



Death Unto Darkness

Core Rules

Dark Millennium Live Action Roleplaying

V1.2.2

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Core Principles

When coming to write the current edition of the Death Unto Darkness rules, the design principle has always been to keep the game dramatic, and restrain the player's less.

As a result of this we ask players to embrace the following concepts:

The Player Characters are Tragic/Unexpected Heroes

In this edition of DUD, the player characters are not the Imperium's foremost heroes; rather than Rogue Traders, Space Marines or the rulers of worlds, they are the ordinary people who fight - and die - in the shadows of the 41st Millennium, holding the line against the worst the galaxy has to throw at them.

Dramatic Narrative Roleplay

DUD thrives upon players being as dramatic as possible. The 41st Millennium is a place of Space Opera and Grim Darkness - it is sometimes tongue-in-cheek, but the characters live in a sweeping world that moves in scenes and acts.

Often the rules will refer to a 'scene' - like in theatre or in a movie. A scene ends where the narrative of the LARP has an obvious break or change in tone, such as the aftermath of a fight, a move from one location to another, or even simply a break between waves of enemies when a character launches into a dramatic speech. We want this game to be about characters, and story, more so than it is about mechanics.

There are several elements of the game that depend entirely on players hamming up their roleplay: for example there are as few 'timers' as we could manage, and certain area effect calls depend heavily on players and crew reacting as dramatically/appropriately as possible. If we follow this principle wherever we can, the characters' stories will feel larger-than-life, and we can work together to create a more 'cinematic' narrative.

Just because there aren't rules for it, doesn't mean you shouldn't do it

No larp system can ever have a rule for every situation - too many serendipitous moments and inspired spur-of-the-moment ideas come up at every single game, and we want to support that from the ground up. If you want to try something then find a ref and tell us your plan - we'll figure out where it takes you. Of course, the more warning you can give us, the better - but if you're under fire, and something's a million to one chance but just might work, we want you to go for it. LARP is sometimes described as "sandbox free-form cross-country theatre", and that's the philosophy we try to ascribe to.

Roleplaying Themes and Ethos

Bullying, Harassment and/or Discrimination

Any Bullying, Harassment or Discrimination against any Ref, Crew or Player on the basis of their real life identity is grounds for **immediate** ejection from a game. We will deal with issues on a case by case basis, but we will deal with things in a robust and final manner. DuD should be a **safe** environment for all involved. DuD has always been an inclusive game, and we strive to do our best to make it as such. The Imperium of Mankind has plenty of fear and ignorance in M.41 without needing to engage in outdated M.2 concepts of human division.

However on the flip side, there IS discrimination within the 40k setting. IC discrimination on the basis that a **character** is an Abhuman, Psyker, Xenos, a lower Societal Class, or follows a religious belief divergent with in universe norms is completely acceptable. Playing these characters comes with that challenge so it is not advised to play them if you have personal issues with that.

As far as the game is concerned, the Pratchett's quote "*Black and white lived in perfect harmony and ganged up on green.*" is a perfect summary for the unity of the Imperium. Humans are not divided, except by Class, there may be planetary cultures that do not understand each-other but the Imperium looks at a human and (after they've been gene tested for deviation) doesn't take a particular interest in what they look like, what they identify as, or who they choose to partner with, so long as they are loyal to the Imperium.

Discrimination on the basis of disabilities, gender, sexuality adds nothing to our game and impacts severely on the game of others. Engaging in such discrimination, IC or not, is not permitted.

Controversial Themes and Dark Roleplay

The 40k setting is one filled with darkness and despair, but some topics are simply best avoided as in-game subjects because we believe that they add nothing to our game and can impact severely on players who may have had to deal with these subjects in real life. The following themes should **never** be used by players (IC or OOC) or in elements of plot:

- Sexual assault, sexual coercion and all forms of non-consensual sex including forced pregnancy (such as immaculate conception).
- Sex with minors.
- Infertility, Miscarriage and Stillbirth.
- Murder of Children
- Mental Illness/Learning Disabilities (While the 'Madness' system is designed to represent Lovecraftian mental trauma, these are things that face real people, even players on a daily basis, and so shouldn't be used as plot devices.)

Outside of these themes, there may be dark and sometimes disturbing imagery and themes used in the game, and we respect that some participants may find themselves affected by this. To this end you may use the 'Traffic Light' system to inform players, crew and refs of discomfort without needing to stop the game:

- **Red** should be used to indicate that you are extremely uncomfortable with the scene, and indicates to all participants to stop and move away from the subject matter being used/discussed.
- **Orange** indicates to others that you are affected by the subject matter and that they should be careful or back off from a subject to allow you to settle.
- **Green** can be used to indicate to others that you are comfortable and happy to move on with a subject.
- If you are overwhelmed or completely unable to deal with a subject and need to bring an immediate end to it, you may call **Stop the Game** at any point. At this point all participants should **cease roleplay** to allow the participant in question to remove themselves from the play area and talk to a referee.

Contents

Death unto Darkness is a system that includes elements of physical combat, puzzles and investigations, as well as effects that impose themselves on your character's mind and emotions. There is no requirement for a player or character to involve themselves in physical combat if they do not wish to, and we strive to provide elements to an event that provide plot and difficulties to be overcome not by brute force, but by creative thought, planning, cunning and research.

Core Principles

[The Player Characters are Tragic/Unexpected Heroes](#)

[Dramatic Narrative Roleplay](#)

[Just because there aren't rules for it, doesn't mean you shouldn't do it](#)

Roleplaying Themes and Ethos

Basic Rules

[Scenes](#)

MELEE AND RANGED COMBAT

[Ranged Combat](#)

[Melee Combat](#)

[Heroic Blows](#)

[Special Calls](#)

[Cover](#)

HIT POINTS, DODGES, INJURY AND BLEEDING

[Hit Points](#)

[Dodging](#)

[Injured, Wounded and Bleeding](#)

Treating Wounds and Injuries

[Treating a Casualty](#)

[Performing a Medical Check](#)

[Complications](#)

[Injuries](#)

[Alchemy and Drugs](#)

[Drugs](#)

Madness and Corruption

[The Path of Corruption](#)

[Repentance](#)

[Descending into Madness](#)

Calls and Cues

[COMBAT CALLS](#)

[NON-COMBAT CALLS](#)

[MASS CALLS](#)

[ROLEPLAYING CUES](#)

Basic Rules

Scenes

At times the rules refer to 'Scenes'. A scene is a dramatic moment in your characters story. It can last an eternity, or a few beats of a heart. If DuD was a movie, a scene would end when the camera pans away or the soundtrack changes its tone.

In a fight, a scene generally transitions at a lull in the fighting (rather than at the end of it), at a moment where it is logical for a character to catch their breath, check their ammo, and reload. Perhaps in a long pause between continual waves, or the arrival of a 'boss' like antagonist, as often one needs to reload at the most dramatically inconvenient moment.

MELEE AND RANGED COMBAT

The goal of any fight in this game is for it to look impressive and cinematic. The weapons of the 41st millennium are brutal and weighty, and we want to show this. To this end, players are expected to react to every blow in a fight, in an overt and dramatic fashion - and ideally make no more than one swing of a melee weapon per second. You should not make rapid swings or drumroll (rapidly strike the same area over and over again). A character should only take the first blow in a second from the target should rapid hits occur for whatever reason.

Ranged Combat

- Ranged calls should be prefixed with the name or an identifying description of the target - so "Ben, SUNDER!" or "Blue Hat, BLAM!" This isn't required in melee - the blow hits whoever (and wherever) it hits. At night, torches are not viable targets - don't call "Red lamp, BLAM!" etc - but when you're the one with the torch, do take care not to point it directly at your opponents, to avoid dazzling them.
- Ranged calls always hit the torso of the target for the purpose of calls which interact with armour, unless pressed point blank against a limb or a limb is called as the target. The latter ability is limited to players with traits which let them do this.
- All ranged weapons and offensive powers have a rate of fire of one call every three seconds, unless they have rules that state otherwise (such as Hellgun burst fire and dual Pistols)
- All pistol-sized weapons have a range of **five meters**; larger weapons (carried in two hands) and psychic powers have as long a range as can be heard clearly, unless stated otherwise in their rules.
- All ranged weapons require ammunition to be able to function.
- All ranged weapons must reload at the end of a scene, unless stated otherwise in their rules.
- **Firing a couple of shots for roleplay purposes** (for example executions, sabotage or warning shots) does not consume a reload. Special fire modes will always use a reload. As a rule of thumb, if you could do it with a knife, it won't consume a reload to use a gun for style instead.

Melee Combat

- Melee blows with no call attached deal **1HP** of damage.
- Melee blows follow the "one-second rule"; a character only takes damage from one blow per opponent per second, and faster hits are wasted, so it is worth taking the time to strike slower and more dramatically.
- Special calls in melee may be called **once every 3 seconds** should be delivered with big, obvious heroic blows.
- A limited-use Melee call which misses or has no effect on the target does not expend one of the character's uses of that call.
- If a special call hits or targets the head, take 1HP of damage and ignore all other effects. **Headshots are discouraged.**

Heroic Blows

- At times, the rules refer to effects requiring a character to perform a 'heroic blow' before using a call. A heroic blow is a large, telegraphed blow - imagine it as if you were performing a 'special' or 'signature' attack. Make it big, and impressive and obvious that it is about to *hurt*.

Special Calls

- Special calls are optional - you do not *have* to call STUN with every blow of a shockmaul. Melee weapons default to dealing an uncalled 1HP as normal, and ranged weapons should be used with another call specified in their description instead.

Cover

- If a character is able to hide more than about half their body behind a solid object, they count as being **in cover** and may ignore the next two ranged calls made against them. This does not protect against calls of **Warp, Haywire, Burn, Boom, Sunder** and anything with the **Frag Out!** Cue attached.
- In order to 'refresh' the protection of cover a character must move to a new piece of cover. In most circumstances you are discouraged from leaping back-and-forth between two pieces of cover unless you are in a fortified position (such as a building).

HIT POINTS, DODGES, INJURY AND BLEEDING

Hit Points

- All PCs start with **4 HP**.
- Hit points are global.

Dodging

- All PCs start with the ability to dodge twice per scene.
- NPCs do not have this ability unless they are unusually swift or powerfully protected.
- Characters may use a dodge to call **MISSED** and ignore a single ranged damage call. This cannot be used against melee attacks, **BOOM, BLIND, HAYWIRE, WARP** or calls with **FRAG OUT!** attached, or against attacks by unseen assailants, e.g. snipers.

Injured, Wounded and Bleeding

- A character on less than full hits but with hits remaining is **Injured**. At the end of a scene they automatically regain hits up to half their maximum (including HP gained from wearing armour). Until they are healed to their full HP they should roleplay being lightly injured.
- A character reduced to **0HP** is **Wounded**, and begins their bleed count.
- All PCs start with a bleed count of **120 seconds**.
- Any PC may staunch another PC's wounds, pausing their bleed count. If they take any action involving ceasing to apply pressure to the wound, the injured character resumes bleeding from the count at which they paused. The wounded PC cannot be moved while they are being staunched; staunching wounds and moving a casualty both require two hands. To staunch a wound and move a character therefore requires two characters cooperating. PCs cannot staunch their own wounds. Bleeding can only be stopped entirely by use of specialist skills.
- Once the count has been stopped by a medic-trained PC, the casualty is still **Wounded** and on **0HP** until further treatment is applied. If they are hit again **while Injured and on 0**, they restart their bleed count. A restarted count begins from the start, not from where it was stopped.
- If a character reaches the end of their bleed count, they either die, or become **Marked By Death**.
- A character who is **Wounded** may stagger, crawl or talk, but may not run. They can call LAS or BLAM at point-blank range only, but may not make any other damage calls, or use any traits that require physical action (tech rituals) or are stressful (such as psychic powers). They may use mental traits, like lores and investigation.
- A character who has become **Marked By Death** struggles to their feet on half their maximum HP- they will die at a dramatically appropriate point before the end of the event. A character who is Marked By Death who reaches the end of a second bleed count dies immediately.
- A character may choose to become **Marked by Death** by using the **In the Emperor's Name This Is My Final Stand!** call, at which point they will die under the conditions set by that cue, but not by any other means.
- Executions are possible, but please avoid roleplaying 'slitting throats on the floor' etc - we would prefer execution, especially of PCs, to involve dramatic scenes such as firing squads instead of more strictly expedient methods. Incapacitating and restraining other PCs is intentionally possible, and we hope players will try to make death scenes as cinematic as possible - whether that means setting up a grandstanding public trial, or choosing to die instantly when the Commissar puts a boltgun to your head and pulls the trigger.
- On being treated by a medic, a character may suffer a **Complication**. When being treated after becoming Injured, they will be asked to draw a card from the medic's deck. Do not read the card; hand it to the medic, and roleplay your injuries according to the cues they give you. Some effects will require more than basic treatment, and there are a variety of risks involved in treatment.

Treating Wounds and Injuries

Treating a Casualty

- If a character is **Wounded**, they can only be properly treated by a **Medicae** or **Chirurgeon**.
- Initial treatment stops a **Wounded** character's bleed count. This requires a period of appropriate roleplay, be it with a bandage, a gadget or a roll of the Emperor's holy duct tape.
- Once their bleed count is stopped, a character can receive further treatment. This requires a second phase of more involved roleplaying, for example phsyrepping stitching wounds, setting bones, blood transfusion, balancing the humours, or any other complex procedure.
- After applying further treatment, the **Medicae** or **Chirurgeon** must perform a **Medical Check** to determine the success of the treatment.

Performing a Medical Check

When a **Medicae** or **Chirurgeon** finishes a period of treatment on a casualty, they must make a simple bead draw (or equivalent check). This draw determines if the treatment concluded successfully, or has generated further effects, called **Complications**. In some situations - for example characters **Wounded** by the **Sunder** call, or unarmoured characters **Wounded** by **REND** - the check may be bypassed, and the medic should automatically draw a **Complication**.

The base chance of a complication occurring is 25%. A standard method of making the check would be to use a bag of beads, 9 white and 3 red; on blind-drawing a bead from the bag, a **Complication** occurs if a red bead is drawn. Digital randomisers, dice or other methods are also appropriate, at the player's preference.

If no **Complication** is drawn, the treatment has been successful. The treated character is **restored to 1HP** and becomes **Injured** instead of **Wounded**.

Complications

- All **Medicae** and **Chirurgeons** must download and create a deck of **Complication Cards** from the PDF on the DuD website, and carry it with them alongside their bead bag/randomiser.
- The wounded character must make a blind draw from the **Complications** deck, reads the roleplaying effects and hands the card to the character treating them.
- The **Medicae** or **Chirurgeon** reads the card, and becomes aware of the ongoing problems their initial treatment has revealed. Not all wounds are what they seem to be on the surface, and what initially appeared to be a nasty bruise, flesh wound or knock to the head might suddenly turn into a life-threatening situation from internal bleeding, a nicked artery, concussion, or worse. The card will include instructions for what, if anything, may be done to treat the ongoing effects. The character performing the treatment should roleplay accordingly to the effects they are seeing - whether that is comfortingly explaining that the vision in their right eye should come back in a little while, or yelling for additional assistance because their patient is beginning to bleed out.

Injuries

A character who is at less than their maximum HP is **Injured**; players should endeavour to make this clear in their roleplay and body language. At the end of a scene, all characters with at least **1HP** automatically recover up to half their maximum hits. Outside of combat a **Medicae** or **Chirurgeon** may perform appropriate medical roleplay, after which the **Injured** PC will recover their full hits and cease to be injured; this does not require a complication check.

Alchemistry and Drugs

Only characters with the **Medicae**, **Chirurgion** or **Chem Trooper** traits can administer drugs.

Medicae, **Chirurgeons** and **Chem Troopers** may carry up to five 'doses' of drugs. These can be replenished either by finding a medical kit, or by a **Chirurgion**. Drug doses are physrepped by individual, clearly medical items such as coated bandages, vials, injectors, etc. Like ammunition, drug doses must be physrepped.

Chem Troopers can carry and self-administer **Combat Drugs** and **Stimms**.

Medicae can carry and administer **Opia**, **Stimms**, **Coag**, and **Biosealants**.

Adept Mortis can carry and create up to five 'doses' of poisons and toxins (the effects of these should be created with the assistance of a ref.

A character with the **Chirurgion** trait can carry and administer doses of any drug. A character with the **Chirurgion** trait can also produce drugs to replenish their doses and those of other PCs, by roleplaying the process with appropriate medical and alchemical props. With the assistance of a ref, they may also produce tailor-made drugs, anti-venoms/toxins, toxins and other alchemical concoctions.

Drugs

Combat Drugs are known by many 'names' such as Frenzon, Red Mist and 'Zerk. These cocktails stimulate violent responses, causing the user to ignore self-preservation instincts.

Suggested Phys Rep: Injector or Inhaler Mask, Red Liquid.

Effect: There are two ways a PC can react to Combat Drugs:

- For the next thirty seconds they will throw themselves relentlessly at the enemy. The character ignores all damage, as well as Would you Kindly?/Command, Override cues, but still takes other combat calls (e.g. **STRIKEDOWN**) normally. At the end of this period, they drop to **OHP** and become **Wounded** as normal. When healed by a **Medicae**, the treatment automatically produces a **Complication**.
- For the duration of the scene, the character will relentlessly throw themselves at the enemy without taking damage. However, at the end of the scene they die; they **cannot** become **Marked By Death**. This effect is an option only available to PCs.

Optional - If you are given this drug by someone you recognize as your superior, you will obey a single directive they give you while under the influence.

Coag is a cocktail of fast acting coagulants and pain killers, used to rapidly halt blood loss by promoting instant clotting.

Suggested Phys Rep: Injector, Blue Liquid

Effect: This immediately makes an **Wounded** character cease bleeding, however the character may not regain any further hits until after the scene in which they were **Wounded**.

Opiates are used for many medical and recreational purposes across the Imperium. Applied properly, they are potent painkillers and are used to sedate and otherwise aid a patient with the pain associated with surgery.

Suggested Phys Rep: White Pill

Effect: Opia has the roleplaying effect of creating a highly euphoric state. A character treated with opia can avoid the need to be gagged or held still should their **Complication** card include a roleplaying effect relating to them suffering from extreme pain

Biosealants are not actually drugs, but a collection of adhesives known colloquially by names such as 'bone weld' and 'wound sealant', used to rapidly close wounds and get people back into a fight.

Suggested Phys Rep: Canister/Injector, Yellow Foam/Liquid

Effect: When administered to a **Injured** agent, this restores them to **half their HP pool** instantly. However, they are automatically given a **Untreated Wound Card** from the **Complication** deck that remains active until they return to a proper medical location for treatment. In addition, the character cannot be raised above half their HP pool until their wounds are reopened (via roleplayed surgery) and treated

Stimms are a cocktail of powerful stimulants delivered directly to the neck, this alchemical mixture can give a severely injured warrior the push to keep them alive.

Suggested Phys Rep: Injector, Green Liquid

Effect: This may be administered to an **Injured** character once per scene, and has the effect of restoring **2HP**. It has no effect on **Wounded** characters.

Madness and Corruption

One of the core elements of Death Unto Darkness is that characters have far more to worry about than merely their physical safety; the horrors of the 41st Millenium also prey on the mind, and claw at the soul. In the course of their service to the Imperium, agents will see sights fit to drive them beyond reason, and many will temporarily or permanently succumb to madness. Worse, they will be exposed to the fell powers of the Warp; the daemons of that hellish dimension covet the souls of mortals and seek to tempt them away from the Emperor's Light, to become slaves and pawns of the threat known only as the Arch-Enemy.

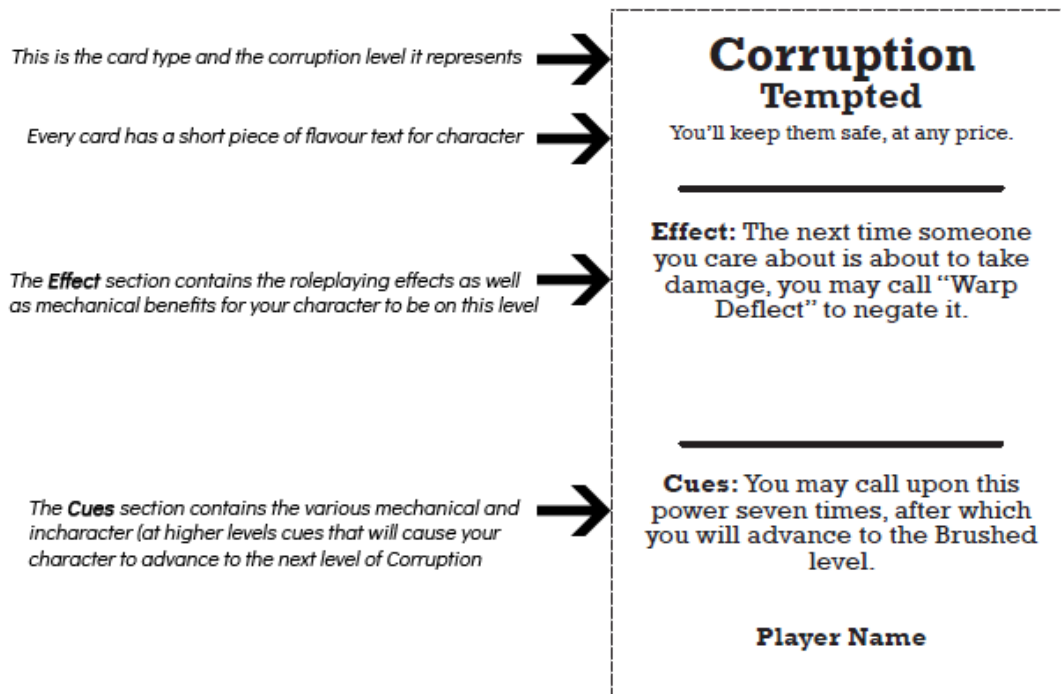
The Path of Corruption

The Imperium views corruption as the mental and physical degradations caused by exposure to the stuff of the warp. In truth while mutations and other effects from ambient warp radiation do occur to Player Characters they are more commonly represented by Dramatic Effect - what the Corruption system aims to represent is the whispering voices beyond the veil of the Warp that are invading the mind of the individual character, offering them individually what they desire and want for the most.

There are five levels of **Corruption**, representing increasingly severe taint on the characters soul. The cards are read in the following order:

Tempted > Brushed > Touched > Marked > Overwhelmed

You should look over the first four cards in advance, to plan how you might roleplay them when they are activated; the final **Overwhelmed** card should only be read when it becomes applicable.



Through the **Cues** section and other situations (see beneath a character will advance though the levels of corruption from **Tempted** to **Overwhelmed** - a character is only affected the card for the level they are currently on lower level cards are ignored until the character engages in an act of **Repentance** (see section) and reduces their corruption to that level. A character can never go beneath the **Tempted** level, few bar the most faithful are fully deaf to the ever-present whispers of the warp.

In addition to **Cues** a character can be corrupted through forbidden knowledge, sorcery and the dark gifts of the warp. Characters who interact with a prop with a **Chaos Star** (i.e. deliberately use, study, or handle beyond the point where you realise it is marked) should treat it as a cue to advanced to the next level of corruption. **Objects marked in this way cannot be destroyed without a ref.**



Other than this specific circumstance the only other circumstances in which one may gain **Corruption** are as the result of performing a ritual calling upon the dark powers of the warp, the result of a psychic peril, or through a member of the Event Team as a result of a more subtle effect.

Repentance

Providing an individual does not fully give themselves to the forces of the warp, it is possible to bring back a soul from threshold of damnation. The healing process is known as **Repentance**, this is the act of fortifying the soul against temptation, and punishing weakness in the mind and body that led to the lack of willpower to resist the temptations in the first place.

The guiding theme of Repentance is that **a price must ALWAYS be paid by the character in some mental or physical fashion in order to restore the sanctity of their soul** - the process of repentance is a combination of a character seeking **Guidance** and undergoing an **Ordeal**.

The need for **Guidance** represents the need for a character to reach out to an individual of significant spiritual importance to guide them back to the 'path'. A character seeking this should approach one (or more) other characters, who will serve as the 'anchors' who will aid them through the ordeal of redemption. Within the Imperium the figures who are generally trained to aid citizens suffering like this are traditionally **Priests** of either the Machine or Imperial Cults which is why most branches of the Imperium have some kind of chaplaincy, though some would turn to **Exorcists**, it is important to believe strongly in the spiritual guidance of the other individual, and **Commissars** and indeed other pillars of Imperial authority might also serve the same value.

An **Ordeal** represents that there is no 'easy way' out of corruption and it should have a deep impact on the character undergoing it. Though the ordeal itself doesn't necessarily have to be performed with great fanfare (though it is allowed and encouraged to do so), you should roleplay the price paid in an obvious and distinct manner. A change should occur in the character between the moment before and after the ordeal and it should affect the character quite deeply on either a mental or physical level, probably both.

Though the process of the ordeal does not have to be public or 'shouty' in itself, the resulting impact (mental or physical) should be shown in such a way as to be clear and distinct to other players (Ritual scarification, brands, heavily impacted functioning for a number of scenes, etc.) that the character has undergone some form of suffering.

A character who is **Marked** or **Overwhelmed** by corruption is so fully under the sway of the warp that they will not actively (even if it is against character) seek repentance rendering an exorcist more useful, and a Priest less so. Even the most noble characters soul can be turned no matter if they used the powers offered to them with the most benevolent reasons. **Marked** and **Overwhelmed** levels **may not be Repented in uptime without Ref permission** so deep are the talons in an individual's soul.

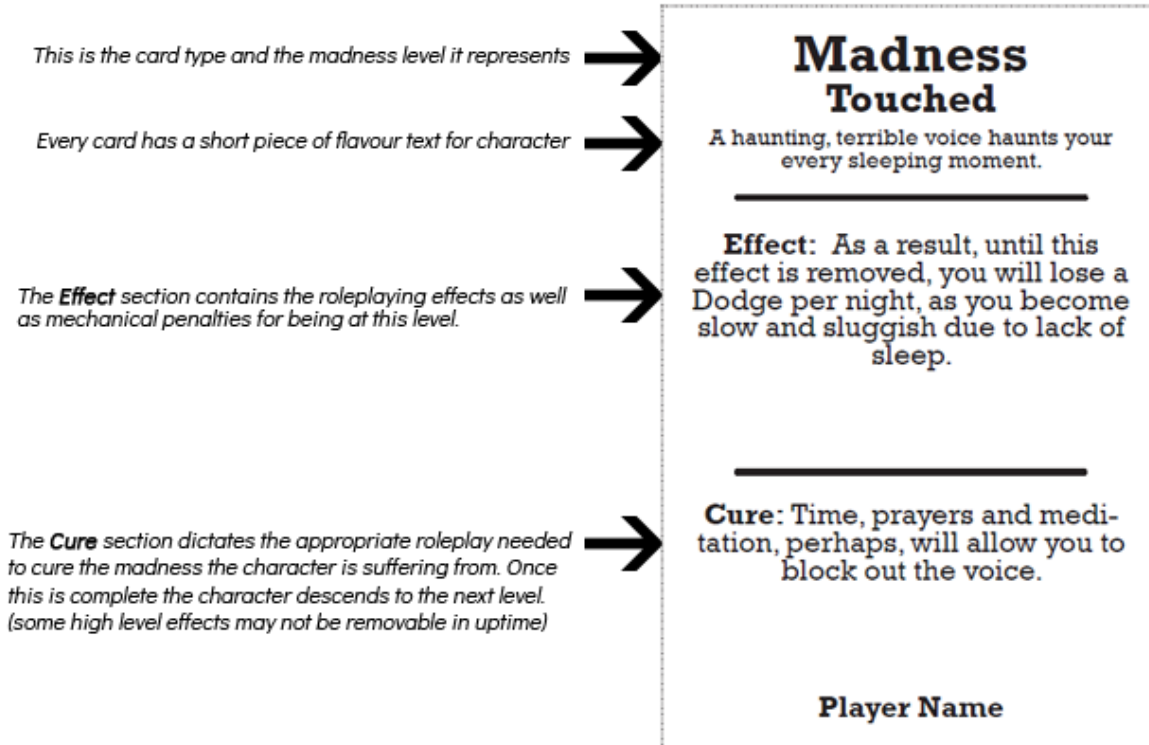
It is also possible to reduce corruption through DT action via the secondary 'reduce corruption' action.

Descending into Madness

There are four levels of **Madness**, representing increasingly severe damage to the character's mind. They are read in the following order:

Brushed > Touched > Marked > Overwhelmed

You should look over the first four cards in advance (there are two **Brushed** cards for variety), to plan how you might roleplay them when they are activated; the final **Overwhelmed** card should only be read when it becomes applicable.



There are a few ways in which it is possible for a character to be driven mad, the call **Dread** can be resisted at the price of becoming **Touched** by Madness. If you are already **Touched** by madness then you cannot resist the effect of the **Dread** call, and the effect of your **Touched** card is magnified in some (player decided) appropriate fashion.

In the same way a character may interact with a prop that has mind warping effects, witness something human eyes were never meant to see, or simply become exposed to mind-altering powers of the warp - in these circumstances the potency of the effect will be dictated by a ref

If a character suffers an effect that indicates they should go to the level they are already on, they should increase their level instead.

A character only suffers from the Madness card of their **current level**. In the case of the **Brushed** level, which has a duplicate card, only ONE of these cards can be active at any one time, a second effect that causes a character to suffer this level causes them to activate the **Touched** level.

In addition to these effects, it is possible for a player who has encountered a situation they feel would affect the mental state of their character to optionally activate the appropriate level of Madness.

Calls and Cues

COMBAT CALLS

LAS/BLAM	Lose 1HP. You have been grasped by a powerful force (or perhaps impaled by a harpoon with a tow cable). Lose 1 hit and move directly towards the source of the call for three seconds, as fast as you can comfortably manage.
DRAG	Your motion cannot be stopped by intervening players, if anyone attempts to grab you, then they are dragged with you. If you are already in melee with the source of the call you may not disengage with that melee for the three second duration.
REPEL	You have been hit by a powerful force: lose 1 hit and move directly away from the source of the call for three seconds as fast as you can comfortably manage. Should you hit a wall or obstacle, roleplay the painful jarring impact. Your motion cannot be stopped by intervening players, if your passage would cause you to hit another player, call Repel to them as they are hit by your flying body.
REND	If delivered to the torso you are instantly reduced to 0HP ; when treated you automatically suffer a complication. If delivered to a limb lose 2HP that limb is disabled until a Medicae or Chirurgeon treat it (20s RP), ranged damage hits torso unless specifically targeted. Armour has an effect on how you take this call.
STUN	Lose 1HP . On taking the first STUN call, you become disoriented and cannot attack or use any abilities for 5 seconds you may still fight defensively. If hit for STUN a second time while the first is in effect, you are incapacitated for 10 seconds , must go prone, and cannot resist attempts to restrain you - though you may still stumble, crawl/flail and speak in low mumbled/slurred speech. Carapace and Power Armour (only counts where it covers and against calls without the Warp tag): Lose 1HP. On taking the first STUN call, you become disoriented and cannot attack or use any abilities for 5 seconds . No additional effects.
SUNDER	Instantly reduced to 0HP ; when treated you automatically suffer a complication.
HAYWIRE	All technological equipment stops working for ten seconds . Items with the Archaic tag are specifically immune, but all other weapons are affected.
NULL	Psykers and psychic equipment are severed from the warp for ten seconds . Psykers may not use any powers during this period. Psychic entities may be differently affected.
TOXIC	Indicates that the attack was made with a poisoned weapon, if you took damage from this attack, you have been poisoned and should make a ref aware after a fight, if they do not find you.

NON-COMBAT CALLS

SCAN [life/heat/material/etc]	If you think this would detect you, respond with PING
WARP	Augment call; indicates how other abilities interact with it.
NO EFFECT	Your attack hit, but visibly didn't achieve anything.
MISSED	They dodged. Doesn't block WARP unless you're calling WARP MISSED .
DEFLECT	Some force blocked the blow, preventing it from hitting. Again doesn't block WARP unless it's WARP DEFLECT . WARP DEFLECT cannot be used against calls of NULL .
PING	Call to indicate a SCAN has registered you

MASS CALLS

Augment call; makes any call affect all individuals within 5m. Indicates a grenade has been thrown; requires the target and all characters within **5m** (or the phys-rep if visible) to **take the call**. In an enclosed space, such as a small room, calls with **FRAG OUT** affect everyone within the space.

FRAG OUT [Target] [Call]

A character may throw themselves over the phys-rep and call DEFLECT THAT GRENADE! They will take a SUNDER. In this circumstance the grenade damage is ignored by all others.

DAKKA

All characters within a rough ninety degree cone in front the character calling this lose **2HP** unless they dive prone, or are bracing their boarding shield in the direction of the call.

This affects all targets within **Five Meters** of a rough ninety degree cone from the front of the character originating the call. If you are stuck by this call you take **2HP** damage and then, either;

BURN

If you are **aware** of the source of the call, you may **back away five long steps** while RPin brushing flames off of your exterior.

Or

If you are **caught unaware** of the source of the call, **unable to back away** (due to IC reasons such as a wall, or being struck down on stunned - oc mobility is not penalised nor is making safety calls due to unsafe terrain) or you **choose to charge into the flames** you may continue acting for **ten seconds or until you take a second call of burn** while roleplaying your immolation after which you must fall over **wounded** and immediately suffer a complication (burns-related complications are recommended).

BOOM

The target and all characters within **5m lose 2HP and are knocked prone**. If in an enclosed space, everyone in that space is affected. It is possible to mitigate this call by leaping prone or into cover within 3 seconds at which point damage is **reduced to 1HP**.

BLIND

The target and all characters within **5m are blinded, stunned and deafened for 5s and cannot use traits or act other than to role-play their state**. If in an enclosed space, everyone in that space is affected. For OC safety, you do not need to actually shut your eyes - only roleplay the inability to see.

ROLEPLAYING CUES

DREAD

This affects all characters who can see the source of the call .A character that chooses to flee from the source or cower takes no further penalties. . A character who chooses to stand and fight is **doubles the time made between calls to six seconds and is unable to use any or ability trait that requires roleplay to activate (such as Medicae, Aiming a Sniper Weapon or using a Tech or Psychic Power) and becomes touched by madness**. These effects last for the duration of a scene.

Characters with traits that let them resist the other effects of DREAD still become **touched by madness**.

I AM A KNIFE IN THE DARK

Characters and important NPCs are **immediately reduced to 0HP**, regardless of how many hits or dodges they had remaining. Minor NPCs are killed instantly. This call may only be used on an unaware or unresisting character. To use this call, place a hand on

the character's shoulder; the act of killing may be mimed, but for OC safety reasons please do not target a blow at or press a weapon against the victim's throat.

**IN THE EMPEROR'S
NAME! THIS IS MY FINAL
STAND**

This may only be made by player characters who are **Marked By Death**. This is a 'challenge' to the monster crew, allowing any PCs/NPCs accompanying the player to flee a fight while the monster crew will **ONLY** target the PC (or PCs) using the call. For as long as is cinematically appropriate to allow those you are protecting to escape you may continue fighting before being cut down in an appropriately dramatic fashion. If players are on the offensive, this ability lasts until the end of the scene, or until a ref indicates the character should be overwhelmed by their wounds. A character who goes out in this way cannot be resurrected in any way, but may (if returned for) bleed out long enough to get a dramatic final death scene.

**... AND YOU SHALL KNOW
NO FEAR**

All Imperial loyalists who are at least stable recover their **maximum hits** and **refresh their uses of dodge**.

**COMMAND,
EXTERMINATION
PROTOCOL**

Any Skitarii or Mechanicus servitors who accept this command will throw themselves at the enemy, ignoring damage, mental RP effects and other mind control cues; they still take other calls, such as the effects of STRIKEDOWN, STUN, etc. After **thirty seconds**, they **drop to 0 hits** and automatically suffer a Complication when attended to by a medic.

COMMAND OVERRIDE...

This cue affects machines created by humans, and people with traits that state they are affected by it. The target must **obey the command** following this cue to the letter, either to completion of the task issue, or for **thirty seconds** if there is no logical 'completion' point. Commands that require further input ("Command override, obey me") automatically fail. If the person giving the cue does not make their use extremely obvious, you are not consciously aware of the influence; do not react to this cue with awareness if it is used in a subtle way, such as being slipped into conversation.

WOULD YOU KINDLY...?

This cue affects any organic life with a mind, including cyborged individuals. The target must **obey the command** following this cue to the letter, either to completion of the task issue, or for **thirty seconds** if there is no logical 'completion' point. Commands that require further input ("Would you kindly obey me") automatically fail. If the person giving the cue does not make their use extremely obvious, you are not consciously aware of the influence unless you are capable of resisting it; do not react to this cue with awareness if it is used in a subtle way, such as being slipped into conversation.

**I NAME THEE (Being's
True Name) AND BANISH
THEE TO THE WARP!**

Cues a warp creature that you have made all the preparations to carry out its banishment. This will destroy weaker entities almost instantly, and may have some effect on more dangerous beings.