



Death Unto Darkness

Character Creation and Downtimes

Appendix 1 of 4
Dark Millennium Live Action Roleplaying

V1.2.3

DuD V.1.2.3 written by Ben Macey
Rules 1.2.3 development by Ben, Jay and James
With thanks to Jay and James for Proofing

Creating a Character

The Google Docs form for creating a character can be found [here](#). All characters need to be sent in via this form, but you can get in contact with the Game Team to discuss any ideas you have in the meantime by emailing us at deathuntodarkness@gmail.com

Player characters are defined by a word: **outsiders**.

They are products of the Imperium, and, yet, they are individuals who display unique talents and a capacity for freedom of thought that might otherwise make them a threat to the Imperium if they weren't leashed to the organisations they serve. They may hold to the hardline beliefs of the tyrannical organisation they serve, or they may believe that they can change it; the Imperium tolerates them as outsiders because they can complete the tasks that it cannot entrust to the masses of its oppressed population who obey it with willing complicity.

"The kind of person who becomes an imperial agent, a protagonist, is an outsider in the Imperium – they possess skills and talents that set them apart, they are better educated than the Imperial masses – and they may not share the majority's opinions, and may even be quite radical in their beliefs. They stand out in a crowd either for their eccentricities, or because the crowd is too terrified to stand near them. And, so, they will forever stand apart and outside... and that is exactly why their Masters noticed and chose them to serve."

The complete guide on how to write the -ideal- background for the game is located, [here](#)

Your Character - Basic Abilities and Selecting Traits

Player characters are better trained and educated than most of the common citizens of the Imperium. To this end, they enter play with a basic starting package of skills and abilities. On top of this you will need to select traits, which represent the skill, life experience, artificial augmentations and natural talents that separate a PC from the ordinary inhabitants of the Imperium..

Basic Starting Package

- All Player Characters (PCs) have a starting pool of **4 HP**. These hit points are global, and your total can only be increased by wearing armour.
- All PC's have the ability to dodge **twice per scene**.
- All Player Characters (PCs) are able to use **Basic Weapons** as well as wear armour and may dual wield two melee weapons or a melee weapon and a pistol.
- All PCs read and speak **Low Gothic** (see Language, Lore and Investigation section).
- All PCs who have traits marked as Educated (E) can read and speak **High Gothic**.
- PCs who have a Mechanicus trait can read and speak **Lingua Technis**.

Select Traits

- At character creation you may select **Five** traits from the **Common Traits** list. As the game progresses, you will be able to add or change your traits, per the section on Downtimes below.
- You may then select a **bonus trait** from either the **Common Traits** or **Veteran Traits** list - this represents a unique quirk, so if you can't find something that does not fit your vision, email the ref team to request a trait.
- Please note that aside from **Lothemaster** you may not select any trait more than once.
- Some traits are marked as **[L]**, meaning 'Limited'. These traits are less common in the Imperium and for various reasons the game team does not want too many individuals with them in the system. If you want to select one of these traits, please email the team at deathuntodarkness@gmail.com.

Your Character - Do I need a trait to do/have X?

The traits listed in this section cover access to specialist equipment, physical quirks and augmentation as well as a character's training. The traits are not intended to cover every possible skill a character might possess. As such there are many abilities, for example piloting spacecraft or carrying out torture and interrogations, that are not included. This does not mean you are not able to do them; instead they are expressed better through roleplay than through mechanics. Traits only cover things which have a mechanical effect in uptime. We would encourage you to think about what non-mechanical skills your character might be good at and which ones they might struggle with, and build them into your characterisation and background.

In the same vein the setting features technology which, while in many cases fantastical by our standards, is so ubiquitous in the Imperium as to be trivial and it would add little to force players to account for it in character

creation. Servo skulls, dataslates, lights, radios and recording equipment are all a matter of having physreps which will perform the function you require. Cosmetic or prosthetic bionic implants also come under this heading. If items in this broad category - bionics included - are hit by a call of **HAYWIRE** then it is appropriate to roleplay at least some effect or reaction, using a lesser version of the mechanical effects as a guideline.

The only restricted 'narrative' technology is interplanetary-scale communications equipment. **Unless briefed otherwise**, sending or receiving messages on that scale requires a PC or NPC Astropath.

Downtimes and Character Advancement

Between Games you will have the opportunity to submit a **Downtime**; this represents your character's ongoing actions between events.

Downtimes have the following three elements:

Primary Action

There are two types of primary action a character can take during downtime.

Missions are narrative adventures - they expose you to the whims of the writing team, who will take your input for some area of the world you intend to investigate/visit/shoot things in and from there we will create a short piece of narrative fiction to describe what happened to your character during this Downtime period.

Advanced Research, is the option used when engaging in in-depth research on a particular subject or when doing something between events that will have an uptime mechanical effect. Examples might include crafting an item or engaging in some form of warp ritual. Alternatively, if one was researching a subject of Lore, then, this action provides you with a page or more of in-depth lore. There is a secondary action research option detailed below by which characters can obtain less in-depth information while still undertaking a mission or advanced research.

Secondary Action

This is selected from a drop down box and contains a number of options as follows. You will receive at most a few paragraphs of detail on these.

- **Reduce Madness** - If you are affected by Madness you may reduce your track one step from where you ended on last game. This can be by whatever means you feel are appropriate to your character, be it anything from visiting a Sanatorium to having your cortex wiped by a psyker or mechanical process.
- **Reduce Corruption** - If you are affected by Corruption you may reduce your track one step from where you ended on last game. This can be by whatever means you feel are appropriate to your character's spiritual approach - such as undertaking pilgrimage, performing penance or attending Ommissian worship.
- **Research** - This action is based around a character searching for basic information on a topic covered by or related to lore. Examples might include researching the history of the Prosperitas sector in the libraries of Agrial III, putting together a family tree of House Durovera, dissecting a Xeno-specimen, searching for a cure for a particularly virulent disease or attempting to uncover a hidden cult. You must possess a relevant Lore for the topic you are researching, unless it is a subject not covered by a lore. This produces substantially less detail than the primary action of Advance Research - an overview rather than an exhaustive exploration.
- **Listen to Rumours** - Your character puts an ear to the ground and listens to rumours around the Sector. Sometimes these will lead to red herrings, but there is a kernel of truth in every rumour.

If you are performing any research, you will need to put down the subject you are seeking to research; the broader the topic the less reliable information you are going to receive, so it is suggested that you try to answer specific questions rather than groping around in the darkness.

Whispers

If you have the *Whispers* veteran trait you will receive a sheet of random whisperings from the universe (reliable intel and hooks) before each event you play - though please be aware this is not always possible. In addition in downtime you can target your network towards a specific individual, planet or topic, which will direct your spies or contacts towards picking up whispers on this particular subject.

Annual Veteran Advance

It takes time for characters to change and for supply chains to deliver: progression in Death Unto Darkness is slow for this reason. Once per year, during the winter, every currently active character will be invited to submit their character's Annual Veteran Advance. This is an opportunity to update your character with any important events over the course of the year that you think may be useful or the Game Team to know, but it is also when you can improve your character's skills and ability in mechanical ways. You may perform each one of the following actions:

Gain Trait OR Acquire a Relic OR Gain New Rote

Gaining a New Trait allows a character to select another trait from either the **Common Traits** or **Veteran Traits** section of the traits section of this appendix. These still require you to possess the prerequisite traits to select them. Please note that asides from **Loremaster** you may not select any trait more than once.

Gaining a New Rote is something available only to those with the **Master Psyker** or **Ordained of the Omnissiah** traits, allowing them to either create a rote for their existing discipline, or learn a new rote from a discipline they do not possess. In the case of selecting a rote from another discipline, a Psyker must have both the **Adept** rotes first before they can acquire a **Master** rote.

Acquiring a Relic allows a character to obtain a Relic (see armoury). These are impossibly ancient or highly advanced items or even pieces of alien technology, with a nature unique to each weapon. They represent a myriad of items and do not have to have any sort of combat purpose. The ultimate goal is to provide your character with a piece of equipment that will grow to be -their- iconic gear. These creations are only really limited by imagination and game balance!.

Because these are intended to be a character's 'signature' kit it is important that the phys-rep for such an item is held to a higher standard than those for standardised equipment. To avoid disappointment, please work closely with the DuD team when planning or commissioning your physrep to ensure it meets the standards expected. We are happy to speak directly to prop makers to assist.

As a rule, because of the maintenance, attention and expense involved in the operation of any one of these pieces of technology, a character may only ever have **one** item of this type at any time. If stolen these items are incredibly dangerous in unfamiliar hands, and their use almost always results in tragedy. Other PCs or NPCs cannot use any of the abilities of a relic, and should inform a ref if they attempt to try.

It is assumed that the training to utilise relic equipment is included in the action of acquiring it, so the PC who owns such an artefact does not need any prerequisite traits to use it. They would still need traits to use other items in the same class - an understanding of a specific and unusual boltgun does not generalise to proficiency with other boltguns without the basic combat skills..

Gain a Lore Specialism

Providing you have at least one Lore, you may expand your knowledge at this point by designating a new specialism within one of the Lores you currently possess. Refer to [Appendix 3: Lore](#) for details.

Break or Make Faction Ties

The time may come that a character will turn their back on the faction they are a part of - perhaps coming under the influence of another faction or finding themselves at odds with their former loyalties. Whatever the reason there is an opportunity to use the Annual Advance to break ties with one or both your faction ties and replace them with new ties. Of course, there can be consequences for these actions - the powers that be in the Sector do not often take kindly to being abandoned.

Common Traits Summary Table

Physical Traits

TRAIT NAME	PREREQUISITES	TRAIT EFFECT
Tough		Once per day, do not suffer a Complication .
Solid	Tough	Twice per scene you may call No Effect to Repel or Drag .
I Will Not Die	Tough	Once Per Scene instantly recover from Wounded on one HP and two dodges.
Unnatural Toughness [L]	I Will Not Die or Solid	Treat Reid calls as Blam , no additional effect from multiple Stun calls.
Agile		Can now Dodge Three Times in a Scene.
Unnaturally Agile [L]	Agile	Can now Dodge Four Times in a Scene, may dodge melee calls and calls of Boom , Blind and Frag Out! .
Hammer of Wrath	Tough	Call Reid , Repel or Drag with 42"-60" two-handed melee weapon.
Bionic Enhancement	Does not count towards any pre-requisites	Pick two enhancements (see full trait description)

Mental Traits

Iron Within		Twice per scene you may resist any psychological roleplaying effect (not a Madness cue) or a call of Would you Kindly? In addition this gives you an advantage when being interrogated.
Adamantium Will	Iron Within	Twice per Scene may call Warp Deflect to resist Psychic Powers
Get it Together, Trooper!		Twice per Scene restore 4 HP to another character via appropriate roleplaying.
Faith and Fire [L]		Your Path of Corruption track is replaced with Faith and Fire.

Training Traits

Assault Training		Can use Assault Weapons
Elite Training	Assault Training	Can use Elite Weapons
Exotic Training	Elite Training	Can use Exotic Weapons
Aegis Training		Can use Shields
Moritat		Dual-wield pistols to increase rate of fire to one call per second. Pistol range increased to 10m.
Knife in the Dark		May call I am a knife in the dark from behind an enemy. Can wear Synskin Bodysuits.
Adept Mortis	Knife in the Dark or Elite Training	Gain <i>Medicae Lore</i> and the ability to create toxins. May call I am a knife in the dark from any direction, and reduce aiming time to call Sunder with Sniper Shot weapons to 10 seconds.
Vigilator		Gain <i>Vigilates Lore</i> . May use an Auspex to call Scan (Type) twice per scene and reduce aiming time to call Sunder with Sniper Shot weapons to 10 seconds
Grenadier		You may carry four grenades per type rather than two.
Pack Rat		Carry 10 reloads rather than five.
Medicae		See Medical Treatment section, gain <i>Medicae Lore</i> and a specialism.
Chirurgion [E]	Medicae	See Medical Treatment section.
Chem-Trooper		May self-administer drugs as laid out in the medicae rules. Can have drugs remote-triggered by commanding officer.
Steady Hands		When you fail a medicae check, draw two Complication cards and pick one. If you fail when preparing use of an Archaeotech or Xenotech device, draw two quirks-and-flaws cards and pick one.
Loresmaster [E]	May be bought multiple times.	Gain two <i>Lores</i> , and two specialisms within each <i>Lore</i> .

Mechanicus Traits

Lay-Mechanicus Sanctioning		Gain the <i>Techno-Arcana Discipline</i> (Lay-Mechanicus). Gain <i>Mechanicus Lore</i> and a specialism.
Ordained of the Ommissiah	Lay Mechanicus Sanctioning	Gain either the <i>Secutor</i> or <i>Enginseer Techno-Arcana Discipline</i> Ordained level.
Consecrated of the Ommissiah	Ordained of the Adeptus Mechanicus	Increase chosen <i>Techno-Arcana Discipline</i> from Ordained to Consecrated level.
Skitarii	Cannot have Lay Mechanicus , Psyker , or any other Status Trait	Gain Assault Training and Tough traits. Must obey orders from Senior Tech Priests.
Blessed Augmetics	Bionic Enhancement and Skitarii or Ordained of the Adeptus Mechanicus	Choose Praetorian (Skitarii/Ordained) or Blessed Servo Augmetics (Ordained) (see full trait description)

Psyker Traits

Psyker Mutation [L]	Creation Only	Choice of one <i>Psychic Discipline</i> (Adept) Gain <i>Primaris Discipline</i> (Adept)
Bound to the Adeptus Astra Telepathica [E]		Gain Iron Within and <i>Malleus Lore</i> Psykers gain the legal papers and brand to practice their powers, Non-Psykers gain the legal papers and insignia to police Psykers.
Master Psyker [L]	Psyker Mutation	Increase chosen <i>Psychic Discipline</i> to Master. In addition gain <i>Primaris Discipline</i> (Master)
Astropath [L]	Psyker Mutation, BitAAT	Gain <i>Astropathy</i> Sub-Discipline immune to Blind . Take Null as Blind in addition to other effects..

Common Trait Details

ADAMANTIUM WILL

Prerequisite: Iron Within

Type: Mental

You are clad in the armour of your own faith, protected from the warp by unknown powers.

Twice per scene, you may resist the effects of any **Psychic Power** cue or any call with the **Warp** tag attached by calling **Warp Deflect**.

ADEPT MORTIS

Prerequisite: Knife in the Dark
or Elite Training

Type: Training

They saw what you could do, they saw your kills, and they approached you about your particular talents. You bear their skull-mark now. Who your benefactors are you couldn't say, but they are watching you, testing you.

You may use the cue **I am a knife in the dark** from any direction on an unexpected foe, and reduce the time taken to aim with **Sniper Shot** weapons to ten seconds. You also gain *Medicae Lore* representing your intimate knowledge of the body, and may prepare toxins with appropriate roleplay at Ref discretion.

AEGIS TRAINING

Prerequisite: None

Type: Training

Though they may seem like a primitive technology, warriors in the Imperium - from feral world rabble to Naval Boarding Teams - still make use of shields.

You may use any of the shields listed under the **Shields** category in the **Equipment** section, as well as any **Xenotech and Archaeo-Tech** you find that require this skill.

AGILE

Prerequisite: None

Type: Physical

On some worlds, especially Death Worlds, there are two types of people: the quick, and the dead.

You may dodge an additional time per scene, increasing your basic dodge pool (before equipment) to **three**.

ASTROPATH

Prerequisite: Psyker Mutation and
Bound to the Adeptus Astra Telepathica

Type: Training

You stood before the beacon of His power, and witnessed the light of the Emperor first-hand. It burned your natural sight from you and bound your soul to His, leaving you blinded by majesty.

You gain access to the Astropathy Psychic Discipline, in addition your reliance on your psychic sight gives you a better view of the fabric of reality around you.

Your character was blinded in the process of becoming an Astropath. You may phys-rep this with something in the vein of contact lenses, burn scars around the eye-sockets, bionic-eye prosthetics, or a material wrap over the eyes (where safe to do so). The advantage of this is that your reliance on your psychic sight means you are unaffected by **Blind** calls, however because of this same reliance on your psychic sight calls of **Null** have the effects of **Blind** on you in addition to its normal effects.

ASSAULT TRAINING

Prerequisite: None

Type: Training

From the elite soldiers of the Militarum Tempestus' Stormtroopers and decorated Veterans to Gangers and Child Soldiers - talent with the Imperium's weapons takes time and training.

You may use all weapons under the **Assault Weapons** category in the **Equipment** section.

BIONIC ENHANCEMENT

Prerequisite: None

Type: Physical

Many Imperial citizens have bionics; often they are favored as prosthesis for replacing lost limbs. Your augmentations are more extensive. Rather than simply replace the parts you have lost, they make you more capable than before.

Due to your augmentation, you may count as having **two** of the following enhancements:

Auto-Stabilized: Gain the benefits of the **Solid** trait

Augmetic Senses: You may use the **Scan** call twice per scene, twice per scene you may resist a call of **Blind**.

Built-In Sidearm: You may call **Las** at 5m range twice per scene. This does not consume reloads.

Enhanced Biology: You gain the benefits of the **I Will Not Die** trait

Neural Failsafe: Twice per scene, you may choose to take the **Would You Kindly...** cue as 10s of either unconsciousness or incapacitating pain. You may choose to have this implant activated remotely by your PC's superior if appropriate.

You also become vulnerable to the **Haywire** call: if you are hit by it you are stunned for five seconds and lose the benefits of this trait until a Rite of Repair is performed on you.

BLESSED AUGMETICS

Prerequisite: Bionic Enhancement
and either Ordained of the Ommissiah or Skitarii

Type: Mechanicus

Your body has been reshaped by arts reserved only for selected servants of the Adeptus Mechanicus; your very flesh has been reshaped to accommodate many technologies considered sacred and unique to the Machine Cult.

You may select either one of the following if you are a Tech-Priest or the Praetorian option if you are a Skitarii.

Praetorian: The elite of the Skitarii, Praetorians are equipped with advanced weapons systems which are integrated into their bodies. Replace one of your arms with a weapon you are capable of using. If it is a ranged weapon it gains the **Las Recharge** rule, representing incorporating a complex energy weapon; if it is a melee weapon, you may call **Stun** twice per scene in addition to any other calls it can make. This weapon can be swapped out between games. If the weapon is Archaeotech then it must still be prepared and used normally, but if you fail when preparing it you may draw two peril cards and choose which to activate.

Servo Rig: You have been enhanced with a complex system of additional limbs and inbuilt tools, optimised to assist you with your work. When you fail when preparing Archaeotech or making a Medical Check to treat an injured character, you may draw two perils/complications and choose which to activate. Your rig also incorporates a **Las Pistol** (which cannot benefit from the Moritat Trait), which is powered by your internal reactors and thus does not consume reloads.

Because of your extensive mechanisation, you are now vulnerable to the **Command Override** cue. Should you be **Wounded**, you require the attention of a **Lay Mechanicus** as well as **Medicae/Chirurgeon** before a Medical Check can be performed to bring you to **Injured**.

BOUND TO THE ADEPTUS ASTRA TELEPATHICA

Prerequisite: None

Type: Status [Educated]

Only those Psykers branded and trained by the Adeptus Astra Telepathica have the legal right to move freely through the Imperium and use their powers in its defence, this process is called, sanctioning. The Adeptus does not solely employ psykers, indeed its work is supported by a number of agents, wardens and psyker-hunters that allow it to maintain control over Psykers.

If you are a Psyker and you take this trait, you gain the benefits of the **Iron Will** trait and *Malleus Lore* as well as the Sanctioning Brand and papers required to prove your legal right to use your powers and exist.

If you are a Non-Psyker and you take this trait, you have a degree of status as a Warden or Psyker-Hunter in the employ of the Adeptus along with the legal right to arrest suspected Psykers, and gain the benefits of the **Iron Will** trait as well as *Malleus Lore*.

CHEM TROOPER

Prerequisite: None

Type: Training

The Imperial Guard has numerous methods of encouraging its myriad conscript-troops to fight; drugging them with Slaughter and other combat drugs is favored, as it produces reckless berserkers with little concern for their own safety.

You may carry and self-administer **Combat Drugs** and **Stimms**, as laid out in the **Treating Wounds and Injuries** Section. If it is appropriate for your character, your self-administered drugs may be contained in an auto-injector and triggered by a superior you are attached to.

CHIRURGEON

[Educated]

Prerequisite: Medicae

Type: Training

Personal Physician to Imperial Nobility, Medicae-Officer of the Imperial Guard or Magos Biologis; you have a complex and deep understanding of medical science.

You can carry and administer any kind of drug, and restore hitpoints, stop bleeding and treat complications via appropriate medical roleplaying - see the **Treating Wounds and Injuries** section of the core rules. You may also, with appropriate phys-reps and the assistance of a Ref, create custom drugs..

CONSECRATED OF THE OMNISSIAH

Prerequisite: Ordained of the Omnissiah

Type: Mechanicus

You have been inducted into the inner circle of your forge and taught the greatest secrets of the Cult Mechanicus, you have access to knowledge forbidden to lesser members of the Priesthood of Mars, and the ability to manipulate ancient sciences.

You increase your ability in the Techno-Arcana Discipline you chose for the pre-req of this trait to the **Consecrated** level and have a measure of political strength within the Machine Cult.

ELITE TRAINING

Prerequisite: Assault Training

Type: Training

Many of the advanced technologies of the Imperium require additional training to use, leaving them often to fall into the role of squad support weapons.

You may use all weapons under the **Elite Weapons** category in the **Equipment** section.

EXOTIC TRAINING

Prerequisite: Elite Training

Type: Training

Look, it's an effective weapon, I'm sorry about the radiation poisoning but you know what they say, the best medicine is the kind that can kill you! What'dyamean with THAT expression now?

You may use all weapons under the **Exotic Weapons** category in the **Equipment** section.

FAITH AND FIRE

Prerequisite: None

Type: Mental

Fanatical faith in the Emperor is your shield, and through Him you are protected from the Warp's touch.

Your **Path of Corruption** track is replaced with **Faith and Fire**. This affects how you now interact with Path of Corruption cues in a different way representing your iron-shod faith in the God-Emperor and greater resistance to temptations.

GET IT TOGETHER, TROOPER

Prerequisite: None

Type: Mental

Through fear, or inspiring presence of faith or command, you can rouse a servant of the Imperium to stay in the fight.

Twice per scene, with appropriately 'motivating' roleplay (e.g. a rousing speech or giving orders at gunpoint), you may restore **4 HP** to a character who is not **Wounded** and accepts your command or advice.

GRENADIER

Prerequisite: None

Type: Training

Your fondness for things that make large, flashy, explosions is not necessarily comforting to your peers, but that's not going to stop you.

You may carry **four** grenades per type rather than two.

HAMMER OF WRATH

Prerequisite: Tough

Type: Physical

Rare are the warriors who favour two-handed weapons in this age of Mankind, but they can be a devastating opponent to face if they get into close combat.

With an appropriately heroic blow you may call **Rend**, **Repel** or **Drag** with a two handed melee weapon of 42"-60"

IRON WITHIN

Prerequisite: None

Type: Mental

You have seen the things that lurk in the shadows, you have faced the dark beyond, and you have survived it.

Twice per scene you may resist any psychological roleplaying effect (not a Madness cue but the effect of a Madness -card- would be valid) or a call of Would you Kindly? In addition this gives you an advantage when being interrogated (please see that section of the rules)

I WILL NOT DIE

Prerequisite: Tough

Type: Physical

Touched by the Emperor, or simply too stupid to know when to die, you can carry on despite horrendous injuries.

Once per scene, when you are reduced to the **Wounded** state you may immediately recover on **One Hit** and **Two Dodges**. This should be roleplayed appropriately as you rise roaring and fit to fight from the floor.

KNIFE IN THE DARK

Prerequisite: None

Type: Training

Cut-throat, Assassin, Commando, your talent for killing quietly is what marks you out, able to end a life without your foe knowing what hit them.

You may use the cue **I am a knife in the dark** from behind an unexpected foe. You may also wear Synskin Bodysuits.

LAY MECHANICUS

Prerequisite: None

Type: Mechanicus

You have been inducted in the simplest of the techno-arcane rites of the Adeptus Mechanicus, you may be a Servile Thrall Engineer raised in Mechanicus Servitude, or one of the few outsiders, such as Imperial Guard Engineers, permitted to learn these secrets.

You gain the **Lay Mechanicus** Techno-Arcana Discipline, and gain *Mechanicus Lore* and gain one speciality within that lore.

LOREMASTER

[Educated]

Prerequisite: None

Type: Training

Much of the Imperium's history and secrets, are not recorded in data form, but instead in thousands of scattered dusty tomes, endlessly replicated by servitor-scribes, you have had the fortune to study but a few of these.

You may select any two *Lores* of your choice from the list of lores in the **Investigations, Lore and Languages** section and pick two specialities for each of those *Lore*.

MEDICAE

Prerequisite: None

Type: Training

Combat Medic, Local Shaman, Frontier Doctor, you have a basic understanding of medical science.

You can perform all the actions of a **Medicae** as laid out in the **Medicae and Chirurgeons** Section. You gain *Medicae Lore* and one speciality.

MORITAT

Prerequisite: None

Type: Training

Gunslinger, Assassin, Bounty Hunter, your skills weren't honed on the battlefield, but what an Imperial Guardsman can do with some piece of high-technology, you can do with a pair of pistols in your hand.

You may dual wield pistols allowing you to call one call per second against targets within ten meters, if you are using weapons with two different calls you must alternate calls. At the end of the scene you use two reloads rather than one. Pistol range is increased to 10m.

ORDAINED OF THE OMNISSIAH

[Educated]

Prerequisite: Lay Mechanicus

Type: Mechanicus

Though there are many ranks from the lowly Tech Adept, to the towering Electrodeacons, you are a member of the Cult Mechanicus itself. One of the Priests rather than the lay worshippers, inducted in the mysteries of the sciences.

You may choose either the **Secutor** or **Engineer** Techno-Arcana Discipline, you gain it at the **Ordained** level.

PACK RAT

Prerequisite: None

Type: Training

You've sometimes been called light fingered, sometimes tight-fisted, whatever it is, you're good at holding onto ammunition for when you need it most.

You are assumed to always be carrying ten reloads for your weapons on your person at any one time, rather than five.

MASTER PSYKER

Prerequisite: Psyker Mutation

Type: Psychic

Rare amongst even Psykers, Master or Alpha-Level Psykers have an unparalleled connection to the energies of the Warp. This makes them incredibly powerful, but also, incredibly dangerous should they stray from the Emperor's Light.

Increase your chosen Psychic Discipline and the Primaris Discipline to **Master** level.

PSYKER MUTATION

Prerequisite: None

Type: Psychic

Note: Only available at Character creation

Psykers represented a new evolution for humanity, and a new threat to it. Able to harness the raw matter of the warp and turn it into strange and twisted 'powers'.

Choose either, Biomancy, Divination, Telekinesis or Telepathy, you gain that Psychic discipline and the Primaris Discipline at **Adept** level.

SKITARII

Prerequisite: Bionic Enhancement,
Mechanicum Loyalty, no other Status Traits

Type: Mechanicus

The secrets of the creation of Skitarii are unique to each Forge World, but the product is always the same. Skitarii were once human, but bionic augmentation and Mechanicus indoctrination has turned them into fanatical, loyal warriors of the Adeptus Mechanicus.

You gain the **Tough** and **Assault Weapon Training** traits, thanks to your augmentation and training. This archetype functions best when attached to a Tech-Priest or as part of a unit of Skitarii, you have diminished free will and are loyal to the Machine Cult and fanatically loyal to your superiors.

SOLID

Prerequisite: Tough

Type: Physical

You've learned to roll with punches, or maybe you're just used to the shifting gravity of deep space vessels, either way, it's hard to knock you off your feet.

Twice per scene, when hit by a call of **Repel** or **Drag** you may ignore the effect, remaining on your feet and calling **No Effect**.

STEADY HANDS

Prerequisite: None

Type: Mental

You were trained to perform well under pressure, and not make mistakes when doing so, you keep your hands still and your mind on the task.

If you perform a Medical Check and get a complication, you draw two cards from the Complication deck and pick whichever you prefer. When preparing a Prepared Rote or Active Ability for Tech-Adept or Archaeotech you may redraw a failed bead check, this does not apply to any post-scene checks for using more uses of powers or active abilities.

TOUGH

Prerequisite: None

Type: Physical

Life in the Imperium is hard for everyone, but your experiences, or breeding, have made you harder than most folks.

Once per day, when you suffer a **Complication**, you may ignore it.

UNNATURAL AGILITY

Prerequisite: Agile

Type: Physical

Be it the use of combat drugs, or cybernetic enhancements, or abhuman mutations your reactions are above-average.

You may dodge an additional time per scene, increasing your basic dodge pool (before equipment) to **four**. You can also dodge calls of **Boom, Blind** and **Frag Out!** as well as blows from Melee weapons, though you cannot dodge calls of **Haywire** or with the **Warp** (unless it is attached to a melee weapon blow) augment call. Characters with Unnatural Agility should physrep it in some fashion such as drugs, chem-injectors, obvious abhumanity or cybernetics.

UNNATURAL TOUGHNESS

Prerequisite: None

Type: Physical [Limited]

What you are, is not normal. Perhaps you are more machine than human, or perhaps you are a breed of genetic freak, an engineered warrior, or mutant abhuman.

Treat the calls of **Rend** as if they were the **Blam** call, you ignore the roleplaying effects from taking multiple **Stun** calls in quick succession. Characters with this level of toughness are rare, and should be appropriately phys-repped by bulky bionics, or significant 'abhuman' costuming (such as a Ogryn or Beastman costume) - the actual nature of this should be player-decided but must represent toughness.

VIGILATOR

Prerequisite: None

Type: Training

Ranging ahead of the armies of the Imperium, or raised on a wilderness world, you are a scout, familiar with tracking your enemies and eliminating them from afar.

Gain access to *Vigilates Lore* and one speciality within that lore. In addition, if you have an appropriate physrep for an Auspex you may make use of the **Scan (Type)** call twice per scene. You reduce the time taken to aim with **Sniper Shot** weapon abilities to ten seconds.

Veteran Traits Summary Table

Physical Traits

TRAIT NAME	PREREQUISITES	TRAIT EFFECT
The Emperor Protects	I Will Not Die	1/day when using I Will Not Die effect you get back up on full hits and 2 Dodges .
Iron Jaw	Tough	Twice per scene, resist a Stun call
Blind-Fight	None	You may make melee attacks while affected by the Blind call. Call Deflect to Blind to indicate this.
Walking Wall	Aegis Training and Tough	When carrying a shield treat Dakka and Burn as Blam
Rampage	None	The first time you believe you have reduced an enemy to Wounded in melee each scene, regain 2 Hits .
Last Legs	Tough	You can move as normal when you are Wounded . However, doing this has consequences, you automatically suffer a complication when treated.
Now I'm Mad!	Tough	When reduced to Wounded you may attack the source of your wounds for ten seconds or until they are down, whichever is shortest.

Mental Traits

Flagellant	Faith and Fire	Instead of taking an effect that would cause you to increase your Madness , you may instead choose to take the effects of being on combat drugs .
Old War Stories	Must have some kind of memento from the past.	1/scene you may count as having any one <i>Lore</i> skill for an investigation scene. You must roleplay having been in a similar situation in the past.
Let His Name Bolster Your Will !	Get it Together, Trooper!	2/scene with appropriate roleplay, you may allow another character to ignore the effects of any madness cards they currently have active (unless Overwhelmed) for the duration of that scene.
Let His Deeds Give You Strength!	Get it Together, Trooper!	1/scene, you may restore a Wounded character to full hits, although Rended or Sundered limbs remain unusable. At the end of the scene, they will be Wounded again and automatically suffer a complication when healed.
Let His Fires Burn Within You!	Get it Together, Trooper!	2/scene with appropriate roleplay, you may allow another character to ignore the effects of any corruption cards they currently have active (unless Overwhelmed) for the duration of that scene.
Take up Arms in His Name!	No Combat Related Traits	1/day, you may pick up a weapon from a fallen ally and use it for its full ability until the end of the scene, or they are fully healed.
For the Imperium of Man!	Get it together Trooper!	1/day, you can give a rousing speech and call " And You Shall Know No Fear! ". You must be carrying an Imperial Standard, and standing in the open.
Will of the Emperor	Adamantium Will	When receiving a Would you kindly? Call, rather than follow the command you may resist it, however you must do something non-hostile for ten seconds to represent you resisting the effect (such as praying)

Training Traits

Lucky Find	None	1/day you may locate 2 reloads (any type), 2 grenades (Any type you can use), or three doses of drugs (any type) by searching a dead enemy.
Expert Cutter	Steady Hands	1/scene you can perform additional Surgical roleplay to allow one patient to ignore a timed roleplaying effect as part of their complication. I.e. if they were suffering from flash blindness, the Chirurgeon might know a recipe that can be injected so that the 30 mins of blindness roleplaying effect may be ignored.
Specialist Ammo: Shotgun	None	1/scene you may use a Shotgun to fire a single specialist round: Wyrm'sbreath: Call Burn . Executioner: Call Rend Repel . Deckseeper: Call Dakka
Specialist Ammo: Bolter	Cannot be used with bolt pistols unless relics.	1/scene you may use a Bolter, Combi-Weapon, Stalker Bolt Rifle or Relic Bolter to fire a single specialist round: Metal Storm: Call Boom Tempest: Call Rend Haywire Psycannon: Call Rend Null
Ready, Aim, Fire!	None	1/scene, when commanding a unit of troops with rifles, the CO may call "Ready, Aim, Fire..", the commander may then call Dakka once per second, however after 10 seconds all troops MUST reload.
Right Between the Eyes.	Deadeye, Adept Mortis, or Moritat	You may spend 5 seconds aiming in order to call REND with any Pistol or Sniper Shot weapon.

Overwatch	Adept Mortis or Vigilator	1/scene, you may spend 10 seconds setting up a defensive posture. You may then call Sunder with any Sniper Shot weapon on the 1st enemy you see.
Cameleoline	Adept Mortis or Vigilator	While covered by a camo-cloak & kneeling / prone, you count as being in cover to refresh this cover you must move five steps.
I Like These Odds!	Agile	Whenever facing three or more opponents in a melee alone, you may call Missed against the first melee blow from each opponent focused on you.
Credo Duello Imperialis	Agile	Whenever engaged in a melee combat with a single opponent, you may use your dodge pool to call Missed against melee attacks, providing you have your sword drawn, and trained on the enemy.
Deadeye	None	You may target locations on targets within 10 meters with your ranged shots, call [Target] [Location] Call to do this. Pistol range is increased to 10m.
Styx-pattern Chainblade	Assault Training	You may use a larp-safe firearm with an attached chainblade (must have a 'chainsaw' edge) bayonett to call REND in melee.
Status Traits		
Whispers	None	Gain random rumours, intelligence, information or a NPC contact at the start of each event, the nature of this depends on character background.
Trade Connections	None	Gain a random useful item(s) at the start of each event, the nature of these items depends on character background.
Mechanicus Traits		
Cavia Porcellus Ommissiah	Ordained of the Ommissiah or Skitarii	Gain a random item(s) for field testing at the start of each event.
Psyker Traits		
Empath	Psyker Mutation	With 20 seconds of roleplay you may read someone's emotions, in addition you may, via appropriate roleplay, remove a madness effect from another player, you will then suffer this madness effect.
Foresight	Psyker Mutation	When you fail a power check draw two perils instead of one, pick one to use now. Next time you would draw, use the other card instead.
Flesh Price	Psyker Mutation	Once per day, when you fail a power check you may choose to become Wounded and automatically suffer a complication.
Renegade Traits		
Ritual Sacrifice	Psyker Mutation	At any point you may ritually kill a living creature to placate the powers of the warp, increase your corruption by one level, for the rest of that day you may draw twice on any peril check and choose the result you wish.
Ignore the Ommissian Scripture	Ordained of the Ommissiah	You can coax a dead, broken or damaged machine to function perfectly for one scene... it then promptly breaks permanently. Alternatively, you may overtax a machine to increase its effectiveness at the cost of causing it damage.

Veteran Trait Details

The Veteran Trait list is not limited to those we have written down here, if you have an idea for a trait that represents your character best, please contact the game team at deathuntodarkness@gmail.com

BLIND-FIGHT

Prerequisite: None

Type: Physical

It takes considerable talent to fight blind in an effective manner, but you have mastered the art, overcoming blinding flashes and choking darkness...

You may make melee attacks while under the effect of the **Blind** call or a roleplaying effect that confuses your natural senses. To indicate this call **Deflect** to the **Blind** call.

CAMELEOLINE

Prerequisite: Adept Mortis or Vigilator

Type: Training

A refractive chemical substance that morphically shifts colouration to blend into the surrounding environment, Cameleoline-impregnated cloaks are valued by sharpshooters and commandos across the Imperium.

While you are mostly covered by a cameleoline cloak phys-rep and either kneeling or lying prone you count as being in cover, you may refresh this by moving ten steps from your current position.

Cameleoline cloaks are best represented by a large (to the knees or lower) preferably hooded cloak made out of an appropriate camouflage-pattern material or one of muted greens, greys or browns. Avoid brightly coloured materials as these are inappropriate and avoid ornamentation like fur as these are military equipment.

CAVIA PORCELLUS OMNISSIAH

Prerequisite: Ordained of the Omnissiah or Skitarii

Type:

Mechanicus

The servants of the Omnissiah constantly strive to restore lost-technology, sometimes a working copy of some newly discovered design will emerge from the laboratories of a Magos, you have the dubious honour of seeing if it works.

Before each event you will be provided with an item of technology from your Forge, the nature of this item is entirely random and they may not be entirely safe or reliable to operate. Unless told otherwise you will be responsible for providing an appropriate phys rep for the item.

DEAD'EYE

Prerequisite: None

Type: Training

You could have made a living doing tricks with guns like a performing monkey, or you could put all that talent to work against LIVE targets....

You may target locations on targets within 10 meters with your ranged shots, call **[Target] [Location] Call** to do this. Pistol range is increased to 10m.

IGNORE THE OMNISSIAN SCRIPTURE

Prerequisite: Ordained of the Omnissiah

Type: Renegade

The rules for the operation of every machine are drilled into the head of every member of the Machine Cult - only a true maverick would risk censure by ignoring the ancient words in a machines Operando Manibus and only a heretek would even consider disabling the safeties.

You can coax a dead, broken or damaged machine to function perfectly for one scene... it then promptly breaks permanently. Alternatively, you may overtax a machine to increase its effectiveness at the cost of causing it damage. Doing this goes against the teachings of the Cult Mechanicus and does risk consequences.

EMPATH

Prerequisite: Psyker Mutation

Type: Psyker

The Warp is nothing but a sea of emotion, and if you can learn how to sense the colours, the patterns, in the aura around a person, then you can feel, what they feel...sometimes this is more of a curse than a blessing.

If you roleplay with another character or player for roughly twenty seconds you may 'read' their emotional state you may then use the cue "**Would you kindly, tell me how you feel.**". In addition you may, via appropriate roleplay, remove

a madness effect from another player, however the price of this is that you will take their madness into yourself, you must roleplay the effect on the Madness card you removed from them.

EXPERT CUTTER

Prerequisite: Steady Hands

Type: Training

If you were in the employ of spire nobility you would have been lavished in riches for your medical talent, instead you find yourself thrown against the shadowy enemies of the Imperium, and your talents are freely given to keep your comrades alive.

1/scene you can perform additional Surgical roleplay to allow one patient to ignore a timed roleplaying effect as part of their complication. I.e. if they were suffering from flash blindness, the Chirurgeon might know a recipe that can be injected so that the 30 mins of blindness roleplaying effect may be ignored.

FLAGELLANT

Prerequisite: Faith and Fire

Type: Mental

You have seen the void, and you have stared back at it with faith and conviction in your heart, and struck it down with blade, rage and flame.

Instead of taking an effect that would cause you to increase your **Madness**, you may instead choose to take the effects of being on **combat drugs**.

FLESH PRICE

Prerequisite: Psyker Mutation.

Type: Mental

Every exchange of power, has a price, be it from your soul, or from your mind...yet flesh and blood form the part of any exchange, and can be used to bargain off damnation.

Once per day, when you fail a **power check** you may choose to become **Wounded** and automatically suffer a complication.

FOR THE IMPERIUM OF MAN

Prerequisite: Get it Together Trooper!

Type: Mental

A true hero leads from the front, bearing His standard even the lowest-born officer can inspire greatness in others by invoking His strength and their faith in Him.

Once per day while carrying an Imperial Standard, and standing out of cover and not behind a shield you can give a rousing speech at the end of which you may use the "**And You Shall Know No Fear!**" cue.

FORESIGHT

Prerequisite: Psyker Mutation

Type: Mental

Threads of fate and disaster are woven throughout the fabric of the warp, you might not be able to change the inevitable, but at least you have some warning of what is coming...

When you fail a **power check** draw two **perils** instead of one, pick one to use now. Next time you would draw, use the other card instead.

IRON JAW

Prerequisite: Tough

Type: Physical

"Eh...kinda tickles..." - Sav Hoddock, Ogryn BONE'Ed

Twice per scene, you may resist the effect to the **Stun** call by calling **Deflect**.

I LIKE THESE ODDS!

Prerequisite: Agile

Type: Physical

"Three against one? That seems fair...oh, you're laughing now ganger, you won't be shortly..." - Arbiter Dias

Whenever facing three or more opponents in a melee alone, you may call **Missed** against the first melee blow from each opponent focused on you.

LAST LEGS

Prerequisite: Tough

Type: Physical

"Wuuuh...Medicae, would you mind looking at this hole in my chest?" - Sav Hoddock, Ogryn BONE'Ed

You can move as normal when you are **Wounded**. However, doing this has consequences, you automatically suffer a complication when treated.

LET HIS NAME BOLSTER YOUR WILL! Prerequisite: Get it Together Trooper! Type: Mental

Ignorance is the blessing of the weak, only through worship of Him on Terra shall their minds be strengthened.

Twice per scene. Through appropriate roleplay, you may allow another character to ignore the effects of any madness cards they currently have active (does not work if target is **Overwhelmed**) for the duration of a scene.

LET HIS DEEDS GIVE YOU STRENGTH! Prerequisite: Get it Together Trooper! Type: Mental

Hear now the acts of the God-Emperor of Mankind and through them, find the strength to fight on!

Once per scene, with appropriate roleplay, you may restore a **Wounded character** to full hits, although any locations rendered unusable by **Rend** or **Sunder** remain unusable. At the end of the scene, they will be **Wounded** again and automatically suffer an additional **complication** when healed.

LET HIS FIRES BURN WITHIN YOU! Prerequisite: Get it Together Trooper! Type: Mental

Let even the darkest seeds of corruption be burned loose by the force of will of the Faithful!

Twice per scene. Through appropriate roleplay, you may allow another character to ignore the effects of any corruption cards they currently have active (does not work if target is **Overwhelmed**) for the duration of a scene.

LUCKY FIND

Prerequisite: None

Type: Training

If it's neither nailed down, nor blatantly heretical, into your pockets it goes.

Once per day, you may locate **2 reloads** (any type), **2 grenades** (Any type you can use), or **three doses of drugs** (any type) by searching a dead enemy.

NOW I'M MAD!

Prerequisite: Tough

Type: Physical

"Pain? Pain just make me angrier" - Sav Hoddock, Ogryn BONE'Ed

When reduced to **Wounded** you may attack the source of your wounds for ten seconds or until they are down, whichever is shortest.

OLD WAR STORIES

Prerequisite: Must physrep a memento from the past. Type: Mental

"Hah, I saw this before, back in 'aught fifteen. Three of us we were, looking for cultists. Or was it orks? Or an ork-worshipping cult? Anyhow, they all had a funny-looking sign like that on their faces."

Once per day you may count as having any one *Lore* skill for a scene. You must roleplay having been in a similar situation in the past.

ONE SHOT LEFT

Prerequisite: None

Type: Training

"This is it lads, last shot in the pack, make it count, don't fire until you see the whites of their eyes..." - Sergeant Denereus

If you have no reloads left, you may declare your next round to be your last. You may then call **Sunder** with this round against a target within ten meters. This uses up your current Reload, you cannot reload any of your weapons until the combat is over.

OVERWATCH

Prerequisite: Adept Mortis or Vigilator

Type: Training

Patience is a virtue. Well, patience and a really big gun certainly is.

Once per scene, you may spend 10 seconds setting up a defensive posture. You may then call **Sunder** with your **Sniper Shot** weapon on the first enemy you see.

RAMPAGE

Prerequisite: None

Type: Physical

In the Emperor's Name I fight, In His name I kill, my Hate for His enemies gives me strength anew! IMPERATOR!

Once per scene when you believe you have reduced an enemy to **Wounded** in melee each scene, regain **2 Hits**.

READY, AIM, FIRE!

Prerequisite: None

Type: Training

The Guardsman's true weapon is not the Lasgun in their hands, but the discipline in their mind and the faith in their heart.

Once per scene, when you are commanding a unit of troops with rifles, the you may call "Ready, Aim, Fire.",

You may then call **Dakka** once per second, however after 10 seconds of this, **all troops MUST reload**.

RIGHT BETWEEN THE EYES

Prerequisite: Deadeye, Adept Mortis or Moritat.

Type: Training

"Seriously, why does nobody wear helmets around here?" -Pvt Els, Korimestran Designated Marksguard

After spending 5 seconds aiming with any Pistol or Sniper weapon you may make a single call of **Rend**.

RITUAL SACRIFICE

Prerequisite: Psyker Mutation

Type: Renegade

"There is always a price for taking the power of the warp....sometimes it's better to ease the passage with blood..." - Nezebenjhar, Sorceror

At any point, you may ritually kill a living creature to placate the powers of the warp, increase your corruption by one level, for the rest of that day you may draw twice on any peril check and choose the result you wish.

SPECIALIST AMMO: BOLTGUN

Prerequisite: Elite Training

Type: Training

"That one round is worth more than your life, Acolyte. Try not to miss with it." - Interrogator Gideon

Once per scene you may use a Boltgun to fire a single specialist round:

Metal Storm: Call **Boom**; *Tempest:* Call **Rend Haywire**; *Psycannon:* Call **Rend Null**.

SPECIALIST AMMO: GRENADES

Prerequisite: Grenadier

Type: Training

+++ 1: Pull out the pin. 10: Count to 11. 11: Throw ye the instrument of the Omnissiah's wrath. 110: REJOICE. +++

You may pick from the following grenades at the start of an event, and collect them from ammo dumps. They are rare and more likely to run dry. *Incendiary:* **Frag out! Burn!**; *Psyk-out:* **Frag out! Null!**; *Haywire:* **Frag Out! Haywire!**

SPECIALIST AMMO: SHOTGUN

Prerequisite: None

Type: Training

It's amazing what you can fire out a smoothbore weapon if you try, and you've been issued some amazing things.

Once per scene you may use a Shotgun to fire a single specialist round:

Wyrmsbreath: Call **Burn**; *Executioner:* Call **Rend Repel**. *Decksweeper:* Call **Dakka**

STYX-PATTERN CHAINBLADE

Prerequisite: Assault Training

Type: Training

"Few but the most bloody-minded of fools feel the concept of combining 'chainblade' and 'bayonet' to be a good idea, you can often spot them by their lack of fingers."

You may use a larp-safe firearm with an attached chainblade (must have a 'chainsaw' edge) bayonett to call **Rend** in melee.

TAKE UP ARMS IN HIS NAME!

Prerequisite: No combat traits.

Type: Mental

"It was the darndest thing, the Administrator had never handled a weapon in her life, and yet when the Marshall went down she was there with his bolter howling and charging at the enemy." - Arbiter Herren

Once per day if an Ally (PC or NPC) is **wounded** you may take up their weapon and use it to full effect for the duration of the scene (will not function with Psyker weapons) or until they are fully healed.

TRADE CONNECTIONS

Prerequisite: None

Type: Status

There are many trade routes that run through the Imperium, the ancient hereditary routes of the Chartist Captains, the black routes of the infamous Cold Trade, to the supply chains of the Prosperitas Crusade...

At the start of each event, you will receive an item, or selection of items from your contacts. The nature of these items is random, but they will tend to reflect your Faction Ties.

THE EMPEROR PROTECTS

Prerequisite: I Will Not Die

Type: Physical

"I say, Sergeant, It looks like the bullet bounced off my regimental cigarette case!" - Cpt. Liebling, 65th Light Rifles

Once per day when you use the **I Will Not Die** effect you get back up on **full hits** and **two Dodges**.

WALKING WALL

Prerequisite: Unnatural Toughness

Type: Physical

You remembered what pain felt like, once. Now it is just an occasional feature in your nightmares.

Treat the **Dakka** and **Flame** calls as **Blam**.

WHISPERS

Prerequisite: None

Type: Status

Little bird, little bird, flying through my window, what do you have to say for yourself today?

You have access to, or have built, a network of informants throughout the Prosperitas Sector who keep you informed of goings on, gain random rumours, intelligence, information or a NPC contact at the start of each event, the nature of these depends on your Faction Ties.

WILL OF THE EMPEROR

Prerequisite: Adamantium Will

Type: Mental

Get out of my head! Get out of my head! Get out of my head!

You may choose to ignore commands delivered via use of the **Would you Kindly?** Cue, however you must perform some form of non-combat action for 10 seconds to represent resisting the call, such as prayer.