



Death Unto Darkness

Psychic and Techno-Arcana Disciplines

Appendix 2 of 4
Dark Millennium Live Action Roleplaying

V1.2.2

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Psychic Powers and Techno-Arcana

The 41st Millennium features mystic power in many forms - from mysterious and ancient artifact machinery to the ability of Psykers to warp reality to their will. These wonders are essential to the survival of the Imperium, but their use comes with attendant dangers; ancient technology may rebel and run amok, or psykers may find themselves overwhelmed by the fickle energies they seek to control.

Powers

Tech-Adepts and **Psykers** have two types of Powers:

Rotes are self-reffed, immediate-use abilities, within a specific set of calls and rules. These are laid out in the Techno-Arcana and Psychic Disciplines section of the rules [specify location].

Rituals require a ref to perform and have more fluid results (each Discipline begins with a few they know, and characters may learn more in play).

- **Psykers** (Characters with the **Psychic Mutation** trait) have access to the **Primaris** discipline, and will choose one of the **Standard Disciplines** (One of: Biomancy, Divination, Telekinesis, Telepathy) to specialise in - they can use all rotes under the **Adept** heading in their chosen specialism. If they have the prerequisite traits they also have access to the **Daemonology** and **Astropathy** disciplines, also at the **Adept** level.
- **Master Psykers** have access to the **Primaris** discipline, and will choose one of the **Standard Disciplines** (One of: Biomancy, Divination, Telekinesis, Telepathy) to specialise in and can use all rotes under the **Adept** or **Master** heading. If they have the prerequisite traits they also have access to the **Daemonology** and **Astropathy** disciplines, also at the **Master** level.
- **Lay-Mechanicus** (Characters with the **Lay Mechanicus Sanctioning** trait) can access the **Lay-Mechanicus** discipline and use all rotes within it.
- **Skitarii Alphas** (Characters with the **Skitarii** trait who are the designated leaders of one or more other Skitarii) can access the **Skitarii Rites of Command** discipline at the **Adept** level.
- **Tech Priests** (Characters with the **Ordained of the Omnissiah** trait) have access to the **Lay Mechanicus** discipline, and will choose one of the **Standard Disciplines** (One of: Enginseer or Secutor) to specialise in - they can use all rotes under the **Adept** heading in their chosen specialism - if they have the prerequisites they also have access to the **Divisio Biologis** or the **Skitarii Rites of Command** disciplines at the **Adept** level.
- **Senior Tech Priests** (Characters with the **Concecrated of the Omnissiah** trait) have access to the **Lay Mechanicus** discipline, and will choose one of the **Standard Disciplines** (One of: Enginseer or Secutor) to specialise in - they can use all rotes under the **Adept** and **Master** heading in their chosen specialism - if they have the prerequisites they also have access to the **Divisio Biologis** or the **Skitarii Rites of Command** disciplines at the **Adept** or **Master** level

Power Checks

Death Unto Darkness uses a system of random checks to determine if a character has encountered a mishap in invoking their powers. If the check indicates a problem, the exact nature of the effect is randomly drawn from a deck of possible consequences.

The base chance of a power failing is 25%. A standard method of making this check would be to use a bag of beads, 9 white and 3 red; on blind-drawing a bead from the bag, a problem has arisen if a red bead is drawn. Digital randomisers, dice or other methods are also appropriate, at the player's preference. If the check fails, draw a card from the deck appropriate to the ability you were using.

All psykers should download and create a **Perils of the Warp deck** from the PDF on the DUD website; Tech-Adepts should create a **Scrapcode Burnout deck**, and PCs using a **Relic** should print out the **Quirks and Flaws deck** provided with the stats for their device.

There are several methods of handling your powers:

Prepared Rotes

- Spend a short amount of time before using a power 'preparing' (such as a small ritual to call on the warp, calibrating your implants, or performing maintenance/care on a device)
- Perform a **Power Check** if you fail, draw a card, if you succeed, during the next scene you gain one use of any of your Rotes or active abilities without additional risk.
- After this one use, additional uses of any powers require you to make additional (cumulative) **Power Checks** at the end of scene

Unprepared Rotes

- Do not prepare your powers before use.
- For each power you use, make a draw (cumulative if you used powers multiple times) from the appropriate deck after the scene you use your powers in

Rituals

- Rituals do not require a Power Check, the nature of the ritual and the desired outcome should be agreed with a Ref prior to the ritual.
- Whether the ritual succeeds or fails (and how it fails) is decided by the ref.

Psychic Discipline - Primaris Powers

In the City of Sight on Terra, and in Adeptus Astra Telepathica facilities across the Imperium, all psykers are trained in several basic rites that all, regardless of what path or discipline they follow, share. These are the Powers Primaris, the basic abilities Psykers need to demonstrate competence in to be sanctioned and deployed in the field.

Novice Rites

Rite: Sense Affliction

See the flow, the web of life, the pulse of the veins beneath your fingers, see and understand what life is, flesh and pain.

Effect: With time and effort focused on an individual the Psyker can get a good idea of what afflictions both normal and warp-born are affecting them.

Rite: Read the Emperor's Tarot

Almost every psyker is taught to read the Emperor's Tarot, a set of psi-reactive cards that can be used to read the strands of fate, but it takes a skilled precognitive to read it accurately.

Effect: You may attempt a tarot reading on any subject, the accuracy and quality of the information of this reading depends on how good you are at Divination.

Rite: Mind-Speak

From my mind, to yours, we are all bound, one fellowship of Psykers, speaking together.

Effect: You may pass a piece of folded paper marked 'telepathic communication' on it or may (as per language calls) state openly 'Telepathically' to indicate what you say next cannot be heard by others. Using this power never provokes drawing a peril as it is largely 'safe'.

Adept Rites

Rite: Astral Projection

To leave the shackles of your physical form, to walk upon the tides of the Warp, and travel great distances in the blink of an eye...

Effect: By entering a meditative stance, and focusing, a psyker (with ref approval) may leave their physical form to explore their surroundings, the nearby warp or project themselves elsewhere upon a planet (Astropaths and other potent psykers can project themselves further). While they do this, their physical form is incredibly vulnerable, both physically, but also astrally, as it is an empty vessel into which anything can slip.

Master Rites

Rite: Empower Psychic Weapon

The point of these weapons is that we can draw the Emyrium into them, reforging them in the blink of an eye into unique and esoteric weaponry.

Effect: You may call either **Warp Stun**, **Warp Repel** or **Warp Boom** on the next blow you make with a **Psi-Focus** or any weapons with similar Psi-reactive properties. In the case of **Warp Boom** this does not affect you.

Psychic Discipline - Biomancy

Biomancy is the art of using the warp to affect the very energies of life itself. Also known as blood magic, fleshcrafting and other names that summon up horrific images, the majority of Biomancers trained by the Imperium focus solely on healing and bolstering the physical forms of those around them.

Note: Even if they do not have **Medicae Traits** it is recommended for Biomancers to carry a **Complications Deck**.

Biomancy Rituals

Biomancy rituals focus primarily on using the Warp as a tool to heal, change and create life, but can equally be used to harm and even kill. These rituals tend to have a large focus on blood and flesh, but used offensively it has not been unknown for biomancers to use symbolic surrogates for their targets 'pain dolls' to create a sympathetic connection through which they can harm their foes.

Adepts focus on the art of healing and enhancing the body, but have some understanding of how to bend these arts to do the reverse, placing physical curses on their foes.

Masters understand the body better than any doctor and count as having *Medicae Lore*. Armed with the warp Master Biomancers can create, alter and destroy life at a whim. It has been suggested that radical sorcerers can take this discipline to its logical endpoint using it to bring back and reanimate the dead.

Adept Rotes

Rote: Inure

Grazes, cuts, the body can be encouraged to heal faster with the proper adjustment of the energy flowing through them.

Effect: Cannot affect targets who are **Wounded**, the Target recovers **2HP**.

Rote: Iron Arm

Muscles tighten, swell, tendons like iron, pain is blocked out, the body is made stronger with warp-born might.

Effect: The next two melee blows you, or someone you bless with this power, make call **Repel** in addition to any other calls. This may also be used to roleplay acts of superhuman strength with ref approval.

Master Rotes

Rote: Haemorrhage

Eyes bulging, organs bursting, the body ruptures as you turn it in on itself, destroying the enemy from the inside without ever firing a shot...

Effect: Call **[Target] Warp Sunder**.

Rote: Transfer Wounds

An eye for an eye... sometimes quite literally, there is always an equivalent exchange when you pull them from Death's door.

Effect: Restore a **Wounded** character to **Injured** with **1HP**. At the end of a scene immediately drop to **Wounded** and suffer a complication for each character you restored in this way.

Psychic Discipline - Divination

Divination is the ability to read the echoes of the past and present that are woven into the fabric of the warp, predicting possible futures and seeing the threads of fate to tug in order to alter the path of others. It is said that the curse of these precognitives, is to know their own death and be unable to change it.

Divination Rituals

Divination Rituals focus on observing and altering fate, they are perhaps the most arcane and difficult rituals because fate, while mutable, is part of the structure of the universe, and altering and reading the web of reality around a psyker requires time, dedication and effort. Tarot Cards play a central role in many such rituals, as do dowsing rods and other psy-reactive items tied to reading the web of fate.

Adepts are trained at reading, but not changing, fate. They can predict events and look into the past and the future with some effort to draw information from the web, though they recognise that futures are ever-changing.

Masters of Divination are a subtle, yet dangerous, lot able to adjust and tug on the strands of fate in order to inflict 'bad luck' and other fate-shifting curses. Master Divination is a sufficient alternative pre-requisite for the **Unnatural Agility** trait

Adept Rotes

Rote: Psychometry

Touch it, do you feel it tremor? There's history to this blade....let's see what it has done here...

Effect: After fifteen seconds of roleplay you may open one Sealed Clue in an Investigation Scene that you do not possess the Lore for or ask one question of a ref.

Rote: Farsight

What I can perceive, permits me to strike where you are weakest...

Effect: You may target a location with your next ranged call.

Master Rotes

Rote: Doom

Death comes for us all, for some, it can be scheduled earlier than expected...

Effect: Any foe targeted by this Rote must have first been the subject of a ritual to grasp the strands of fate around them. In combat the Psyker performs a small rite altering the strands of fate around the foe, they or someone they choose use the **I am a Knife in the Dark** call from any direction.

Rote: Guide

Strange, isn't it? Knowing where they're going to be, so you can put a bullet on a path to meet them...

Effect: You may add the **Warp** tag to a single attack with any weapon. This does not work with weapons that call **Null**.

Rote: Perfect Defence

Keep your minds eye open, the web has a way of turning on those who would try to weave it...

Effect: You may call **Warp Dodge** to all calls for the next ten seconds, however during this period you cannot make any offensive action or use any other powers as you focus on a perfect defence (parrying bullets is encouraged). This offers no protection against calls of **Null**.

Special Effect: Preparation offers no aid with this power, at the end of a scene draw a peril from the deck (without testing) for each time you used this power.

Psychic Discipline - Telekinesis

If Telepaths, Precognitives and Biomancers are the subtle application of the warp, then Telekinesis is the brute force application. It relies upon seizing control of the very forces of the universe and turning them against one's foes. Perhaps the most spectacular of the Psychic disciplines, if the one lacking in the way of versatility.

Telekinetic Rituals

Telekinesis does not lend itself well to rituals, but specialized telekinetics, such as geomancers, fulminators, and pyrokinetics have been known to apply their techniques in destructive rituals focused on levelling enemy fortifications from afar with earthquakes, storms and infernos. This is not to say that there are no subtler applications of this discipline, for instance the Smiths of Nocturn employ Pyromancers to create perfect forge conditions.

Adept Telekinetics might well be able to control the energies of the universe within a circle, perhaps imbuing them into objects, such as using summoned lightning to recharge a machine.

Master Telekinetics have been known to call down lightning storms and other natural disasters, though this is incredibly risk for them, Many prefer less grandiose applications, for their own safety.

Adept

Rote: Arclight

Let them witness warp lightning coruscating from your fingertips, let them cower before you...

Effect: Call **Warp Blam** every 3 seconds, for the duration of a scene.

Rote: Smite

Fall now, foes of the Emperor before my psychic might!

Effect: Call **Warp Rend**.

Rote: Lash

You reach out with your telekinetic might, and grasp your foe...

Effect: Call **Warp Drag** or **Warp Repel**

Master

Rote: Maelstrom

This is truly the storm of the Emperor's wrath made manifest by my hands.

Effect: Call **Warp Boom**.

Rote: Telekine Shield

The Emperor protects those who have the power to protect themselves...

Effect: For this rote to work you **must** have a free hand upheld in front of you. You may call **Warp Deflect** against the first **two** ranged calls made against you from the direction the shield is facing. You must then wait 10s before you can use this rote again. Calls of **Null** ignore this shield.

Psychic Discipline - Telepathy

Telepathy is the mastery of the mind, at the base level it can be used to communicate with thought alone, but the insidious threat of masterful telepaths is that, through means that are all but undetectable to the Imperium, they can turn individuals into mere puppets with sheer psychic willpower alone.

Telepathic Rituals

Telepathic rituals are focused, as the discipline may suggest, upon the mind, while brute-force snatching of the mind of another is a grandiose show of power, it rarely lasts beyond a single command. Through ritual and focus, a Telepath can create permanent alterations to the mind of another, or peel apart their psyche and lay their entire personality and memories bare for them to explore. Indeed the Imperium often makes extensive use of Telepaths to mind-wipe entire populations that have witnessed too much.

Adept Telepaths are trained to probe the mind but not alter it, they can push through the defences of the mind allowing them to witness the mindscape of that individual. .

Master Telepaths are the puppet masters that the Witch Hunters of the Ordo Hereticus are constantly paranoid will turn on the Imperium. With time and focus they can completely re-write personalities, embedding subtle triggers and other sleeper psi-suggestions in the psyche of their targets.

Adept

Rote: Telepathic Interrogation

You'll quickly learn, my friend, that you have no secrets from me.

Effect: For the duration of an interrogation, the Telepath can coax the truth out of a mind, dragging out secrets in a painful manner. Please refer to the Interrogation rules in the lore section for how this works in play.

Rote: Psychic Scream

You're looking a bit dazed, Traitor, did I burst a few blood vessels too?

Effect: Call **Warp Stun**.

Master

Rote: Mind War

I've got you now, you really thought being the other side of the battlefield would protect you from me?

Effect: This Rote requires time and preparation, it must be targeted against an individual on the same world (or in orbit) and allows the psyker to enter their mind and engage in a psychic battle over an incredible distance. The nature of this battle is decided by the strongest psyker, but does not need to be represented by a physical confrontation, indeed many psykers visualise their mind wars as games and battles of intellect.

Rote: Dominate

Your mind is mine, gripped in my fist, bent to MY will...

Effect: You may use the **Would you kindly?** cue to issue a psychic command.

Specialist Psychic Discipline - Astropathy

When a Psyker is brought to Terra, they are heavily tested, those who show strength enough to be useful but lack control face a most unusual fate. At the end of their basic training they are brought before the Golden Throne itself and the shrouded form of the Emperor. Exposed to His might their abilities are bound to Him, and their minds altered and reshaped into something entirely artificial, bound to the light of the Astronomican and others like them. The Imperium uses the link between Astropaths to send messages across the vastness of space where technology fails, they are the messengers that hold the Imperium together, a network of uniquely valued psykers.

Accessing Astropathy: A character who possesses the **Astropath** as well as the **Psyker Mutation** trait may utilise this specialist discipline in addition to the rest of their powers. With **Psyker Mutation** they may use the **Adept** powers, if they have **Primaris Psyker** they may access the **Master** powers and are known as an Astropath Transcendent.

Playing an Astropath: Astropaths are uniquely communal amongst Psykers and often operate as 'Choirs' to boost their signal, all Astropaths are, on some level, linked together mentally. All Astropaths pay a price for their power, no human can survive the Emperor's might unscathed. All are left blind, some purely from the extensive damage to their nervous system, others even experiencing physical manifestations of that power which burns out their eye sockets, or causes them to weep burning tears of gold. Repairing this damage is expensive, and so most Astropaths remain blind their entire lives, often covering their face with a veil or blindfold in a ceremonial manner, or leaving their blinded eyes on show for all to see.

Blindsight: Although it is commonly called blindsight, that is simply often how blinded Astropaths choose to experience it. all Psykers have a degree of 'warp sense' but when touched by the Emperor Astropaths develop the ability to 'see' through the warp. This does let them 'sense' the terrain around them, but certain creatures that lack a force presence are invisible to them.

Astropathic Rituals

No matter if an Astropath is a **Adept** or a **Master**, the only ritual trained by this discipline is the ancient and hallowed rite known as **The Sending**. Either alone, or in concert with others, they can send messages across the vast distances of space, usually to other astropaths but also to other psychic minds strong enough to receive them. The more powerful a Sending ritual the more information that can be transmitted, and in the case of an Astropath Transcendent, the greater the possibility to create a 'real time' Astropathic link allowing conversations across the void.

Adept

Rote: Read Aura

I see you, I see your soul, bared to me, suspended in the warp.

Effect: With roughly thirty seconds of concentrated study (should be obviously focused on the target), you may approach them OOC and ask them to describe their 'aura', they must tell you whether they have corruption, psychic power, or something obviously wrong with their soul.

Rote: Astronomican's Glare

No mortal being can look upon His light!

Effect: Call **Warp Blind**.

Master

Rote: Call upon the Astronomican

I call upon the Light of Him on Terra! Back! Back you foul servants of Falsehood!

Effect: Use the following cue; **I call upon the Astronomican's Light!** You may accompany this with lots of shouting about driving back the forces of the Archenemy. The effect of this power causes fear in most NPCs but may have different or stronger effects on other forces of the Archenemy.

Techno-Arcana Discipline - Lay-Mechanicus

When an individual is deemed worthy of becoming a member of the Lay-Mechanicus it means that they have shown a degree of intelligence and capability with machinery. The majority of Lay-Mechanicus will never be inducted formally into the Priesthood of the Adeptus Mechanicus, but they have earned a degree of trust and respect that permits them to perform rote repairs and other mundane rituals that keep technology running. To be a Lay-Mechanicus is to be an 'associate' of the Machine-Cult and many Lay-Mechanicus born off of Forge Worlds find a level of conflict between their loyalty to the religion of the Cult Ommissiah, and that of the Imperial Cult.

Power Tests and Lay Mechanicus Rites: Because they do not touch upon the higher technology utilised by ordained priests of the Machine Cult, and are more akin to routine procedures or 'rituals' under the rules, Lay-Mechanicus do not make Power Tests, with the exception of when they use the **Technical Knock** rote which always requires them to immediately draw a **Feedback** card.

Ritual: The Rites of Activation

First apply the unguent of lubrication, then say the prayers before pressing the activation stud.

Effect: These Rites serve the singular purpose of awakening the machine spirits in dormant technology. In the case of some particularly stubborn and ancient machines they may require a true Tech Priest's ministrations to willingly awaken.

Ritual: The Rites of Repair

Be careful when you strip that mining drill, Engineer, treat it right, or the machine spirit will have your hand.

Effect: Utilising the correct tools is essential for the success of these rites, allowing the repair of damaged technology, as per the requirements on the **Quirks and Flaws** cards for Archaeotech and on certain **Dramatic Effect** cards.

Ritual: The Rites Reductor

Four shalt thou not count, neither shalt thou count two, excepting that thou then proceedeth to three.

Effect: These rites enable the user to undermine and destroy most fortifications (as well as penetrating blast doors) as well as engaging in sabotage, armed with the right tools, such as explosives, las-cutters and other devices. Ultimately, whether you are successful is dependent upon discussion with a Ref.

Ritual: The Rites Tenticulae

I've got razor mines, stumm mines, monofilament web...what? I come prepared for these things...

Effect: These rites enable a Tech Adept to lay mechanical traps, such as mines and other explosives, when armed with the right tools. You may physrep these traps in any way you wish but you must inform a ref when you are setting them and they must not affect OOC safety.

Rote: Technical Knock

The subtle application of force to the correct area upon the sacred machine will often be sufficient to induce activation.

Effect: This rote may be used to represent starting machinery in a number of interesting ways, for example performing 'percussive maintenance' with a hammer, or jury-rigging a damaged device to fire. If used on a weapon or device the item will function for a single call (or a scene if it has a passive effect) before failing again, if used on other technology the effect depends upon a ref. Immediately draw a **Feedback** card after using this power.

Techo-Arcana Discipline - Enginseer

Artificer, Enginseer, Transmechanic, Lexmechanic, the titles for the Priests from this calling are myriad. They are the most common Priests of the Mechanicum, and it's members often in high demand across the Imperium, they care for complex machines like the tanks of the Imperial Guard and the massive warships of the Imperial Navy, or simply to huge mining rigs and other ancient machines that require their specialist knowledge.

Rites of the Enginseer

The primary focus of Enginseer is upon the repair, maintenance, operation and enhancement of machines, as such the Rites they perform often focus upon communing with the machine spirits within technology, and using that information to aid them in completing complex repairs, improving the output of the device, or simply with making more volatile and poorly understand machines WORK.

Ordained Priests mainly focus their rites upon repair, maintenance and operation of machines. they are taught to operate within the conservative confines of the Machine Cult's belief in the preservation of ancient technology, keeping everything strictly to ensuring ancient machinery is repaired and functional.

Consecrated Priests have vastly more experience with technology, and are often at or on the cusp of becoming a Magos of the Machine Cult. While the strict teachings hold true, they may know secrets to improve the output of ancient technology to its true potential rather than the safe baseline most Imperial technology runs at. Few might consider *innovation* to be within their grasp

Adept

Rote: Incantation of the Iron Soul

You are one with the machine, the machine is you.

Effect: You may restore **2HP** to an **Injured** character with the **Bionic Enhancement**, **Ordained** or **Skitarii** trait, this may only be used on each character once per scene. This should be represented by a palm or hand-held light being passed over the appropriate bionic phys-reps.

Rote: Magis Potestatem

1.11....1.16...1.19....1.21! Fire!

Effect: You disable the safeties upon a device and transfer energy from your internal power plant. This allows a las-weapon to call **Rend** for the duration of the next scene. This power can also be used upon other technology and energy weapons with the agreement of a ref, and variable levels of success, this power requires you to be directly connected to the device via wires while you are overloading it.

Master

Rote: Binaric Superiority

You think you understand the machines that serve you? I can speak to them.

Effect: Use the **Command Override** cue on a mechanical target, this command may be issued to Imperial-made machinery, such as robots, servitors, and even technological equipment of an advanced level (such as Archaeotech).

Rote: Power of the Machine Spirit

Omissiah, Machine-God, hear my prayers, let me strike down the foes of knowledge and sciences.

Effect: You may use this power upon anyone with the **Bionic Enhancement**, **Skitarii** or **Ordained of the Adeptus Mechanicus** traits, you grant them the ability to regain **2HP** the next time they are **Wounded** in a scene.

Techo-Arcana Discipline - Secutor

The Tagmata Omnissiah are the combined military forces that the Adeptus Mechanicus can call upon, a holdover of its origins as a separate Empire within the Imperium. From the gigantic Titans and Knights, to the legions of the Skitarii and the war robots and guns of the Ordo Cybernetica and Ordo Reductor, the array of weapons of war available to the Mechanicus is vast. The Priests that lead these convocations of war, the Secutors, do not so much bother themselves with technomancy, as arm themselves with a panoply of weapons drawn from the armouries the Machine Cult forbids the majority of the Imperium from accessing. These weapons are as dangerous to the user as they are deadly to their foes, but a Secutor cares not, war is their devotion.

Rites of the Secutor

Secutors are not known for bothering themselves, with rituals, though they perform the duties that Confessors and Chaplains do for Imperial Forces, their rituals often are simply devotional ones, intended to drive fellow priests and servants of the Machine-God into a fervour before battle.

Adept

Rote: The Fury of Elder Nikola

All hail to Pater Tesla, Prophet of the Omnissiah - let this energy be wirelessly transmitted so it might strike down the Omnissiah's foes, blessed be the alternating current!

Effect: You are armed with a ranged weapon of ancient design that fires arcs of lightning, you may use this rote to call [Target] Rend Stun at range.

Active Power: Imbue the Omnissiah's Strength

The Omnissian Axe is more than a badge of office, it is a tool by which we smite our foes.

Effect: Before each fight you may calibrate your weapon to call either **Rend** or **Stun** in addition to any calls, this effect lasts for a scene.

Active Power: Armoury of Old Night

Respect the ancient devices, for age makes even the greatest of the ancient weapons temperamental.

Effect: You are armed with a brace of rare and deadly grenades, the phys reps for these should be distinct from regular grenades. You may use each of the following effects when throwing them once per scene; **Frag Out! Haywire**, **Frag Out! Burn** and **Frag Out! Rend**.

Master

Rote: War-panoply

I have become death, destroyer of worlds, I lay waste to the Omnissiah's foes.

Effect: The war panoply of a Secutor can take the form of an array of weapons built into their body or attached to a backpack array, or a unique rifle-sized (or larger) weapon drawn from their personal armoury. Before each fight this may be calibrated to count as one of the following weapons: **Hellgun** or **Flamer** it does not require the traits required to use these weapons, or consume ammo. If you use a Hellgun fire mode, or use the Flamer more than three times you must make another power check where it indicates you should 'reload' your weapon.

Rote: Ionic Shield

Increasing ionisation, raising shield the Omnissiah protects.

Effect: For this rote to work you **must** have a free hand upheld in front of you and must be producing a visible glow. You may call **Deflect** against the first **two** ranged calls made against you from the direction the shield is facing. You must then wait 10s before you can use this rote again. Calls of **Haywire** ignore this shield.

Specialist Techo-Arcana Discipline - Divisio Biologis

The Divisio Biologis are unique amongst the Tech-Priests for their chosen discipline is the mechanics of the human body, rather than that of the machine. While the Tech-Priests Biologis are famed for their mastery of genetics, and the incorporation of flesh and machine in the installment of bionics or the creation of servitors, they have always held something of an unusual position in the Machine Cult, which largely views flesh as a weakness.

Accessing the powers of the Divisio Biologis: A Character with the **Ordained** and **Chirurgeon** traits may become a member of the Divisio Biologis, gaining access to this Discipline's powers in addition to the powers from their main discipline.

Rites of the Divisio Biologis

With the absence of proper medical facilities or laboratories, the rites practiced by the Divisio Biologis are very limited when utilised in the field, a cloned arm cannot be grown without the proper medical tools. For this reason the majority of Biologis rituals are more appropriate as **Downtime** actions, and in-field rituals best limited to alchemy, and the instalment of bionics in newly-severed limbs (should the spare bionics be available) or the transplant of organs or limbs from one owner to another.

Adept

Rote: Synthesis

From my reservoirs, flows liquid salvation...

Effect: You may replicate the effect of any **Chem** of your choice. You should have some form of injector array or liquid-filled tubes to use this power.

Master

Rote: Psalm of Defibrillation

Effect: If you are able to get to a character within 30 seconds of them bleeding out (and if they were not already **Marked by Death** or chose to make a **final stand**), you may revive them with electro-charged palms (preferably glowing). This has the direct negative effect that **they lose 1HP from their total pool** for the remainder of the event.

Specialist Techo-Arcana Discipline - Skitarii Rites of Command

The Skitarii are the augmented infantry of the Adeptus Mechanicus, they are found across the galaxy in support of the Machine Cult's operations, guarding sacred sites, acting as bodyguards for Tech Priests, or forming the vanguard forces of military operations by the other branches of the Tagmata Omnissiah. Command of these forces falls either to the Tech-Priest Secutors, or to those promoted from their own ranks, known as Alphas, Princes or Tribunes.

Accessing the Skitarii Rites of Command: These powers are available to characters with the **Ordained** or **Skitarii** trait who are in command of a group that has one or more other characters with the **Skitarii** trait, representing a Tech Priest with a Skitarii retinue, or the leader of a unit of Skitarii.

Adept

Rote: Command Protocols

By my Command, Skitarii, you shall maintain your iron will.

Effect: You may use this power once per scene on each character with the **Skitarii** trait under your command, using appropriate roleplay to bolster their will and restore them **4HP**.

Rote: Signum Targeting Protocols

Slave your targeting subprotocols to me, warriors of the Machine-God.

Effect: You utilise your enhanced optical vision to coordinate the fire of your Skitarii subordinates. So long as you are present and 'guiding' them, your Skitarii may call locations when making ranged calls. This should be represented by use of a 'targeting device' and does not benefit the individual invoking the power.

Master

Rote: Extermination Protocols

Let no-one survive the desolation we will bring upon the enemies of the Omnissiah.

Effect: You may use the **Command, Extermination Protocol!** Cue on the **Skitarii** under your command.