct command and who can see you gain one resist fear per scene/encounter.

Leadership 5: Inspiring - Those under your direct command are immune to fear as long as they can see you. Everyone else within 20ft who can see you gain one resist fear per scene/encounter.

Leadership 6: Stalwart - You are immune to Terror.

Literacy

The ability to read and write in various languages.

Literacy 1 - Can read and write Low Gothic

Literacy 2 - Can read and write High Gothic

Literacy 3 - Can read and write one alien language

Literacy 4 - Can read and write two alien languages

Literacy 5 - Can read and write a [three](#) alien languages

Mechanics (Non Assistable)

The ability to mend/repair and modify weapons and armour, the statistic values are for repairing armour on events (additional rules in the game mechanics section). [Ranged armour can be repaired at the same rate as location repairs this however does count as a separate repairing action for the purposes of repair pack expenditure.](#)

Mechanics 1 - Basic Maintenance - Repair and maintain simple mechanical items (repair 1 AP of damage per 5 minutes of RP)

Mechanics 2 - Weapon Maintenance - Repair weapons (Repair 1 AP of damage per 4 Minutes of RP)

Mechanics 3 - Vehicle Maintenance - Repair vehicles (Repair 1 AP of damage per 3 minutes of RP, can repair destroyed locations to 1 after 30 minutes RP)

Mechanics 4 - Ship Maintenance - Repair ships (Repair 1 AP of damage per 2 minutes of RP)

Mechanics 5 - Artefact Maintenance - Repair technological artefacts (Repair 1 AP of damage per minute of RP, may now repair Power Armour at a rate of 1 AP per 3 minutes of RP)

Mechanics 6 – Repair 2 AP of damage per 1 minute of RP or 1 AP of damage per 2 minutes of RP to Power Armour

Mechanics 7 - Repair 2 AP of damage per 1 minute of RP or 1 AP of damage per 2 minutes of RP to Power Armour, May also now repair destroyed Power Armour locations after 30 minutes of RP

Mechanics 8 - Destroyed non Power Armour locations now take 15 minutes to repair.

Mechanics 9 - Repair 3 AP of damage per 1 minute of RP (non power armour) or 1 AP of damage per minute to Power Armour.

Mechanics 10 – Destroyed power armour now only takes 15 minutes to fix to 1 Loc point per location.

Medicae (Non Assistable)

Medicine in all its forms, from prescribing drugs to first aid to surgery. (additional rules in the game mechanics section).

Medicae 1 - Basic First Aid - You can use a basic medikit and stop an injury getting worse (allows basic tending to reduce the likely hood of limb loss)

Medicae 2 - Battlefield First Aid - You can slow the death count of an injured person (whilst being tended the wounded person counts every other second on their death count i.e. count one miss one. This does not double your death count as you must be tended for the duration to change.)

Medicae 3 - Medic - You can heal two body point or one locational points of an injured person (2 minutes roleplay for either effect)

Medicae 4 - Junior Surgeon - You can heal four body points and/or two locational points of an injured person (2 minutes roleplay for each/either effect)

Medicae 5 - Expert Surgeon - You can heal six body points and/or three locational points of an injured person (2 minutes roleplay for each/either effect)

To use the medicae skill of 3 or greater you must have medical supplies. These are created from first aid kits as follows: a basic first aid kit allows you to create your medicae level in supplies whilst a improved first aid kit allows you to make twice your medicae level in supplies.

Navigation (Land)

This covers all sorts of planet-side navigation using maps and GPS as well as figuring out tactics based on terrain.

Navigation (Land) 1 - Can read maps and not get lost in urban areas

Navigation (Land) 2 - Doesn't get lost in rural areas

Navigation (Land) 3 - Doesn't get lost in hostile and hard to navigate places e.g. jungles, deserts, seas

Navigation (Land) 4 - Can negotiate tough terrain and find the best way through it
Navigation (Land) 5 - Can figure out strategic and combat advantages from maps

Navigation – Ships

Space navigation, and at higher levels through the Warp.

Navigation - Ships 1 - Trainee Navigator - Can read a ship's navigation computer

Navigation - Ships 2 - Junior Navigator - Can program simple routes into a ship's navigation computer

Navigation - Ships 3 - Skilled Navigator - Can program complex routes into a ship's navigation computer

Navigation - Ships 4 - Expert Navigator - Can programme evasive manoeuvres and other danger-avoidance mechanisms into a ship's navigation computer

Navigation - Ships 5 - Master Navigator - Can find a way through very dangerous areas of space, such as plotting courses past black holes, warp anomalies and asteroid fields.

Pilot

Flying things, from high atmospheric craft (aeroplane equivalents) to 5 mile long starships.

Pilot 1 - You have basic training in piloting, can fly training vessels, and in good conditions

Pilot 2 - You can fly most civilian vessels, and in reasonable conditions

Pilot 3 - You can fly military vessels, and in most conditions

Pilot 4 - You can fly fighters, and in any conditions

Pilot 5 - You can pilot vast space hulks

Politics

You know who the movers and shakers are within your organisations and how to talk to them.

Politics 1 - You know who the legendary and important people in your character class are (status 9/10)

Politics 2 - You've heard of the famous people in your character class (status 7/8)

Politics 3 - You know the minor celebrities of your character class are (status 6) and know who the most important people of other classes are (status 9/10)

Politics 4 - You know most respected people in your character class (status 5) and know of famous people of other character classes (status 7/8)

Politics 5 - You have heard of pretty much anyone in your character class above (status 4) and the celebrities of other character classes (status 6)

Psychology

Psychology grants an understanding of the workings of the human mind. If you want psychology [alien species] then talk to a ref ☐

Psychology 1 - You can form a reasonably accurate idea of someone's personality from first impressions

Psychology 2 - You know what to say to appear reassuring

Psychology 3 - You can tell if someone's hiding something

Psychology 4 - You can fix minor psychological ailments given time

Psychology 5 - You can fix some quite significant psychological problems given time

Psyniscience (Non Assistable)

Your mind is attuned in some way to the Warp. Whilst this gives you access to a variety of psychic powers, exposure to the Warp is risky indeed. Speak to the refs if you want the list

of psyker abilities

Psyniscience 1 - Novice Psyker - 5 warp points. Two minor psionic abilities.

Psyniscience 2 - Initiate Psyker - 10 warp points. Access to one major path, gain one major power from this path and an additional minor psionic ability.

Psyniscience 3 - Trained Psyker - 20 warp points. Access to second major path, gain one major power from this path and an additional minor psionic ability.

Psyniscience 4 - Adept Psyker - 40 warp points. Access to third major path, gain one major power from this path and an additional minor psionic ability.

Psyniscience 5 - Master Psyker - 80 warp points. Access to fourth major path, gain one major power from this path and an additional minor psionic ability.

Scholastic Lore

At some point in your life you have been educated, perhaps formally in a Schola Progenium or with a tutor, or maybe you've made an effort to teach yourself. 'Scholarly field' can be pretty much anything not covered by Forbidden Lore.

General knowledge is available up until level 5, at level 6+ you must choose a speciality.

Scholastic Lore 1 - You have a basic training in your chosen scholarly field

Scholastic Lore 2 - You know quite a bit in your chosen scholarly field, enough to make a living from it

Scholastic Lore 3 - Trained Scholar - You are able to give confident instruction in your chosen scholarly field

Scholastic Lore 4 - You know a great deal about your chosen scholarly field, you're beginning to be considered an expert

Scholastic Lore 5 - You have a wide ranging and almost encyclopaedic knowledge about your chosen scholarly field and are renowned for your expertise

Secret Tongue

You know one or more secret or custom-made languages.

Secret Tongue 1 – You Have a working knowledge of one Secret Tongue

Secret Tongue 2 - You Have a working knowledge of one additional Secret Tongue

Secret Tongue 3 - You Have a working knowledge of one additional Secret Tongue

Secret Tongue 4 - You Have a working knowledge of one additional Secret Tongue

Secret Tongue 5 - You Have a working knowledge of one additional Secret Tongue

Security

This covers things such as surveillance and hacking.

Security 1 - You can find basic flaws in security

Security 2 - You can bypass cameras and other detection systems

Security 3 - You can pick locks

Security 4 - You can disarm cameras and other detection systems

Security 5 - You can hack into computers

Speak Language

You can speak languages other than Low Gothic. [Once you have this skill at level 3 you may start to pick up alien languages, other languages are available with ref approval.](#)

Speak Language 1 - You can speak High Gothic

Speak Language 2 - You can speak one other language

Speak Language 3 - You can speak two other languages
Speak Language 4 - You can speak [three](#) other languages
Speak Language 5 - You can speak [four](#) other languages

Stealth (Assistable in some situations)

How good you are at sneaking around, passing unnoticed and covering your tracks. Please see the section detailing how tracking, awareness and stealth interact for further information.

Survival

The ability to survive in less than comfortable conditions, survival covers environmental dangers rather than social ones (e.g. it will help you when up a mountain but it won't give you knowledge of the gang customs of an underhive).

Survival 1 - You have been given training in basic survival techniques

Survival 2 - You have enough training to survive in most places where there is significant life

Survival 3 - You can survive in quite desolate and bleak places

Survival 4 - You can survive for long periods in pretty much any planetary environment

Survival 5 - You can survive for long periods in pretty much any planetary environment

Tech Blessing (Non Assistable)

The abilities granted to you by the Machine God (tech priests only, see refs for a list of the skills available). [This skill determines the maximum amount of power available for fuelling tech blessing abilities, this ranges from level 1 through to level 10, please see the tech blessing document for additional information.](#)

Tracking

Following and finding people or deducing movements and details of those passing through an area. [You are able to follow the tracks of anything that has recently passed through the area you are looking at unless they have a stealth rating higher than your track.](#)

[Tracking 1 - You can track anything/anyone that doesn't have stealth \(stealth 0 or less\)](#)

[Tracking 2 - You can track anything/anyone that has stealth 1 or below](#)

[Tracking 3 - You can track anything/anyone that has stealth 2 or below](#)

[Tracking 4 - You can track anything/anyone that has stealth 3 or below](#)

[Tracking 5 - You can track anything/anyone that has stealth 4 or below](#)

[Tracking 6 - You can track anything/anyone that has stealth 5 or below](#)

[Tracking 7 - You can track anything/anyone that has stealth 6 or below](#)

[Tracking 8 - You can track anything/anyone that has stealth 7 or below](#)

[Tracking 9 - You can track anything/anyone that has stealth 8 or below](#)

[Tracking 10 - You can track anything/anyone that has stealth 9 or below](#)

Trade (Non Assistable)

This helps you get the equipment you want for other groups. All of the main status groups are available through trade, additional trade options are available to some classes.

Trade 1 – Reduce the cost of purchasing rare equipment via the acquisitions system by 1 xp.

Trade 2 – Pick one status group that you trade with, this allows you access to their status requisition at a -4 status level

Trade 3 – your initial pick is now at a -3 status level

Trade 4 – Pick a second status group that you trade with, this allows you access to their status requisition at a -4 status level,

Trade 5 – your initial pick is now at a -2 status level and your secondary is now at a -3

Trade 6 – Pick a third status group that you trade with, this allows you access to their status requisition at a -4 status level,

Trade 7 – your initial pick is now at a -1 status level, secondary at a -2, third at a -3

Trade 8 – Pick a fourth status group that you trade with, this allows you access to their status requisition at a -4 status level,

Trade 9 – your initial pick is now at a 0 modifier, second at -1, third at -2, fourth at -3.

Trade 10 – Pick a fifth status group that you trade with, this allows you access to their status requisition at a -4 status level,

Melee Weapon Skill (Non Assistable)

How skilled you are with weapons in hand to hand combat. Once you reach melee 4 you must decide if you are choosing the one handed route or the two handed route. You may re-purchase Melee 4+ for the other route if you wish

Melee Weapon Skill 1 - Basic Melee Weapon Skill - Call 1 damage, use basic melee weapons

Melee Weapon Skill 2 - Improved Melee Weapon Skill - Call 1 damage, use improved melee weapons

Melee Weapon Skill 3 - Advanced Melee Weapon Skill - Call 1 damage, use advanced melee weapons

Melee Weapon Skill 4 - Backstab/Knockback - Assuming opponent does not see you, twice a day you can call through from behind (1 handed weapon) or knock **back may be called twice a day** (opponent **moves** back 4 paces and falls over) (2 handed weapon)

Melee Weapon Skill 5 - Greater Melee Weapon Skill - Call 2 damage

Melee Weapon Skill 6 - Throat Slit/2 Handed Weapon Disarm - Twice a day you can slit someone's throat (assuming opponent doesn't see you, place weapon on chest and make call, BP to zero start death count, **This effect ignores armour as per the through rules**) (1 handed weapon) or you can disarm your opponent **twice a day, you must strike the limb or item you wish to disarm (shields may be disarmed)** (2 handed weapon)

Melee Weapon Skill 7 - 1 Handed Weapon Disarm/Mighty Strike - Twice a day you can disarm your opponent (1 handed weapon) or you now do Triple damage as a base (2 handed weapon).

Ranged Weapon Skill (Non Assistable)

How skilled you are with weapons in ranged combat. **Ranged Weapon Skill of 8+ must be in a chosen specific weapon type, examples are Las Sniper Rifle, Plasma Gun, Bolt Pistol, etc.**

Ranged Weapon Skill 1 - Basic Ranged Weapon Skill - Call 1 damage, use basic ranged weapons

Ranged Weapon Skill 2 - Improved Ranged Weapon Skill - Call 1 damage, use improved ranged weapons

Ranged Weapon Skill 3 - Advanced Ranged Weapon Skill - Call 1 damage, use advanced ranged weapons

Ranged Weapon Skill 4 - Good Aim - After taking careful aim for 30 seconds you may make one call of through

Ranged Weapon Skill 5 - Greater Ranged Weapon Skill - Call 2 damage or called shot at

1 damage - a called shot allows the user (after 30 seconds of aiming) to call a location, this causes damage as if it was a melee attack. Any called shots to the head count as torso hits]

Ranged Weapon Skill 6 - Crack Shot - Called shot at no penalty (the 30 seconds aiming is still required)

Ranged Weapon Skill 7 - Call 3 damage

Ranged Weapon Skill 8 – the duration required to aim for your called shot is reduced to 15 seconds aiming.

Ranged Weapon Skill 9 – the duration required to aim for your Good Aim ability (through damage) is reduced to 15 seconds.

Ranged Weapon Skill 10 – the duration required to aim for your called shot ability is removed.

Interaction of Stealth / Awareness / Tracking

These three skills interact as follows:

When using stealth you must roleplay being sneaky or moving stealthily and if someone shoots at you or indicates that they can see you, you must challenge them with your level of stealth at which point they will either respond with the fact they can see you or they can't.

If someone is not actively looking for someone using stealth then they can only use their awareness skill in comparison. If you spot someone indicating they are using stealth then you must OOC announce the level of awareness you are using and they will OOC indicate if you can see them with either an announcement to the affirmative or the negative.

If you are actively trying to see if someone is using stealth in the area then you may use a combination of tracking and awareness to discover if someone is using stealth, in this case you use the highest of either your stealth or awareness and add one quarter of the other skill rounded down.

To spot someone in stealth you must have a score either in one category or as a combination of the two that is higher than the targets stealth score, in both observing and remaining hidden. Equipment and good roleplay may give you bonuses or penalties to your final score.

Skills - Progression Costs

How much xp something costs depends on whether it is a primary, secondary or out of class skill for a particular character class. Here is a table of what levels cost what xp, this is cumulative so if you want to go up 2 levels in a skill, you pay the cost of both of them!

Below is a list of xp costs for both standard and specialist skills each skill will have an indication of which category it falls into.

Standard Skills

Primary skills costs 1 times the level going to, with the exception of raising a skill from a minus level where by it count as if you were raising it to level 1.

Secondary Skills cost 2 times the level going to, with the exception of raising a skill from a minus level where by it count as if you were raising it to level 1.

Out of Class Skills cost 3 times the level going to, with the exception of raising a skill from a minus level where by it count as if you were raising it to level 1.

The following table illustrates this:

Skill type	Cost in xp for levels			
	1	2	3	4
Primary skill	1	2	3	4
Secondary skill	2	4	6	8
Out of class skill	3	6	9	12

And here's a list of the skills and who has what as primaries.

Awareness

primary skill for: [arbitrators](#), psykers, space marine scouts

secondary skill for: everybody else

out of class skill for: nobody

Bionics

primary skill for: tech priests

out of class skill for: everybody else

Ciphers

primary skill for: psykers, [administratum \(scholar\)](#), [tech priests](#)

secondary skill for: administratum (politicians), assassins, clerics, inquisitors, rogue traders,

out of class skill for: everybody else

Common Lore

primary skill for: administratum (politicians & scholars), clerics, rogue traders

secondary skill for: everybody else

Demolitions

secondary skill for: assassins, guardsmen, Sisters of battle, space marine scouts

out of class skill for: everybody else

Dodge

primary skill for: guardsmen, sisters of battle, [assassins](#)

secondary skill for: everybody else

out of class skill for: tech priests

Drive

Primary skill for: [guardsmen](#)

secondary skill for: everybody [Else](#)

Fitness

primary skill for: guardsmen

secondary skill for: everybody else

out of class skill for: psykers, tech priests, [administratum \(scholar\)](#)

Forbidden Lore

primary skill for: inquisitors, psykers, [administratum \(scholar\)](#)

secondary skill for: everybody else

out of class skill for: assassins, arbitrators, guardsmen, navy

Interrogation

primary skill for: arbitrators, inquisitors

secondary skill for: administratum (politicians), clerics, commissars, navy, psykers, sisters of battle
out of class skill for: everybody else

Intimidation

primary skill for: commissars, inquisitors, sisters of battle, [psyker](#)
secondary skill for: everybody else
out of class skill for: administratum (scholars)

Investigation

primary skill for: arbitrators, inquisitors
secondary skill for: everybody else

Leadership

primary skill for: administratum (politicians), clerics, commissars, sisters of battle
secondary skill for: everybody else
out of class skill for: assassins

Literacy

primary skill for: [administratum \(Politician & Scholar\)](#), [cleric](#), [commissar](#), [inquisitor](#), [rogue trader](#),
[secondary skill for: everyone else.](#)

Mechanics

primary skill for: tech priests, [navy](#)
secondary skill for: administratum (scholars), guardsmen,
out of class skill for: everybody else

Medicae

primary skill for: clerics, tech priests
secondary skill for: everybody else

Navigation - Land

secondary skill for: everybody

Navigation - Ships

primary skill for: navy, rogue traders
secondary skill for: everybody else

Pilot

primary skill for: navy
secondary skill for: everybody else
out of class skill for: administratum (politicians), clerics, inquisitors, psykers

Politics

primary skill for: administratum (politicians), commissars, inquisitors, rogue traders
secondary skill for: arbitrators, clerics, psykers, [administratum \(scholar\)](#)
out of class skill for: everybody else

Psychology

primary skill for: administratum (politicians), clerics, psykers
secondary skill for: administratum (scholars), arbitrators, commissars, inquisitors, rogue

traders
out of class skill for: everybody else

Scholastic Lore

primary skill for: administratum (scholars), clerics, sisters of battle
secondary skill for: everybody else

Secret Tongue

secondary skill for: administratum (politicians & scholars), assassins, clerics, sisters of battle, space marine scouts, tech priests
out of class skill for: everybody else

Security

primary skill for: assassins, arbitrators, guardsmen, navy, space marine scouts, tech priests
secondary skill for: administratum (scholars), commissars, rogue traders, sisters of battle
out of class skill for: everybody else

Speak Language

primary skill for: administratum (scholars), rogue traders
secondary skill for: everybody else

Stealth

primary skill for: assassins, space marine scouts
secondary skill for: everybody else
out of class skill for: rogue traders, sisters of battle, [tech priests](#)

Survival

primary skill for: assassins, guardsmen
secondary skill for: everybody else
out of class skill for: administratum (politicians & scholars), clerics, psykers, rogue traders

Tracking

primary skill for: arbitrators, navy, space marine scouts
secondary skill for: everybody else
out of class skill for: administratum (politicians & [scholars](#)), clerics, commissars, [tech priests](#)

Trade

primary skill for: administratum (politicians), rogue traders
secondary skill for: assassins, clerics, guardsmen, navy, psykers, [administratum \(scholar\)](#)
out of class skill for: everybody else

Melee Weapon Skill

primary skill for: assassins, commissars, [sisters of battle](#), [space marine scouts](#)
secondary skill for: everybody else

Ranged Weapon Skill

primary skill for: assassins, arbitrators, commissars, guardsmen, navy, sisters of battle, space marine scouts
secondary skill for: everybody else

Specialist Skills

Primary Skills cost 3 times the level going to, with the exception of raising a skill from a minus level where by it count as if you were raising it to level 1.

Secondary Skills cost 6 times the level you are going to, with the exception of raising a skill from a minus level where by it counts as if you were raising it to level 1

Out of Class Skills cost 9 times the level going to, with the exception of raising a skill from a minus level where by it count as if you were raising it to level 1. Unless informed by the Ref Team that you may purchase these skills as an out of class skill you are not able to purchase these without them either being a Primary or Secondary Skill (xp costs have been included for completeness)

The following table illustrates this:

Skill type	Cost in xp for levels				
	1	2	3	4	5
Primary skill	3	6	9	12	15
Secondary skill	6	12	18	24	30
Out of class skill	9	18	27	36	45

Psyniscience

primary skill for: psykers

out of class skill for: everybody else

Tech Blessing

primary skill for: tech priests

out of class skill for: everybody else

Flaws

There is no system in this game for 'flaws' as such, but you can have whatever you like, and you may get better xp if you do roleplay them.

Saying that, you can trade up to 3 points of insanity at character creation (and only at character creation) for xp! You get 1xp for each dot of insanity. But we'll be watching out for the slight psychological issues being roleplayed.

Equipment

Characters begin with the following equipment for free based on their status class (please note this is not based on your chosen template but on your primary status) you may have as many additional Items which provide no mechanical benefit as you wish. The below equipment is as general as possible there will be a few exceptions where a specific Item of equipment is listed, you may NOT swap a specific Item for another in that category, you may however swap one non specific item for another of the same level i.e. swapping a Basic Medi Kit for a Basic Tool Kit. You do not have to take any or all of the items listed in the relevant section for your character also you may not swap items for other items or trade some in for something else. Any Item not listed that you want you must acquire with either your starting points or xp.

Administratum

Basic Ranged Weapon, Basic Melee Weapon

Assassin

Basic Armour, Basic Melee Weapon, Basic Ranged Weapon

Arbitrator

Basic Armour, Basic Melee Weapon, Shotgun

Cleric

Basic Ranged Weapon, Basic Melee Weapon, Basic Medi Kit

Commissar

Basic Armour, Basic melee Weapon, Basic Pistol (free upgrade to a Bolt Pistol if starting on Status 2+)

Guardsmen

Basic Armour, Basic Ranged Weapon, Grenades – Smoke (Basic Item), Basic Medi Kit

Inquisitor

Basic Armour, Basic Ranged Weapon, Basic Melee Weapon

Navy

Basic Armour, Basic Ranged Weapon, GPS Navigation Device, Basic Medi Kit

Psyker

Mercy Dagger (must be carried at all times if sanctioned Psyker), Basic ranged Weapon, Basic medi Kit

Rogue Trader

Basic Armour, Sword, Basic pistol (Las or Auto), Basic Medi Kit

Sister of Battle

Basic Armour, Basic Melee Weapon, Basic Ranged Weapon, Basic Medi Kit

Space Marine Scout

Basic Armour, Basic Melee Weapon, Basic Ranged Weapon, Basic Medi kit

Tech Priest

Basic Ranged Weapon, Basic Tool Kit, Basic Medi Kit, one Basic Bionics upgrades (no more than 1 xp worth).

Grenades – Frag (improved Item)	Military / Space marine scout only
Explosives – Dem Charges (Adv Grenade)	Military / Space marine scout only
GPS Navigation System (Basic Item)	No restrictions
Survival Equipment (Basic Item)	No Restrictions
Verispex Kit (Basic Item, +1 Investigation)	Arbitrators only
Security Kit (Basic Item, +1 Security)	No restrictions
Stealth Suit / Cloak (+1 Stealth ,counts as an improved item i.e. you must spend 2 points to gain this item as there is no basic version).	Assassin / Imperial Guard / Space Marine Scout Status 2+
Basic Bionics upgrades (1 xp worth)	Not restricted
Improved Bionics Upgrades (2 xp worth)	Not restricted
Advanced Bionics Upgrades (3 xp Worth)	Tech Priest only

Bionic upgrades allows you to spread the xp value of the relevant upgrade level across more than one item i.e. a tech priest taking advanced Bionics upgrade may either have one item with a value of 3 xp or spread it around for three items at 1 xp or a 2xp and a 1 xp item. Bionic Pre-requisites still apply.

Exhaustible supplies e.g. grenades, first aid kits etc. are replenished every game.

The following Items are not available at character creation, they do however have the following weapon categories for the purposes of your ability to use them.

Flamer – Improved Ranged Weapon
 Plasma/Melta Pistol – Improved Ranged Weapon
 Plasma/Melta Gun – Advanced Ranged Weapon
 Heavy Flamer – Advanced Ranged Weapon
 Rocket Launcher – Advanced Ranged Weapon
 Needler Pistol – Advanced Ranged Weapon
 Needler Rifle – Advanced Ranged Weapon
 Webbers – Advanced Ranged Weapon
 Graviton Gun – Requires Ranged 5 to use
 Hell Gun – Advanced Ranged Weapon
 Power Sword – Advanced Melee Weapon
 Force Sword – Advanced Melee Weapon
 Mono version of a basic Weapon – Improved Melee Weapon
 Thunder Hammer – Advanced Melee Weapon

Other weapons found within the game or through the individual class supplements will indicate what category they belong to or give a minimum melee or ranged skill to use along with additional rules relating to them.

Bionics

These are split into two types:

- a). Generally available (anyone can get these, but not necessarily easily)
- b). Tech priest only (plus Skitarii)

Tech priest only Bionics are available to non-tech Priests who have status in the tech Priest's at normal cost. Those without status can acquire them through PC Tech priests or through Trade at Double cost or 2 xp which ever is greater (PC's without Tech Priest Status can not start with Tech Priest Only Bionics.)

Generally Available Bionics

Artificial Limbs, Eyes, lungs etc are available to all characters, the standard bionic unit provides no benefit to the user except the ability to continue functioning, they have little in the way of shielding from electro interference (i.e. EMP) and may not be entirely water tight. All of these do not cost the recipient in the way of xp and do not require status to acquire.

The following is a List of Bionics that are available at various xp costs.

Cybernetic Arm – This unit is water tight and has a measure of shielding against hostile electro effects (minor protection against environmental effects) – No cost

Cybernetic Arm Skill Upgrade level 1 – this upgrade replaces the hand with various tool which provide a +1 bonus to the relevant non combat skill. – 1 xp

Cybernetic Arm Skill Upgrade level 2 – This provides the same effect as skill upgrade level 1 except that the hand is retained and the tools can be withdrawn into the artificial limb. – 2 xp (Must have Cybernetic Arm skill upgrade level 1)

Cybernetic Eyes – This unit has a measure of shielding against hostile electro effects and is water tight. – No Cost

Enhanced Vision level 1 – This upgrade provides a +1 bonus to the Awareness skill however the user is prone to disorientation effects as the optic receivers will process the information regardless of circumstance (increased effect from visual based stun attacks (+5 seconds)) – 1 xp

Enhanced Vision Level 2 – This upgrade removes the negative effect from Enhanced Vision Level 1 – 2 xp (must have Enhanced Vision level 1 first)

Cybernetic Legs - This unit has a measure of shielding against hostile electro effects and is water tight. – No Cost

Cybernetic Leg Speed Enhancement Level 1 – This upgrade provides 1 extra dodge per day – 2 xp

Cybernetic Leg Sturdy Upgrade Level 1 – This Enchantment allows the recipient to call no effect to 1 call of knock back per day. 2 xp

Torso - This unit has a measure of shielding against hostile electro effects and is water tight. – No Cost

Sub-dermal Armour – This upgrade provides 1 pt of additional armour against melee attacks that can only be repaired by someone skilled in the maintenance of Bionic units – 1 xp per location, this implant does not require any other cybernetic implants to function. This may be purchased once per location but counts as a Bionic implant for the purposes of reinforcement purposes.

Reinforced upgrade – this upgrade can be placed in any location that has a bionic unit (arms/legs/Torso) this increases the locational hits to that location by 1 (must be acquired separately for each location) – 2 xp may only be repaired by mechanics skill.

Life support system (Loc) – This Bionic Implant is relatively rare within the imperium the mechanical effect is it auto heals the first 2 points of damage received to the locational hit points. Once this has happened the system shuts down for a 12 hour period to recharge. – 5 xp

Life Support system (BP) – This works the same way as the Loc system except it auto heals to first 4 points of BP damage. – 5 xp

Standard breathers – heavily reduces the effect of airborne toxins – 1 xp

Vox Box – allows recipient to speak in an artificial manner if throat is destroyed – no cost

Tech Priest Only

Integrated Melee Weapon – this integrates a melee weapon replacing the hand or lower arm – 1 xp (on top of weapon cost)

Advanced Integrated Melee Weapon – This integrates a small melee weapon that retracts into the limb of the tech priest – 2 xp can replace an integrated melee weapon, may not be on the same arm as another weapon system (melee or ranged) – (on top of weapon cost)

Integrated Ranged weapon this integrates a Ranged weapon into the hand or arm of the Tech Priest – 1 xp (on top of weapon cost)

Advanced Integrated Ranged weapon – this integrates a ranged weapon that can be retracted into the arm of the recipient. – 2 xp (on top of weapon cost)

Cybernetic Arm Skill upgrade level 3 – acts as Skill upgrade level 2 but provides a +2 – Cost 2 xp, must have Cybernetic Arm skill upgrade level 2.

Cybernetic Leg speed enhancement level 2 this provides 2 dodges a day instead of 1 – 3 xp, must have Cybernetic Leg speed enhancement level 1

Optic suppressor upgrade – this enhancement allows the Tech Priest to call 'no effect' to 4 blindness calls or visual based stun calls. Once they have all been called the upgrade needs 24 hours to recharge. – 3 xp

Advanced Breather – Immunity to air borne toxins – 2 xp

Power Pack – Provides 20 charge for the purpose of Tech blessings and recharging machinery – No cost (these can be of any size ranging from internal power supplies through to very large power sources, however internal sources are very rare and difficult to upgrade, to reflect that it will cost double the amount of xp to upgrade an internal power source).

Power pack Upgrade – Provides an additional 10 charge (may be purchased up to a number of times equal to the recipient Tech blessing rating (Theoretical maximum charge from power pack is 130 = 100 from tech blessing 10, an additional 10 from blessing of the Omniah and 20 from base pack) – 5 xp per upgrade

Electromagnet implant - pre req for magnetism tech blessing – no cost

Data jack - allow direct interface with machinery – no cost

Vox Caster/ Vox Box – pre req for Blessings of Sound and allows the speaking of Binary (all Tech priests understand Binary) – no cost

Electoos Implant (pre req for tech blessing) – no cost

Money and loot

There is no tangible money in the game system. All civilised members of the Imperium have various forms of credit chips. Feral and feudal worlds might still use hard cash, but their coinage is going to be worthless as soon as you take it off world.

All player characters will have some means of income between games, probably a salary of some description. Mechanics-wise, this is accounted for IC in status and XP.

[Although there will not be any money on those that are killed or within secure areas, there may well be items that can be used by characters as well as unspent ammunition.](#)

Other In-Game Rules/Game Mechanics

Combat Statistics

Death Unto Darkness uses a dual-stat system for combat. Each character has a stat called Body and a stat called Location. Normal starting characters will begin with 10 Body Points (BP) and 2 Location Points (LP) per location (i.e. on each arm, leg and the torso). In the system there are no hits to the head, so no stat is assigned to it. Both BP and LP can eventually be increased by adding augmentations and so on with experience points.

Rule on injury, healing and death can be found later.

Ranged Combat

Ranged Combat is defined as combat with any kind of projectile weapon, including guns, artillery, rockets, grenades and the humble bow and arrow. In order to fight with ranged weapons, the character must possess the appropriate level of ranged combat skill. All characters start with (at least) Ranged 1 and can use basic weapons (las-pistols and small bolters).

To attack with a ranged weapon, point the phys-rep at the target, fire a larp-safe projectile at the target and shout the damage type and amount (e.g.. "Las single") In addition to this you must give an indicator of who you are shooting at i.e. target's name (or some other means of clearly identifying the target) this tends to be less of an issue if you are only fighting one person but in larger combats of people do not know who you are shooting at then they don't get hit (this works both ways).

As long as the target is in clear line of sight (there are no obstructions such as trees or other people between you and the target), and is within reasonable range (use

common sense, but ultimately up to ref discretion), then the attack will succeed (regardless of whether the phys-rep projectile hits the target or not), and the target should deduct the amount of damage from their BP.

Critical Hits

If whilst firing, the phys-rep projectile hits the target, then the shot is considered to be a 'critical hit' and the target takes an additional point of BP damage. Wearing armour can negate this bonus (see 'Armour') for more details.

Weapon Jams

Weapons in the 41st millennium are notoriously unreliable. If your phys-rep jams in combat, then it has happened to your character. You will be unable to fire until you are able to fix the jam in your phys-rep.

Ammo

You have as much ammo as you have phys-repped. Each time you shoot you will lose a phys-rep. If you run out of ammo, then you will be unable to use your ranged weapons. You will need to find some more or use an alternative means of fighting (such as melee)! Note: Different colours of phys-reps will be used to represent different types of ammo. So if you have a las-pistol, you will only be able to use red-coloured ammo with it for example.

Ammo which has been fired is considered to be spent and cannot be re-used. The crew will collect up all used ammo after the combat. There are various ways to obtain replacement ammo throughout the game. Be sure to look out for them!

Suppression

Suppression fire can only be used in reasonably open spaces. This will be down to ref judgement if not obvious. It has a 45 degree cone effect and is short range (nerf dart range). Everyone in range (including allies) takes one BP hit and must dive for cover, or start taking additional hits at a rate of 1 per 2 seconds out in the open. To use suppression fire you must fire off your ammo at the quickest rate you can whilst shouting 'suppression fire'. Only heavy weapons or Flamer weapons are capable of suppressive fire.

Las charge packs

Weapons of the las class have a unique ability in that they can be recharged. Charging Posts can be found at any suitably technological or military facility or outpost (we'll try and get phys rep for it). Las packs take 30 mins to recharge. Come and see a ref for ammo once done. In the absence of a Charging Post, las packs can be recharged on a fire. This also takes 30 minutes to complete and will restore the same amount of ammo, but the las pack will be damaged in the process and will not be able to be recharged (by any means) again.

Melee Combat

Melee combat is done using normal larp weapons. Unlike ranged combat, there is no automatic damage - damage is only done with a successful hit. The amount of damage done depends on the type of weapon and the skill of the user. When a successful hit on the target has been made, the amount of damage is subtracted from BOTH the target's BP and the LP for that location. This does make melee combat more lethal than ranged combat - this is intentional! Armour can absorb some of the damage.

Armour

There are several categories of armour - light, medium, heavy, standard power, space marine power and terminator armour. Each of these armour types provides different benefits to the wearer and also require different phys reps to wear (please speak to the ref team if you are interested in the minimum phys rep requirement for armours).

The benefit that all armour provides regardless of type is if you are hit in a location by a critical hit where you are wearing working armour then you do not take the additional damage from the critical hit.

All armour provides both Melee Armour and Ranged Armour. Melee Armour is location based where as Ranged Armour is an overall value for the whole suit of armour.

When armour reaches 0 in a location it is non functional should it reach a minus number then it is destroyed.

Through damage has a special property in regard to armour, if the call of through is made it will ignore the armour worn.

Basic Armour - Light

This armour type provides 2 point of armour in melee combat, it additionally provides the ability to ignore 2 ranged hits before becoming non functional.

Examples - flak vest, leather armour etc.

Improved Armour - Medium

This armour type provides 4 points of armour in melee combat; it additionally provides the ability to ignore 4 ranged hits before becoming non-functional.

Examples - military grade flak armour, medieval plate mail or chain mail, standard carapace, 'medium' grade exotic armours etc.

Advanced Armour - Heavy

This armour type provides 6 points of armour in melee combat; it additionally provides the ability to ignore 6 ranged hits before becoming non-functional.

Examples - storm trooper, carapace, heavy or rare non-powered exotic armours etc.

Final say on armour type is down to the ref team.

Power Armour

Power armour is exceptionally rare and very powerful as shown below, and works slightly differently to non-powered armour. All powered armour provides a differing amount of damage reduction to all incoming attacks (both ranged and melee) although they can be lowered to non-functional through normal attacks it requires a powered weapon or similar to destroy powered armour.

The damage reduction applies even if the armour is non-functional however if the entire armour is destroyed then the damage reduction stops working as well.

There are three types of power armour:

- 1) Standard Power Armour
- 2) Space Marine Power Armour
- 3) Space Marine Terminator Power Armour

All power armour provides a measure of damage reduction as well as locational points that are removed before the location is damaged.

Non-powered weapons cannot permanently destroy a location of power armour, but they can however make it unusable until fixed. Should a location be struck by a power weapon (or its equivalent) the damage reduction is bypassed and the location can be destroyed (unless otherwise stated).

For a call of through to work against Power Armour it must have the Power call along with it, this will by pass the armour entirely (and thus the damage reduction with the exception of Terminator Armour 1 point of Damage reduction that can not be by passed).

Standard Power Armour

This suit provides 8 locational points and 1 point of damage reduction (with the exception of powered weapons or similar). It can also soak 8 direct hits from a ranged weapon (remember to reduce the damage by 1 point *unless its powered damage, if the damage resistance absorbs all the damage the ranged armour does not expend any of its ranged armour points*).

Space Marine Armour

This suit provides 10 locational points and 2 points of damage reduction. It can also soak 10 direct hits from a ranged weapon (remember to reduce the damage by 2 points *unless its powered damage, if the damage resistance absorbs all the damage the ranged armour does not expend any of its ranged armour points*).

Space Marine Terminator Armour

This suit provides 16 locational points and 3 points of damage reduction unless it is a powered attack where it provides 1 point of damage reduction. It can also soak 16 direct hits from a ranged weapon (remember to reduce the damage by 3 points *unless its powered damage, if the damage resistance absorbs all the damage the ranged armour does not expend any of its ranged armour points*).

Power Weapons and Other Weapon Effects

Powered weapons (this is a larger category as explained below) are rare and powerful items. They are capable of cutting through all but the most powerful armours as if they were not there and are able to hurt creatures from the warp.

Mechanically, power weapons ignore non powered armour when they strike (ranged weapons ignore the capability of armour to ignore a number of ranged attacks) unless the armour itself is power armour (or similar) in which case the power weapon attack ignores the damage reduction of the power armour but not the location hits.

The following calls carry the same effect as Power: Power, Melta, Plasma, Force. This list is not exhaustive and will be added to over time.

Bolt Weapons

Bolt pistols are available at status 2 (all factions) and must be phys-repped accordingly. Bolt weapons grant an extra level of damage three times per day.

Flame Weapons

There are three types, Hand Flamer, Flamer and Heavy Flamer - all of these weapons do the same thing but over a larger range. When fired normally all targets within a 30 degree cone from the front of the weapon to a range of 2m / 5m / 10m (according to size of weapon) are struck by the damage (this includes allies!). All Flamer weapons are capable of producing a suppression effect as per suppression rules.

Flame Weapons are available at varying status levels depending on faction.

Ecclesiarchy and Sisters of Battle can begin play with Hand Flamers (Flame pistols).

Chain Weapons

Chain weapons are available at status 2 (all factions) and must be phys-repped accordingly. Chain weapons grant an extra level of damage three times per day.

Mono Weapons

Mono weapons do +1 damage. [You can not normally get a mono chain weapon.](#)

Shock Weapons

Shock Weapons are available at varying status levels depending on faction. Adeptus Arbites can begin play with them. Shock weapons do non-lethal damage. If you reach 0 BP or 0 chest LP when attacked with a shock weapon, you will fall unconscious and take no further damage from the shock weapon you also do not begin your death count providing the Shock weapon was the damage that took you to 0 PB or loc chest. You will then regain BP and LP at a rate of 1 per minute once the combat is over.

Stun Weapons

[These weapons provide the user the ability to call stun 3 times per day, If hit by a stun weapon, the target may only defend themselves for 10 seconds after which they may act as normal \(the 10 second count is from the last call of Stun, if more than one call is used within the initial 10 seconds they do not add together they only reset the count\).](#)

Force Weapons

Force weapons are fully detailed in the Psyker Guide, If struck by force damage it is counted as power damage as per the Power weapon Rules.

[Webbers – This weapon does no damage in and off itself and can not be made to do so. Once every 15 minutes the user is able to call make a call of **entangle**, the person struck by a webber effect is not able to move until they have either cut themselves free or been cut free \(takes 15 seconds phys repping cutting with a bladed LARP weapon\) they are however able to defend themselves, some powerful creatures will be able to ignore this effect.](#)

[Needlers – Needler weapons do Poison damage \(as such their damage line is <target> Poison <damage amount>\) the additional effect of Poison damage is that if the target takes any BP damage from the shot then they take an additional point of BP damage every 10 seconds for 30 seconds. Please note you can not do locational damage with these weapons, additional shots from a needle weapon doe not increase the damage from the follow up poison, additional calls of poison increase the duration of the poison by 10 seconds to a maximum of 60 seconds at which point the targets system has too much poison within to be of any additional effect and must run its course before any further durational poisons may be used. Should the user have access to other types of poison they may use those poisons through the Needler \(please inform the ref first as to the type of poison used\)](#)

Graviton Guns – these are exceptionally rare weapons which influence the gravity of the object it strikes. If struck by a Graviton weapon the target is forced to the floor, the call for this is **strike down 5 seconds**, Graviton guns do not cause any damage to the target the call line for these are as follows <target> Strikedown 5 Seconds. Due to the unstable nature of these weapons they require a one minute recharge time after every shot.

Hell Guns - These weapons are commonly found in the hands of Imperial Guard Veterans, Rogue trader crews and Tech Priest Skitarii, they do not use standard charge packs that most Las weapons use but have battery packs normally connected by Cables which contain the charge in a liquid form, by their nature the user can over force more charge out on a shot making the Las hit harder however due to the volatile nature of the charge packs they can not be recharged by placing them in a fire for a period of time.

Mechanical effects – To represent the ability to over charge these a limited number of times these las weapons gain the following effect – 3 times per day the user may make one call of Power Las, additional xp may be spend on these weapons to increase the size and instability of the charge pack (to be phys repped accordingly) at a rate of 1 xp per additional use per day to a maximum of 3 additional uses per day.

Shotguns – Given the nature of shotguns they work slightly differently for the purposes of high levels of Ranged combat skill. Any point where the ranged combat skill allows you to do through the shotgun instead does strikedown (fall over so either your back or your hands and knees touch the ground for 1 second before getting back up).

Explosives

The damage from a grenade is as follows:

If you are within 2 metres of a grenade when it goes off you will take a triple through knockback (BP damage).

Rockets count as grenades with a 4 metre blast area, If you get struck directly by the rocket the location struck takes a triple through knockback and the damage becomes Location based.

Land mines damage call is quad through to the location that triggered it (yes they are nasty).

Claymores and other anti-personnel mines are considered to have a maximum damage equal to the demolitions rating of the person setting the device. **Please speak to a ref for the exact damage they will provide.**

For all other explosives and demolitions effects speak to the ref at the game as it depends what you plan on doing with them!

To use a grenade safely you must have the demolitions skill at level 1 or better (this includes the safe use of grenade launchers), to safely utilise rocket launchers you must have demolitions of 2 or greater. For the use of claymore style mines you must have demolitions of 3 or greater and you must have demolitions of 4 or greater to safely utilise buried land mines.

Damage

If your BP falls to 0 or below, then you fall unconscious. Keep count of negative

damage. If your BP falls to -10, then you are dead. For each minute that you are unconscious, subtract 1 BP. Example: Cassius is shot by an Ork with a Bolter doing 3 points of damage. The Ork also manages to hit Cassius with the phys-rep, raising the damage to 4. Cassius had already been hit a few times and was down to 2 BP. After this new hit, he is now on -2 BP and will fall unconscious. Unless tended to by a medic, he will continue to lose BP once a minute for the next 8 minutes until he reaches -10 and dies.

If your LP for a location falls to 0, then that location becomes useless. If your torso falls to 0, then your BP immediately drops to 0. You fall unconscious and will start losing BP as described above. If your torso takes more damage beyond 0 then each additional point of damage is subtracted from BP. If a limb LP falls to -2, then that limb is severed. You will need to obtain an augmetic replacement, most likely during downtime. High level medics may be able to offer more immediate assistance.

Damaged Bionics

Any location that has been replaced by Bionics can not be healed by Medicae but can instead be repaired by mechanics.

Famous Last Words

When falling unconscious, it is possible to speak in character and make some 'famous last words'. Please play fair though. Simple role-playing, whimpering for/at the medic, making witty dying remarks and so on are all fine. However, use of special abilities or passing on game information (e.g. 'the assassin is behind the tree') is not allowed.

Damage Types and Calls

Damage calls are currently: <Type> <Power> e.g. las single, bolt double, chain single

Currently recognised damage types:

Ranged:	Melee:
Las / Auto	Normal weapon – no call required unless calling double or higher
Stub	Chain*
Bolt*	Force*
Flame*	Shock*
Plasma*	Stun*
Melta*	Power

Rockets and grenades are covered separately and are not skill dependent for damage.

All ranged attacks do equal damage on normal unarmoured targets. So 10 las singles = 10 bolt singles = 10 plasma singles. Asterisked damage types have special effects

[If you hear an unfamiliar damage type, assume it operates the same as las. If there are any differences to this, they will be briefed pre-game.](#)

Certain types of armour (i.e. power!) may render the wearer immune to certain types of damage. In addition, monsters and enemies may have resistances to some damage types. Equally, they may have vulnerabilities to others. This will be briefed to relevant crew at the time. If an enemy is not taking damage from a particular type of damage, this will be shouted at the time.

Healing and Repairing

Healing

The Medicae skill will allow someone to be patched up and fighting fit, there are however a few limitations on this skill. Once someone enters their death count it does not stop until their BP (and if applicable their torso LP) are in the positive number, this means that whilst someone is in their death count every minute that passes they lose 1 BP even if you are attempting to heal them (this is to show it is possible to bleed to death on an operating table, please remember that there are ways of slowing the BP losse through bleeding out i.e. medicae 2 allows the person bleeding to miss every other second whilst counting), Think of medicae work on someone in negative BP as in field operations.

In addition to the above every person who is tending someone to heal them (i.e. medicae 3+) requires medical supplies. The way these work is as follows, if a person has a basic first aid kit they may produce a number of medical supplies per day equal to their medicae level (this is regardless of their level of medicae), if they are using an advanced Medical kit they double their medicae level to determine their available supplies per day (any unused supplies are not lost from day to day, but do not carry over into the next event), Each time you wish to use Medicae of level 3+ (from this point called a tending) you must use one medical supply, each tending will last until you have finished healing that person (or are interrupted) of either BP or LP please remember that you can only heal as specified by your level of medicae (i.e. Medicae 3 you can heal 2 BP every two minutes, so to heal 8 BP you must constantly tend that person for 8 minutes, to heal both BP and LP on one person require 2 tendings.

Mechanics

As you may or may not of noticed above Bionic Limbs and implant armour can only be repaired by mechanics and not healed by medicae. The Process works exactly like Medicae but also applies to armour repairing as well.

FEAR

Fear is a large part of the 40k universe, many different creatures and situations can cause this.

Fear effects come in several grades. Fear can be directed at a single target or at everyone and lasts for certain amount of time defined at the time. Fear can be resisted in various ways.

Terror is always an AOE effect and can be long-lasting. Terror will be rare but is something far beyond mere fear and should be roleplayed appropriately. Only the most stalwart people can resist it.

Target (named target runs away for duration)

Mass (everyone runs away for duration)

Terror (everyone runs away unless immune until refs say it is over)

Fear Call = <Target/Mass> FEAR <Duration>

Terror Call = TERROR <always counts as mass> <Duration>

Insanity and Corruption

The galaxy of the 41st Millennium is a horrifying place and certain sights and experiences could extract a more mental toll from your character. Insanity is rated from 0 to 10 for each character. Most characters start with 0 insanity. Insanity points are given out by the refs after certain encounters. Whilst relatively mild horror could affect a low-insanity character, it will take a much more severe horror to increase the insanity of a high-insanity character (who is, after all, most likely insane due to having seen it all before!). Insanity is primarily a role-playing effect. As your insanity increases, you may be asked to take on derangements and other afflictions. It may be possible to lower your insanity score by going through psychiatric treatment. If your insanity reaches 10, your character is considered to have gone through the point of no return and must be retired.

Corruption works in a similar fashion, and can be caused by exposure to chaos and other effects of the warp. Unlike insanity, the effects of corruption are not immediately evident, so whilst you will always know your insanity score, your corruption score will be recorded by the refs and kept secret. As your corruption increases, the refs will advise you of any noticeable effects. There may be ways of reducing your corruption score - it's up to you to find them out. If your corruption reaches 10, then you will have succumbed completely to chaos and your character will become a plaything of the powers (i.e. your character will become an NPC).

XP and Post game stuff

XP Awards

Players, refs and crew will all be awarded xp per event as follows:

Players: 3xp standard. 1 additional xp at ref discretion (for outstanding roleplaying, costume or similar). 1 xp for submitting a downtime. This means players will get 4-5xp for each game (assuming they send a downtime).

Crew: Earn 2xp per event crewed towards one of their own characters of their choice. If they do not yet have a character in the system, this xp can be saved until they wish to create one to play. [Crew may also downtime as if they were playing the event crewed however they may not have any impact on the event itself.](#)

Refs: They each get 4xp per event reffed towards one of their own characters of their choice. If they do not yet have a character in the system, this xp can be saved until they wish to create one to play. If you are interested in reffing an event, please speak to the ref team to discuss further. [Refs may also downtime as if they were playing the event reffed however they may not have any impact on the event itself](#)

Multiple Characters and Downtimes

You can have as many characters in the system as you want, but you need to decide in advance which one you want to play at each event and inform the refs when asked. XP awards will be granted only to the character played on the event. In the event of character death, or other OOC issue (e.g. brand new character concept not being enjoyable), then a different character can be played and the XP award will go to this character. This is entirely down to ref discretion. There must be no contact or relationship between different characters of the same player, and under no circumstances can equipment or other resources be transferred between characters.

Downtimes can only be submitted for the character you played on the event (the one with the xp award). The 1 xp for submitting a downtime can be claimed at the time of writing it – this means you can spend that point within the downtime rather than having to wait until next time. Downtimes must be submitted on the correct form and to the correct email address (downtime@deathuntodarkness.org). Downtimes must be received by the refs at least 4 weeks before the next event (whether playing it or not), unless otherwise stated by the refs. We will endeavour to send any responses (eg to research topics) at least one week before the game. The earlier you send us your downtime, the earlier you are likely to get the response. There is no real limit on the number of actions you can take during a downtime other than common sense of what is possible within the timeframe. Unless otherwise stated, games are considered to run in 'real time' – if there is a 3 month gap between games, then 3 months will pass in game-time as well. Don't forget travelling time in the Imperium can take weeks or more.

If you miss an event but still want to send a downtime, for instance to continue research from earlier, then please speak to a ref. No XP will be awarded for these kinds of additional downtimes.

Acquisitions

This is part of the downtime process where you can use your status to acquire rare or valuable items for your character, most characters can make only one acquisition per downtime period (exceptions are listed in their relevant Class supplement).

Rare Equipment

Below is the current list of status required items. These are broken down into two different categories restricted and valuable. Restricted Items are items that do not require xp to acquire but do require status, Valuable Items require xp to acquire to indicate an investment in time and energy to gain (further details in the Valuable section). Both Status requirement and XP cost do not count if the item is acquired on a game.

Restricted Items

Below is the list of restricted Item and their Status levels

Bolt Pistol – Status 2 (sisters of battle, Space marine Scout, Inquisition, Rogue traders, Commissars) Status 3 all other classes.

Bolter – Status 3 (Space marine Scout) Status 4 (Everyone else)

Heavy Bolter – Status 3 (Imperial Guard, Space marine Scout), Status 4 (Everyone Else)

Chain Weapons – Status 2 All Classes

Webbers – Minimum Status 4 (Imperial Guard, Arbites) or 5 (everyone else)

Shock Weapons – Status 1 (Arbites), Status 3 (everyone else)

Stun Weapons – Status 1 (Arbites), Status 3 (Everyone else)

Targeter – Status 5 (Space marine, Imperial Guard), Status 6 (Everyone else)

Jump pack – Status 5

Flame Weapons – Status 2

Valuable Equipment

Valuable equipment costs xp to gain as well as a minimum status level, the xp cost is variable depending on Status (the higher your status the less effort you have to go to get an item, hence the less xp you pay (this is not retroactive i.e. no xp rebate when you gain more status). How the break down works is as follows – To acquire an item at your status level (i.e. Status 6 gaining a Power sword) you will need to pay 4 xp per item, each additional level of status above the minimum required decreases the cost by one point i.e. Status 8 PC acquiring a Power Sword (Status 6 minimum) will pay 2 xp to acquire it.

Below is a list of Valuable equipment

Power Weapon – Status 6

Plasma Weapon – Status 6

Melta Weapon – Status 6

Power Armour (normal) Status 6

Astartes Level Power Armour – Status 8 (Space marine Only)

Terminator Armour – Status 10 (Space marine Only)

Thunder Hammer – Status 7 (Space Marine) Status 8 (Everyone else)

Graviton Guns – Minimum Status 8 (Imperial Guard) Status 9 (everyone Else)

Storm shield – Status 6 (Space marine) Status 8 (Everyone else)

Needler weapons – Status 4 (Assassin) Status 5 (Everyone else)

Mono Weapon – Status 4 (Sister of Battle, Imperial Guard, Assassin, Space Marine Scout, Commissar, Rogue Trader) Status 5 (Everyone else)

Hell Guns – Status 4 (Imperial Guard, Tech Priests, Rogue Traders)

Equipment and what it does

Below is a list of non standard Equipment and how it works.

Targeter – when a targeter is attached to a ranged weapon you may call no effect to one call of dodge every 30 minutes, the user of the dodge may not call a dodge a second time against that damage call.

Jump Pack – The user of this device may make the call 'Jump' and move up to 10 meters in any direction 3 times per day, they may not be targeted or attacked whilst

jumping. This may at the ref's discretion be used at other times to cross obstacles and other such dangerous ground in addition to the daily allowance.

Thunder Hammer – Thunder hammers follow the normal guidelines of powered weapons, in addition to this the wielder of a Thunder hammer may use 2 additional calls of each level within the 2 handed Melee route, these may be called even if they are wielding the item one handed. i.e. If the wielder has Melee 4 and the ability to call 2 knock backs per day by wielding this Item they may make the call of knock back 4 times per day.

Storm Shield - This item is normally found with tactical power armour, although it can be used by any Marine. The shield provides 6 additional immunities to ranged attacks and cannot be damaged or destroyed by any source short of a Titan or super-heavy battle tank. This Item can be repaired as per powered armour for the purposes of ranged armour.