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1 Attending DuD during the Covid-19 Pandemic

1.1 Risk to Participants

Attending a Death Unto Darkness Event is not risk-free for participants - there are multiple risks to yourself, both from exposure while travelling to the event, and the risk of being exposed to an asymptomatic participant still exists even if they have done their best to test. This is a personal risk you are taking as an attendant and it is up to you to make that decision both for yourself, and to protect those around you you love.

If you are willing to take this risk then we ask the following;

- We request that participants have both of their Covid-19 Jabs plus any Booster Jabs required, there is clear evidence that the jab not only protects you against catching Covid-19 but also lessens the symptoms and reduces the risk you present to others - you are protecting the other attendees by being vaccinated.

- We require any participant to take a lateral flow test at least 24 hours prior to the game (ideally the evening before the event) - if you test positive please do not attend, we will do our best to refund you or find a place for you in another event where that is not possible - this applies to crew and refs too. A PCR test within 48 hours is also acceptable.

- If you test positive in the weeks following the game we ask that you inform the game team via our contact details - so that we may send a notification to all attendees that someone who attended the game has tested positive - your identity will be kept anonymous. Please keep us updated if you are confirmed to have C19 subsequently so we can keep your fellow participants informed and aware.

It is nearly impossible to make a LARP-game Covid-safe without not holding it at all however we would recommend the following of all attendees;

- We recommend you do not share drinks and drinking vessels.

- We request that all smokers and vapers refrain from doing it anywhere near buildings or other participants, please remove yourself to somewhere far away from others.

- If you are uncomfortable and would prefer to stay at a distance then you may swap your build to be more ranged-focused so you can minimise your need to be in close proximity. Engaging in combat comes with increased risks, these are risks you are taking on by attending a LARP event in a pandemic.

- Where a skill says you have to be in close contact to use it, feel free to fudge a reason to be at a distance if yourself or your intended target is uncomfortable with you being close - if you are uncomfortable with someone being close, say it, and respect others when they say so - nobody will exploit this to game advantage, if such a case happened they will be dealt with as an individual.

2 Calls

2.1 OC SAFETY CALLS

You must never use ANY of these calls for an IC purpose as they have distinct uses for indicating situations where there is OOC danger to an individual.

2.1.1 TIME IN!

Indicates that an area has become 'live' and in-character. Please cease any disruptive OOC activities or leave the area if you must continue them - otherwise assume the role of your character.

2.1.1.1 TIME FREEZE!

Indicates that you are to drop OOC immediately. *Unless there is a personal safety reason not to do so* stay exactly where you are, close your eyes, and do your best to ignore anything going on around you.

2.1.1.2 TIME OUT!

The game is over. You should drop OOC.

2.1.1.3 SAFETY!

Is used to indicate that while nobody has been hurt, there is an emerging safety hazard, and the game needs to be stopped for a Ref to intervene. **Stay where you are unless you are in danger or unless told to move by a member of the game team.** Once the danger is resolved **TIME IN!** will be called.

2.1.1.4 MAN DOWN!

Is used to indicate that someone is in need of OOC medical assistance. **Stop what you are doing immediately, and ensure other players and crew do so as well.** Be aware of your surroundings, move to allow first aiders access to the individual(s), and ensure you give space where told to. Once the situation is resolved **TIME IN!** will be called.

2.1.1.5 RED

RED should be used to indicate that you are OOC extremely uncomfortable with the scene, and indicates to all participants to stop and move away from the subject matter being used/discussed.

2.1.1.6 AMBER

AMBER indicates to others that you are becoming OOC uncomfortable with the subject matter and that they should be careful or back off from a subject to allow you to settle.

2.1.1.7 GREEN

GREEN can be used to indicate to others that you are OOC comfortable and happy to continue with a subject.

2.1.1.8 STOP THE GAME

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 ref. The refs will call **TIME IN!** once it is appropriate to do so.

2.1.2 MODIFIER CALLS

These calls are important as they indicate how a call affects you.

2.1.2.1 MASS

Accompanying a Single Target or Cone call, this changes the area of effect to hit everyone within five meters of the source, or the target if there is one. If you are not the target, and you have **Cover** between yourself and the source/target, you do not need to take this call.

2.1.2.2 WARP

This call originates from something of the Warp, whether a psychic power, a Daemonic blade, or something else of that nature. Any accompanying calls or uncalled melee blows affect you as normal. You **cannot** call **Deflect** against Warp **calls** unless you have a skill which specifically states otherwise.

2.1.2.3 SANCTIC

Ignore all attached calls unless briefed otherwise (Melee blows whose calls are ignored become uncalled melee.) You can **call Deflect** against **Sanctic** calls unless briefed otherwise.

2.1.3 SINGLE TARGET DAMAGE CALLS

These calls cause damage as per the Combat and Injury Section to a single target.

2.1.3.1 BLAM

Lose a point of Endurance and react as if you have been shot with a lasbolt or normal bullet.

2.1.3.2 REND

Lose 2 Endurance and react as if you have been hit by a more powerful bolt of energy or bullet.

2.1.3.3 BOLT or CLEAVE

Lose 3 Endurance and react as if you have been hit by a rocket propelled bullet or death ray beam or weapon that carves through flesh and armour like butter.

If you are reduced to 0 Endurance by this call, you cannot benefit from **Get it Together** until you have received Triage; and you automatically suffer a complication when a **Medicae** or **Chirugeon** performs Triage on you.

2.1.3.4 SUNDER

Drop to 0 Endurance and become **Bloodied** - you cannot benefit from **Get it Together** until you have received Triage. You automatically suffer a **complication** when a Medicae or Chirugeon performs Triage on you.

This call may only be used **once**, regardless of how many sources of it you may have, before you have to Recuperate.

2.1.3.5 I AM A KNIFE IN THE DARK

Drop to 0 Endurance and become **Bloodied** as quietly as possible - you cannot benefit from **Get it Together** until you have received Triage. You automatically suffer a **complication** when a **Medicae** or **Chirugeon** performs Triage on you. You are unconscious until you receive First Aid, this means that certain traits that allow you to do things while **Bloodied** may not be able to be used.

2.1.4 CONE DAMAGE CALLS

These calls represent weapons that spray damage across a wide area in front of them they are considered to hit all individuals in front of the source as jets of flame or streams of bullet are spat forth by the weapon.

2.1.4.1 BURN

If you are within <5m of the source - lose 3 Endurance and react as if you have been hit by a gout of flame. If you are reduced to 0 Endurance you become **Bloodied** but flail around for 10s on fire before you fall over, and cannot benefit from **Get it Together** until you have received Triage; and you automatically suffer a complication when a **Medicae** or **Chirugeon** performs Triage on you.

2.1.4.2 DAKKA

If you are within earshot of this call and can clearly see the source or have this called against you lose 3 Endurance unless you fall **prone** after hearing the call, or unless have a piece of Cover between yourself and the source of the call.

2.1.5 MASS DAMAGE CALLS

These calls represent those which cause area of effect damage, hitting all foes within 5m of the called target or a specific point.

2.1.5.1 BOOM

Lose 3 Endurance. You are thrown away from the source of the explosion - you must either stagger away from the source for 5s or fall and remain prone on the floor for 5s. If you are not the target and have Cover between yourself and the source/target, you may ignore this call.

2.1.6 CALLS WITH STATUS EFFECTS

These calls do not cause damage, but instead force a specific reaction, or impose a mechanical or roleplaying effect on the target.

2.1.6.1 SHOCK

You are stunned for 5s, during which you cannot move, attack, or make calls. You cannot be affected by this call or **Weaken** again during the duration of the effect, or for 3s after you recover.

2.1.6.2 WEAKEN

You are disoriented and weakened for 5s, during which you cannot move, attack, or make calls. You cannot be affected by this call or **Shock** again during the duration of the effect, or for 3s after you recover.

2.1.6.3 HAYWIRE

Your technological equipment ceases to function for 10s, during which you cannot make ranged calls or any calls originating from technology you are carrying. You cannot be affected by this call again during the duration of the effect, or for 3s after you recover.

If you have any Bionic Traits, then during this period you cannot move, attack, or make calls, and must instead spasm violently. This is optional if your character has costume bionics but no traits.

2.1.6.4 KNOCKBACK

You are hit with a blast from a shotgun or a powerful blow. For the duration you must either stagger away from the source for 5s, or fall and remain prone on the floor for 5s.

2.1.6.5 GET IT TOGETHER

If you are NOT **Bloodied** you regain your Endurance pool.

If you ARE **Bloodied** you may get back to your feet with your Endurance set to half its maximum (rounding up).

You **cannot** benefit from this call if you were reduced to 0 Endurance by **BOLT**, **BURN**, **SUNDER** or **I AM A KNIFE IN THE DARK**.

2.1.6.6 I?M TAKING YOU, ALIVE!

The player or crew member attacking you intends to capture rather than kill you. After a period of roleplay, you become **Subdued** if you were **Bleeding**. Can only be used on characters considered to be foes and therefore cannot be used as a way to heal allies.

2.1.6.7 WOULD YOU KINDLY?

You are not aware that this has been used on you unless you resist it. If affected, you must obey the command, even if it is fatal to your character. You will follow this **Cue** either to completion of the task issued, or for 30s, whichever is shorter.

2.1.6.8 COMMAND OVERRIDE

Your mechanical components and wargear are being hacked. If affected, you must obey the command, even if it is fatal to your character. If you are the target, your interfaced bionics force you to undertake the task. If your wargear is targeted then it will behave appropriately. Either way, the target will follow this **Cue** to completion of the task issued, or for 30s, whichever is shorter.

2.1.6.9 YOUR SOUL/SANITY IS TESTED!

If **Soul** is used you should increase your **Corruption** one step, for more details see Corruption and Faith

If **Sanity** is used you should become **Shaken** and if already **Shaken**, then you should **Descend into Madness** for more details see Madness

2.1.6.10 NULL

Delivered either via a weapon attack or as **Mass** Aura - this call cannot be defended against by any means unless you have a trait that says otherwise - all characters feel a chill in their soul when they hear this or are near an attack with it, Psykers feel physical and mental illness or pain in its presence.

If you are struck by this you cannot make use of psychic powers, traits deriving from being a psyker, or rituals that draw on the warp for 30s and until you **Recuperate** using any of these costs 1 WP per use.

Exorcism, Faith and Fire and Sanctic Sorcery (but NOT "Harden the Veil") are unaffected by this call.

2.1.7 OTHER CUES

These calls have no immediate damaging effects but do have a direct influence on a character's roleplay, as they cue appropriate reactions to their use.

2.1.7.1 DEFLECT

Indicates that a call has been heard by the target but it has been defended against in some way by a **limited** resource - or that the target has a specific weakness that must be undermined to damage it. This **must** be called immediately in response to a call if it is drawn from a limited pool.

2.1.7.2 INEFFECTIVE

Indicates that a call has been heard by the target but cannot affect it at all. This does not need to be called in response to every call - just occasionally, to make it clear a call is having no discernible effect.

2.1.7.3 SCAN

This call represents someone using an auspex or (if accompanied by WARP) a Psyker using their extrasensory perception to see the unseen.

If you hear this call you must respond by loudly shouting **PING**. If it is accompanied by WARP then, if you are a **Psyker**, you must respond PSYKER instead.

When this call is not accompanied by WARP you can avoid calling PING by being in cover and unmoving at the time the call was made (jumping into cover just before someone calls it is not considered fair play).

3 Combat and Injury

DuD is a game where melee combat is Big, Dramatic and Cinematic. 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, we want players to react to every blow in a fight, in an overt and dramatic fashion.

Please read The Social Contract page on cinematic combat to understand we ask you to fight at a Death Unto Darkness event.

3.1 Combat Safety

You must read the Safety at Games page, particularly including the Combat Safety section, before engaging in combat.

3.1.1 Combat

3.1.1.1 Principles

DuD combat should feel cinematic for everyone. *You should always roleplay a reaction to melee blows and melee/ranged calls regardless of whether your traits permit you to take no mechanical effect; while your character might not be fully human they are still impacted by the physical force of the attack or forced to dodge out of its way. Simply calling a **Reaction** call such as **Dodge** or **Deflect** is not sufficient.*

Always consider what a damage call represents: while the rules do allow you to survive a shot to the face at point-blank range by simply losing a point of Endurance, you should consider how you manage to soak it. Even if you don?t choose to become mechanically affected, it would at least be appropriate to fall to the ground clutching your face.

3.1.1.2 Mechanics

- When you are struck by an uncalled blow in melee you will lose **1 Point of Endurance**. You can lose no more Endurance than that, no matter how many blows you take and from whome, every 3s unless a melee blow is accompanied by a **Call** or **Cue**.

- **Any Called Melee Blow, or a Shot with a Ranged Weapon** may be performed once every 3s.

- The call **Sunder** may only be used **Once** regardless of how many sources of it you may have before you have to Recuperate.
    - ♦ In most cases uses of "Ranged Sunder" follow these rules: after 15s of aiming (or charging) a weapon you may expend a Supply to call Sunder. You must focus on a single target while doing so; if you lose sight of this target you must restart this count.

- **Ranged Weapons Require ?Reloading?**. This is a five second period that can represent cooling the weapon, recharging it or performing quick maintenance.

- **1-Handed ranged weapons must Reload every Five Shots** and are considered to have a range of ten meters **but may make ranged calls in melee**.

- **2-Handed Ranged weapons must Reload every Ten Shots** and are limited to the hearing of your target. They cannot be used in melee without certain traits.

3.1.1.3 Cover

A character is considered to have Cover if they have a solid object between them and the source of a call - such as a tree, building or other solid piece of the terrain that they could reasonably duck behind to protect themselves.

A character who has Cover may call **Deflect** to the first two calls made from a direction they believe they have cover from. They can never benefit from

the same object as cover more than once per combat - in order to get cover again they must move to hide behind a new piece of terrain. They may not call **Deflect** against **Burn**, **Sunder** and calls with **Warp** attached.

Characters in Cover take no effect from **Dakka**.

3.1.2 Endurance

Endurance is the measure of your character's ability to endure suffering. Whether that is through how tough they are or how fast they are is down to your personal roleplay.

- When you are reduced to 0 Endurance you enter the **Bloodied** condition which represents that your character has been pushed to their physical limits and has become critically injured.

- If a Hostile Character tells you **I?m taking you in, alive!** Your character will be Subdued, rather than **Bloodied** (this can be done even if you are already **Bloodied**)

Endurance is recovered by Recuperation - a short rest while a Medicae checks over their injuries.

3.1.3 Bloodied

- A **Bloodied** character is catastrophically and potentially fatally injured. They must collapse and roleplay devastating injury or, if they prefer, unconsciousness.
- If they remain **Bloodied** for longer than 100 seconds they will become **Near Death** (see later) this timer is called their "bleed count".
- A **Bloodied** character can barely move faster than a slow crawl, only physrep/roleplay their injuries and cannot make any action or use any traits unless their traits specify they can be used while in this state. They can scream or shout for help, unless they were rendered **Bloodied** by the **I Am A Knife In The Dark** cue.
- A character who is **Bloodied** can be restored to health via treatment from a **Medicae** or **Chirugeon**, which will restore them to 1 Endurance. They pause their bleed count when either **First Aid** or **Triage** is performed on them - their bleed count only resets after Triage has been successfully performed.

3.1.4 Subdued

- A character who is **Subdued** has been beaten into painful submission. They are unconscious or barely conscious, and may not talk. They may move for OC safety or comfort, but lack the IC wherewithal to seek IC safety and once OC comfortable or safe should then collapse unconscious or exhausted.
- A character who is **Subdued** will become **Bloodied** if a Non-Player Character moves close to them and directly attacks them, or if they are caught in the area of effect of **Burn** or **Boom**.
- A character can recover from being **Subdued** by either another character spending 30s roleplaying bringing them around which restores them to 1 Endurance, or if Combat ends, at which point they come around without aid at 1 Endurance.
- A **Subdued** character can be captured by their enemies.

3.1.5 Near Death

When a character who is **Bloodied** hits the end of their count, or experiences a fatal game effect, they become **Near Death**. They are outwardly unconscious, unable to move, and must be silent - they may experience things in this state but that is at **Game Team** discretion.

A character who is **Near Death** has two choices: **Embrace Death**, or spend **Fate** to avoid it. Fate is a limited resource. A character has only three points of it for the duration of the current DuD campaign. When spending Fate to avoid death, a character may select one of the options below; a character may not spend Fate in the same way twice.

- **Back from the Brink**
  - ♦ You recover consciousness, but you are horrendously injured, and can do nothing but crawl or stagger.
  - ♦ You require **Surgery** and must Recuperate before your character can act normally again.

- **One final Push** - Regain all Endurance and get to your feet. Your character now has a Bleed Count of 0 until they can Recuperate, meaning that the next time they become **Bloodied** they will immediately go to **Near Death** again.
- **Marked by Dark Fates** - Player characters may gain the attention of the God Emperor, dark powers, or the touch of mysterious and arcane technology.
  - ♦ You may choose to have survived even certain death by the attention of? something.
  - ♦ In such situations it is best to step OC and talk out options with the Game Team before your character is reintroduced.

Embracing Death is simple. You will not be able to use mechanical skills, but will be able to stagger about and roleplay for a little time before you die. A character who has Embraced Death needn?t use this for an affectionate passing on a death bed - an alternative take on this is to dramatically assure your friends that everything is fine and normal before you turn to face them showing half your head is missing due to being blown off by plasma, before collapsing - it needn?t be a touching moment.

If you choose to have **Embraced Death**, at any point you can change your mind. Simply talk to the Game Team and spend Fate to evade it.

A character may instead **Embrace Death** by making a heroic last stand. To do this, call **This is my Final Stand!** - for the next two minutes (or shorter if you prefer) you take no mechanical effects from attacks against you, with the exception of the call **Sunder**, which instantly kills you. This has additional effects on your foes - for example, they may take more damage from you, or be drawn to fight you rather than your allies.

A character that spends **Fate** to evade death will suffer one of the following **Impediments**, a lingering effect on body or soul that will stay with them for the rest of the event.

- Choose an appropriate card from the Medical deck. Your character will suffer the effects for the rest of the event.
- If your character was injured by something supernatural, you may instead choose a card from the Exorcism deck to suffer the effects of for the rest of the event.

They will also gain a Scar.

4 Corruption and Faith

Corruption is the process by which the Dark Gods wear away at the mind of an individual, slowly getting their hooks into the body, mind and soul in order to twist it to their purpose. Perhaps the most tragic thing about Corruption is that all but the most steely-souled individual can be twisted purely by the presence of the energies of the Warp or one of its denizens.

4.1 Corruption Tracks

Corruption in Death Unto Darkness is represented by the **Corruption Track**, a track written for each PC and provided in advance of an event. There are five ?levels? of effect cards, in ascending severity. The levels of Corruption are:

Brushed > Touched > Marked > Tempted > Overwhelmed

The first three levels, from **Brushed** to **Marked**, are represented by personalised roleplaying effects that represent how the Warp is twisting an individual to its whims. No PC starts innocent of the Warp, and begin the game **Brushed** due to the prevalent presence of its creeping corruption.

The game team will email your personalised Corruption cards to you prior to each event you play. **You must print these yourself and bring them to the event.**

4.1.1 Becoming Corrupted

PCs can advance along their corruption tracks up to **Tempted** in one of three ways:

- You hear the **Your Soul is Tested**! cue from a monster or a member of the Game Team, or by a written instruction in the game environment.
    - The trait Faith and Fire renders you immune to this call; you do not need to spend Willpower, but should roleplay appropriately resisting the corrupting influence of the Warp.

- You choose to increase your **Corruption** level because your character has been exposed to something of the Warp - for example they have come into physical contact with a Daemon, strayed close to a **Psykic** ritual going awry, or stared too long at an arcane ritual. We trust our players to recognise the corrupting influence of Chaos and increase their level appropriately, according to the particular vulnerabilities and protections of their Inquisition agent.

- Your character chooses give in to the temptations of the Warp. You immediately advance to the **Tempted** level and may make free use of any Boons. Doing this immediately ends **all** ongoing negative effects including Madness, lower levels of Corruption and other dramatic effects - but not **Bloodied** or **Near Death** or any lost Willpower, Endurance or Supplies.

However, without attention being drawn to it by others, **most characters will not be aware they are corrupted**. The personality shifts associated with it are designed to act as cues to others that something is wrong with a character so they may take action. Unless it is identified by others, corruption is rarely something that a character is aware is happening to them unless it comes with visual manifestations. As such it should usually only be with the aid or guidance of others that they seek cleansing by an Exorcist.

4.1.2 Temptations of the Warp

The **Tempted** level represents that a character has drawn the notice of the Dark Gods. While they may not IC comprehend it, the gift-bringing whispers they hear come from the Warp. Rather than negative effects, the **Tempted** level provides one or several uses of a boon.

A character who uses one of these boons is considered to have **Embraced Chaos**. This has no immediate effect; however, should you be **Exorcised**, you must suffer **The Emperor?s Judgement**.

If a character gives in to temptation and voluntarily advances to the **Tempted** level from Brushed or Touched, they are considered to have **Embraced Chaos** even before they have made use of any Boons.

4.1.3 The Emperor?s Judgement

While the taint effects of Brushed to Marked can be contained by (albeit somewhat traumatic) not permanently damaging Exorcism, a character who has **Embraced Chaos** must face the God-Emperor?s disdain.

A character who is facing **The Emperor?s Judgement** has their endurance halved for the remainder of the event and is assigned a **penance**, a pattern of behaviour they must follow in order to remain protected against the warp decided by the Exorcist. Should they willingly fail to follow this penance or deliberately break it then they gain one use of their **Tempted** boon and immediately become **Overwhelmed**.

4.1.4 Embracing Chaos and becoming Overwhelmed

A character that continues to **Embrace Chaos** by using the boons of their corruption track will eventually become **Overwhelmed**. Your **Overwhelmed** card is sealed and hidden but represents your character opening their mind to the warp and letting it in - knowingly or not.

A character who is **Tempted** cannot become Overwhelmed simply by further exposure to Warp phenomena or eldritch sights; they must *choose* to **Embrace Chaos** before they are truly Damned.

Choosing to become **Overwhelmed** by Corruption is likely to be a **terminal decision for your character**. If their state is discovered by other PCs or loyal Imperial NPCs, they are likely to be subdued and arrested or executed. A character who is **Overwhelmed** is usually not considered subject to the protections of the Player Character Conflict rules. It may be possible for an Exorcism to be performed on an **Overwhelmed** character, but the process will very likely kill the subject - even while saving their soul.

4.1.5 Faith and Fire

A character that purchases the Faith and Fire trait replaces their **Corruption** cards with **Faith** cards and becomes immune to the call **Your Soul is Tested**. Like **Corruption** tracks, these cards are custom-written tracks which represent the trials and boons of fanatical devotion to the God-Emperor.

This is a trait that represents utter and total devotion to one's faith. Where Corruption is a comfortable path, ending with rewards that will lead (according to the Imperium) to damnation, walking in Faith brings pain and suffering.

4.1.5.1 Oaths

At the **Marked** level of a character's Faith and Fire track they must swear an Oath to the God-Emperor that they must then enact. These offer no benefit for the character, as they are acts of sacrifice. The Preacher Oaths offer some ideas for the level of impediment a character might place on themselves in order to fulfill their oaths - ideally oaths should be specific: for example, enduring some kind of personal sacrifice or swearing to defeat a specific individual.

How this oath plays out depends on the nature of the oath. A melee character whose oath is, for example, sacrificing the use of their dominant arm may be expected to do so until the Saturday of the next Campaign Event (numbered DuD events). If a character were to literally carve their arm from their body as a demonstration of their faith, it would likely fulfill the oath there and then (though replacing the limb at the game with a bionic would probably void the sacrifice). We recommend considering the consequences you are physically and mentally willing to roleplay and physrep when considering your Oath. Such demonstrations of faith are often rewarded then with miraculous displays of the power of Faith, but are often then followed by the angry backlash of the Dark Gods.

4.1.5.2 Consequences of Faith

Characters with **Faith and Fire** upon completion of their Oath receive two things, a **Miracle** representing the God-Emperor's reward for their sacrifices in service to Him and a **Curse** representing their actions drawing the attention and ire of the Dark Gods or some other foe. The Game Team have likely pre-written an appropriate Miracle for your character, but you can always **ask a member of the game team** if they have an idea for an appropriate miracle in the heat of the moment. Their Curse only comes into effect after they perform their **Miracle** and is given to you in a sealed envelope.

Unlike Corruption, a character can never choose to increase their level of Faith willingly - there are no shortcuts with Faith. Instead, each level of Faith will be marked with a specific requirement for progressing to the next level which represents a form of suffering or trial which the the Faithful much undergo before progressing.

Faith and Fire is only available to those who worship the God-Emperor but **Unique Traits** representing different expressions of Faith if approved by the Game Team are likely to follow a similar format.

4.1.6 The Aftermath

The Inquisition has a number of methods to aid its Agents who have been afflicted by the horrors of the Warp - penance, Exorcism, spiritual purges and various forms of ritual cleansing.

At the end of an event, it is assumed that your character has an opportunity to restore their soul to a healthy state. You may reset your *Corruption* level completely between mainline events. This is to be decided by the player - the game team will not dictate the narrative of how your character recovers (we are always happy to give suggestions, but they will be no more than that).

However, we also recognise that players might enjoy incorporating a permanent RP effect into their character. For this reason, you are free to decide that your character's soul is not restored following the game, and continue roleplaying a level of Corruption. In some cases, this may also be the basis of a very valid Scar, if you want to add a spiritual one into your character.

If you have **Faith and Fire**, you cannot reset or reduce your level between events. You may choose to abandon your faith: you get the trait slot back, and the Chaos Gods will reward you far more handsomely than those who have not walked the path - for your soul is stronger, and will make a far finer reward when you go to them.

5 Exorcism (Exorcists)

"Exorcism" is a word commonly: bandied about in the Imperium, it is not unknown for the Priests of the Imperial Faith to have those amongst their number who claim to be exorcists. There are many lay followers of the Faith who practice ritualistic "exorcisms" in their daily duties. In the eyes of the Inquisition, these are placebos and theatrical displays to reinforce Faith at best, and the providence of charlatans at worst.

"True" Exorcism is an esoteric practice that relies on rites of Sanctic Sorcery, the rarest form of warp manipulation. It is a secret guarded jealously by the Inquisition and a few other secretive organisations within the Imperium. It is a dangerous, and often deadly, line of work for an Inquisitorial agent, as to grapple with the cloying stuff of chaos metaphysically imperils the soul and body both.

The Ordo Malleus and the Inquisition at large forbids its Agents from exposing Exorcisms to innocent bystanders, who are often euthanised or mindwiped if they witness one.

5.1 Methods of Exorcism

In OC terms, it **does not matter** what exact form the Exorcism ritual takes.

Your character has studied esoteric lores about the nature of Daemons and the rites which cast them out in the process of learning this lore, and is likely to have very fixed ideas about what types of Exorcism are both effective and safe. Your character is aware that Exorcism involves interacting with the powers of the Warp and is therefore **not without risk**; the training staff of the Ordo Malleus stress the importance of sticking to set forms and rituals to avoid unexpected effects.

Some common traditional methods which are found in Exorcisms are:

- The invocation of the name of the God-Emperor or Omnissiah in Low or High Gothic or Binaric.

- The use of holy water blessed by a priest cast upon the target?s flesh, the application of sacred oils and unguents where the target is mechanical or a machine.

- The use of religious gestures (sign of the Aquila, sign of the Cog) or religious icons and incantation of prayers, psalms and forms of words such as those found on the Prayer and Liturgy page; binaric hymns sacred to the Cult Mechanicus.

- Physical scourging or symbolic wounds inflicted upon a living target ? the use of fire and heat has symbolic value to the Imperium.

- Attempting to rouse the Machine Spirit of a possessed machine to resist corruption via extolling its virtues and publicly speaking its great deeds.

Any of these methods will likely be effective, as well as any roleplay appropriate to your character?s background and characterisation.

If your character loses faith in the efficacy of their methods, you must see a Ref before conducting an Exorcism.

If you attempt to carry out an Exorcism while you are **Tempted by Corruption**, it is highly likely to fail. You must see a Ref before attempting it.

Exorcisms are violent processes; the warp resists being driven from the flesh once it has taken purchase. This makes them dangerous for both the target and exorcist; the corruption might well fight back.

5.1.1 Warded Circles

Exceptionally, some rituals require the exorcist to establish a **warded circle**. This takes the form of a simple circle drawn in chalk, blood, salt or some other esoteric material. Some players have found it easier to represent this using symbols on pre-made mats or using various props to mark out a circle: this is fine - the general rule is that it should take some time to set up.

In some circumstances we may inform you that we cannot actually draw on floors due to the requests of the site hosting our game; in this case, if you have nothing prepared to represent a circle it is perfectly fine to roleplay drawing one out even if there is nothing there.

Although known as "Hexagrammic" Wards, exorcists are taught to use only decagrams (ten point stars) within a warded circle if they decorate them at all beyond a simple circular boundary - they don't enter it rather placing the target of their exorcism within it.

5.1.2 Combat Exorcisms

While not all Exorcists are combatants, the rites they know can be weaponized to better combat warp entities and other beings who have been corrupted by the powers of the warp. This is via the use of applied Sanctic rites and appropriately blessed equipment that they carry on their person.

An Exorcist may expend ONE Esoterica or Willpower to:

- **Make a single call of SANCTIC KNOCKBACK within melee reach of a foe**. The effect of this can vary, from driving lesser warp beings away or out of bodies (often used in the case of possessed corpses and the animated dead) to causing larger and more powerful ones to briefly pause. This might not have any effect at all against some very powerful entities.

- **Make up to five calls of SANCTIC WEAKEN, with no less than 10s between them, within melee reach of a foe** The effect of this can vary, from having the normal effect of WEAKEN on a target otherwise not normally affected by it, to making mundane weapons able to briefly harm manifested daemons who would otherwise be immune or resistant to them.

These effects can be repeated (at the same cost in Esoterica and Willpower) so long as you have Willpower remaining.

This is physrepped by throwing (larp safe) vials of holy water or sanctic salts, miming tossing it on the target (please don't use liquids, some of our kit has electronics we'd rather avoid getting wet), or striking the target with silver stakes or striking it with or brandishing (larp-safe) holy icons against it.

5.1.3 Exorcising Corruption

Perhaps unsurprisingly given their name, the most common role of Exorcists in the Holy Ordos is providing esoteric first aid against encroachments of the Warp upon the mind, body and soul. These are afflictions to which Inquisitorial Agents are often exposed by the nature of the Hidden War against the Archenemy.

An Exorcist can attempt to purge Corruption from another character. There is no mechanical way to tell which 'level' of corruption a character is on: it relies entirely on observing the level of unusual/corrupted roleplay from the individual and the Exorcist making their best guess. They must then bid the correct amount of Willpower (see beneath) to purge it (or overbid to be sure):

- The target of an Exorcism must either be a willing participant, or **Subdued** or restrained (in a manner all the players involved are comfortable with) in order to be Exorcised.

- A character who is Brushed (1), Touched (2) or Marked (3) Tempted (4) may be exorcised by bidding the appropriate amount of willpower (denoted in brackets) and then performing a 5 minute exorcism ritual.
    - The Rituals required to deal with Brushed/Touched/Marked are subtle and usually less obvious. They **do not** require a Warded Circle.
    - A character who is **Tempted** must be contained within a **Warded Circle** (see above) and are often quite loud and obvious when performed.

- Before they begin the ritual roleplay the Exorcist performs a Power Test. If they pass, the ritual continues as normal. If they fail then a complication has occurred: they must draw from the Exorcism Risk Deck and work the complication into their ritual. Not all complications cause the Ritual to fail.
    - If a Complication occurs that would cause the Ritual to fail, then there is no requirement to perform the full five minute ritual. You can choose to initiate the complication at the best possible dramatic moment.

- At the end of the ritual, the Exorcist should notify their target that if they were at (the level you bid willpower to cleanse) or below, they reduce their Corruption by **two levels**.
    - If the Exorcist underbid and the character was on a higher level of corruption the ritual fails - the Willpower bid is spend regardless.
    - There is usually no immediate surefire indication of success or failure - the target may roleplay the weight of corruption lifting from them.
    - A character who has been exorcised cannot attack, make calls, *or be Exorcised again* until they Recuperate.

♦ A character who has Embraced Chaos must accept the **Emperor's Judgement** from the Exorcist, roleplaying demonstrating regret for giving into temptation and suffering the effects beneath. However they can choose to hold onto their corruption and **expend one willpower** to cause the Ritual to fail, remaining corrupted.

A character who is tainted by the effects of the Warp can usually be Exorcised without significant permanent effects. The Exorcist's methods may leave them scarred, or the Exorcist may choose to impose a Penance upon them to assist in keeping their soul pure. However, in general these Exorcisms do not **require** lasting mechanical effects on the subject to be successful.

5.1.4 The Emperor's Judgement

A character who has **Embraced Chaos** by using one of the **boons** offered to them by the Dark Powers, or by casting off negative effects by willingly jumping to their **Tempted** level, must face **The Emperor's Judgement**.

- Roleplaying **The Emperor's Judgement**: Exorcisms for characters in this state are typically more extreme, more painful and require physical damage to be inflicted upon the subject, either by the Exorcist or at their direction. They always require a **Warded Circle**.

- Physical consequences: As a result of their brutal scourging, characters who have undergone **The Emperor's Judgement** cannot exceed half their maximum Endurance for the remainder of the event.

- Spiritual consequences: The Exorcist must assign their subject a **penance**. This is a pattern of behaviour they must follow to protect themselves against the temptations of the Warp. For example, they might be required to pray after every battle, or to act as a servant for one of their fellow Imperials. This **penance** is usually calculated to specifically offset the Temptations of the Dark Powers facing the subject.

- Should the subject fail to follow this **penance**, or willingly break it, they have willingly fallen to Chaos. They gain one use of their **Tempted** boon and immediately become **Overwhelmed**.

5.1.5 Exorcising Possession

Possession refers to the act of another sentience entering a body and subsuming control of it. Beings of the Warp, including Daemons, use it to enter reality but some particularly sinister Psykers and other beings have been known to do it too. This requires a different approach to cleansing a body of the taint of the warp: unlike in the case of Corruption, there is another (potentially quite powerful) entity resisting the Exorcists. If it does not wish to, or cannot willingly, leave the body it must be purged at great risk:

- The Possessed body must be **Subdued**, **Bleeding** or otherwise unable to move freely and must be kept within a **Warded Circle** for this to work.

- **Up to three** Exorcists may participate in this Exorcism.

- **Exorcists must blindly bid an amount of their willpower** to purge the entity possessing of a body that may be pooled from every Exorcist involved.

- ♦ **If you underbid the entity** you must draw from your deck until you get a card that causes you to fail the ritual. If the Card has a method to resist its effects, you cannot use it. The ritual has failed, you may continue the ritual roleplay in order to trigger the complication when it would be most dramatic to do so.
  - ◊ If you draw **Possession** or **Greater Possession** the ritual succeeds and the target is free of the entity - you on the other hand...
  - ◊ If you know the **True Name** of the entity possessing the individual you may redraw your card and pick the one you prefer to suffer.

- ♦ **If you outbid or match the willpower of the entity** then before you begin the ritual roleplay each Exorcist performs a Power Test. If they pass, the ritual continues as normal; if they fail then a complication has occurred: they must draw from the Exorcism Risk Deck and work the complication into their ritual. Not all complications cause the Ritual to fail.
  - ◊ If you draw **Possession** or **Greater Possession** the ritual succeeds and the target is free of the entity - you on the other hand...
  - ◊ If you know the **True Name** of the entity possessing the individual you may redo your Power Test on a failure.

- They may then, depending on the outcomes of the complications - proceed as above with a five minute ritual.

- If the Exorcism or Banishment succeeds the being is driven from the flesh it is possessing or from reality.
  - All Exorcists and a Character who has been Exorcised are unable to attack or make calls until they Recuperate.

5.1.6 The Exorcism Risk Deck

The Exorcism Risk Deck consists of 48 cards, with effects of varying severity and danger. Players should check the Rules Downloads page shortly before each event to confirm they are still using the most up to date version.

6 Investigations

Most Inquisitorial Agents have a dual role in investigations, some might simply hold knowledge to be better fighters, but many are genuine scholars of the unusual and esoteric and use their insight to investigate issues. Though the Inquisition is not a true police force, it is often called in when things become hard for conventional enforcers to understand when a murder starts leaving unusual cuts in their targets, or harvesting specific organs...is usually a sign that something unusual is occuring and an Agent of the Inquisition needs to be dispatched to investigate it.

6.1 Investigations

As much as talent with a gun might get you somewhere in the 41st Millennium, a sharp eye and an inquisitive mind are just as valuable. Indeed some of the greatest threats of the dark times that characters live in are better defeated with a combination of research, investigation and hard evidence, then they are via resorting simply to direct violence to against an opponent.

6.1.1 Investigation Scenes

Investigation Scenes are represented by the players being presented with a **plastic box** located somewhere obvious for them to see within this box will be a set of **Clues**.

Each Clue will state something in the area close to the box it relates to and the **Lore**, **Trait** or sometimes **Character** or appropriate **Character Background** (such as 'Imperial Guard Service') relevant for understanding it.

> • After a period of roleplay examining whatever the clue relates to a character may read the Clue.

We encourage you to limit yourself to reading only a few clue cards in a scene, this allows for multiple characters to participate in an investigation scene and creates a more collaborative roleplaying experience for all involved.

6.1.1.1 Hidden Clues

In some investigation scenes some Clues may be Hidden - these can either be written Clues or Props hidden around the scene - if they are found by hard-skill searching for them then they may be read like normal Clues.

Verispexes have an expertise for locating Hidden Clues in a scene where Hidden Clues exist there will be a Clue for them to read which will inform them if there are Hidden Clues present in a scene and how many there are - where hidden clues are a prop it may also inform them what kind of prop they are looking for (but they may not tell others this).

6.1.2 Erasing Evidence

You may not remove clues or props from an Investigation Scene unless you are permitted to by the Game Team - when you have finished examining a clue, you should make every effort to return it to where you found it, or keep it with the prop it relates to - if it is damaged please tell the Game Team

However, a considerable part of the Holy Ordos work involves covering up and hiding information and sometimes it is necessary to do so - with Game Team permission a character attempting to remove evidence, must first remove the elements of a scene that the clues relate to, before removing the clue from the box and handing it to the Game Team; for example, if a Xenos clue describes alien tracks visible in a muddy patch of ground, you must spend time actively disturbing the earth and physically obscuring the tracks.

A character can only erase clues that they themselves have the abilities to read or that someone with the ability to read a clue has instructed them to. If nobody involved in cleaning up a scene has the relevant ability to read a clue they characters are oblivious of its importance and will leave it in place.

7 Lore

Though a weapon in hand is essential for surviving in the Dark Millennium, the work of the Holy Ordos is not to win wars. That falls to the Imperial Guard and Imperial Navy, as well as the many other military arms of the Imperium. No, while servants of the Inquisition often fight horrors in the shadows of the Imperium, their singular and unenviable task is to *understand* those horrors ? to investigate them and develop the methods by which they may be opposed or defeated. Worse, not all foes can fall to conventional weaponry ? some are better defeated with wit then a blade.

7.1 Acquiring Lores

You gain access to Lores by buying Traits. Most characters will have access to at least one Lore, but some serve the Inquisition with brawn rather than brains and will know none of the Imperium's darker secrets.

It is perfectly legitimate to play a character who begins play with no Lores; you do not need to read this page if you prefer this option.

7.1.1 Using Lores

Lores may provide you with briefing sheets and local information prior to a game. They can also be actively used in a few ways:

You may receive a Lore brief prior to a game, or during downtime when something relevant to one of your Lores or specialisms comes up.

Secondly, Lore gives you the ability to Investigate by picking up clues.

Some Lores allow for additional things such as speaking alien languages and some allow minor mechanical abilities.

The final use of Lore is in allowing players to carry out research in downtime, and receive answers of varying accuracy ? depending on how broad their knowledge is and how relevant their specialisms are.

7.1.2 Lore Types

The six **Disciplines** of Lore represent a broad general knowledge of a subject area, whereas **Specialisms** are specific areas of each discipline that represent 'advanced' knowledge in a specialist subject.

You cannot have a Specialism if you do not possess the relevant Discipline it is tied to.

7.1.3 Malleus

The Malleus discipline represents a specialist in studying, interacting and combating the forces of the Warp, be they the ruinous powers themselves or the myriad of daemons and other psychic entities that live within that nightmare realm. This lore is considered threatening to the very soul of someone who learns it and as a result those who bear it are encouraged not to share their knowledge, lest they damn the innocent.

7.1.3.1 Malleus Specialisms

7.1.3.1.1 The Soul and Death

This specialism represents a fundamental understanding of the metaphysical nature of human existence in the context of the warp, both in the form of the soul, and in what little the Inquisition truly understands, or at least theorises, about what happens when you die. This specialism includes, but is not limited to: the nature of the soul, ghosts and how they interact with reality, and how the Warp can corrupt the soul.

7.1.3.1.2 Daemonology

This specialism represents the practical study of Daemons and their nature as the native inhabitants and creations of the Realm of Chaos and the Dark Gods. This specialism includes, but is not limited to: identifying signs of a Daemonic summoning, identifying signs of their coming, and understanding elements of their nature, as well as knowledge of specific known Daemons.

Note: Death unto Darkness does not rely heavily on traditional depictions of Daemons from 40k canon. Because we are not producing a tabletop game, we like our Daemons to have breadth and variety not found in the canon, which exists to support a game with defined units. We prefer our Daemons to be more twisted and varied in form and role.

7.1.3.1.3 Warp Mutants, Warp-Gifts and Psychic Powers

This specialism represents an understanding of the fundamentals behind how psykers and other mortals interact with the Warp. This includes both the study of unnatural abilities gifted by the Warp, and how it can corrupt and twist the body. This does not cover non-psyker mutants, who are, in the majority, a creation of evolution and environmental conditions rather than the Warp ? despite the Imperium?s inability to tell the difference.

7.1.3.1.4 Followers of the Dark Gods

This specialism represents a more fundamental understanding of the varied mortal servants of Chaos, their rituals, their secret signs and tongues, and known groups. This specialism includes, but is not limited to: what is understood about the technobarbarian tribes of subsector Tenebris, known cults of the Dark Gods, and what little the Inquisition knows about Traitor Astartes in the Prosperitas Sector. It does not cover the Dark Mechanicus or Chaos-aligned Hereteks.

Note: Understanding of secret signs of Warp Cults is represented by having access to the Black Speech translation sheet, which allows you to translate messages written in that script. You might be able to cobble together a basic sentence in this Dark tongue as well.

7.1.3.1.5 The Dark Mechanicus, Daemon Engines and their Creation

This specialism represents a fundamental understanding about the Dark Mechanicus ? those former Priests of the Machine Cult who turned to Chaos during the Horus Heresy ? as well as more recently fallen Chaos-aligned Hereteks, whether or not they claim heritage from the older group. It also covers the sinister binding of Daemons and warp energy into mechanical forms known as Daemon Engines. This specialism includes, but is not limited to: the known Chaos-aligned cabals of Hereteks in the Prosperitas Sector, Daemon Engines and how they are created, Traitor Titans and Knights, and Scrapcode , the corrupted Warp-code that is used both to communicate between Hereteks and to infect Imperial machinery. Most importantly, a Tech-Priest could potentially use this knowledge to work out how to destroy such foul technology, and an Info-Executioner or Ordo Logi Tech-Priest might have a reasonable chance of penetrating a Heretek cogitator system, at considerable spiritual risk.

7.1.4 Hereticus

The Hereticus discipline represents a fundamental understanding of the internal and external threats facing the Imperium from human foes. This includes the cults and armies of the Archenemy, as well as Rebel and Separatist movements that seek to divide or change the Imperium from within. Hereticus Lore represents a life dedicated to the studying, hunting or otherwise interacting with divergent human groups and cultures.

7.1.4.1 Hereticus Specialisms

7.1.4.1.1 Heretical Cults of the Alien and the Warp

This represents a fundamental understanding of heretical religious beliefs that revere threats outside of the Imperium - their practices, their secret signs and tongues, their rituals, and their symbolism. This specialism includes, but is not limited to: the Devourer (Genestealer) Cults of the Prosperitas Sector, the practices of the Warp-religion of the Aurelian Way, and the scattered knowledge on the practices of other known cults.

Note: Understanding of the secret signs of Warp cults is represented by having access to the Black Speech translation sheet, which allows you to translate messages written in that script. You might be able to cobble together a basic sentence in this Dark tongue as well.

7.1.4.1.2 The Rising Flame and other Rebel Groups

This represents an understanding of what is known about the Sector-wide anti-Imperial rebel movement known as the Rising Flame, as well as smaller and more localised rebel groups, such as the labour-agitators and hereteks of the Black Gauntlet. This specialism includes, but is not limited to: the structure and tactics of the Rising Flame; Xenos allies known to fight alongside them; and sigils, symbology and similar knowledge for other groups.

7.1.4.1.3 Sects and Schisms of the Imperial Cult

This represents an understanding of the complex web of beliefs contained within the Imperial Cult ? for example, knowledge about Imperial Death Cults, Sororitas Orders and Ministorum Sects ? as well as those that stray over the line into heresy, such as the ?Temple of the Saviour Emperor?. This specialism includes, but is not limited to: the rites and rituals of these groups; forms of secret communication, known figures and beliefs; and the legality of their practices.

7.1.4.1.4 The Annwfyn, Ruwwad and other Divergent Cultures within the Imperium Prosperitas

While ?Imperial? culture is often monolithic, frontier sectors are home to many groups who see themselves as culturally and ethnically distinct and identify as such. In the Prosperitas sector, these include but are not limited to: the Annwfyn and Ruwwad major ethnic groups and their various planetary subgroups; unique planetary cultures established by Imperial settlers and/or Mechanicus; their languages, customs and practices; and other factors.

7.1.4.1.5 The Hunting of the Witch and the Mutant

This represents the common specialism amongst the agents of the Ordo Hereticus in identifying, tracking and hunting those who demonstrate mutations, especially psykic talent. This specialism includes, but is not limited to: the scientific and esoteric methods of detecting Warp mutants, psykers and divergent mutations from the sacred Terran form of humanity; the signs of the use of warp powers and the known gifts of the Dark Gods; and methods for the capture, killing and containment of such beings.

7.1.5 Xenos

The Xenos discipline represents a life spent studying, hunting and defending against the myriad alien life forms that threaten human life across the entire Prosperitas Sector, as well as a basic understanding of the provenance of strange relics left behind on certain worlds within the Sector.

Note: Previous versions of this Lore allowed characters to specialise in ?a race?. Over the years we have been running DuD we?ve found that this has tied our hands in terms of ?what written in the canon source material would my character know? (generating a situation where players unfamiliar with, and without access to, source material feeling that they were not as widely-read as their characters should be). As such we have pivoted Xenos lore briefings to cover broader topic areas and kept the majority of canon lore out of player hands. This allows us to define our Xenos without needing to worry about contradicting established canon. **Ordo Xenos agents in the Prosperitas Sector do not have an encyclopaedic knowledge of every alien in the universe** ? rather, they have a narrow focus on those Xenos threats in this one Sector.

Please Note: Knowledge of the following Xenos factions/beings is explicitly restricted to find out in play (FOIP), largely because the Imperium has not yet encountered them within the timeframe of this game:

- C?tan and Necrons
- Tyranids (Genestealers and Genestealer cults are known but the hive fleets have not yet been encountered, so what they herald is not yet fully understood)
- Tau (although Kroot have been encountered)

You may be aware of legends of minor Xenos species from elsewhere in the Imperium but unless a Xenos species is mentioned beneath, on the wiki, or in a Lore brief, you should not know details about it.

7.1.5.1 Xenos Specialisms

7.1.5.1.1 Human Agents of the Xenos and the Cold Trade

While the Ordo Hereticus' primary interest is in human threats to the Imperium, the Ordo Xenos often experiences crossover with them when investigating Xenos who interact with humanity without violence. These Xenos cause political, economic and spiritual corruption rather than presenting a direct threat to human life. This specialism also covers the Cold Trade ? the smuggling of forbidden technologies of Xenos origin into Imperial space, where they might increase alien influence, or indeed might present a threat in the hands of those who do not know how the technologies work.

7.1.5.1.2 Xeno-Archaeology of the Prosperitas Sector

This represents knowledge and study of the wealth of historical alien ruins and artefacts left from ancient races who previously occupied this region of space. This covers the ruins of the Shavastii, Slann and Eldar cultures, as well as several unusual cyclopean structures built of black stone and coated in hieroglyphics. This specialism includes, but is not limited to: a basic, but not detailed, understanding of modern Eldar culture, and a limited understanding of the Fall; an awareness of the presence of the remnants of the Slann in the Prosperitas Sector; an understanding of the aggressive Shavastii who hate the Imperium; and knowledge of ancient ruins and alien artefacts in general, including those of unidentified origin. It does not include any understanding of pre-Fall Eldar existence or culture.

Note: Understanding of Eldar runes is represented by having access to the Eldar Translation Sheet which allows you to translate messages written in that script. You might be able to cobble together a basic sentence in the Eldar tongue as well. There are no known ciphers for Slann hieroglyphics or for other ancient texts, such as the Shavastii writing system.

7.1.5.1.3 Current Xenos Threats

This represents knowledge and study of the alien threats to the Prosperitas Sector that the Ordo Xenos have currently identified. This covers the threat of the Shavastii as well as the exiled Dark Eldar Haemonculi Coven that runs the Circle of Thorns criminal empire, as well as the sinister spread of the Devourer Cults and their Xenos Worm-Gods. This specialism includes, but is not limited to: an understanding of all the Xenos threats to the Sector, rumours about other active threats in the wider Imperium, and some cultural background based on what little the Inquisition has been able to learn about these entities.

7.1.5.1.4 Xenotechnology

This represents knowledge and study of the technology of the Xenos races common to the Prosperitas Sector. This specialism includes, but is not limited to: the maintenance of Xenotech, its operation, and at least a basic understanding of its capabilities. Most importantly, a Tech-Priest could potentially use this knowledge to work out how to replicate, or at least repair, this technology, and an Info-Executioner or Ordo Logi Tech-Priest might have a reasonable chance of penetrating a Xenos cogitator system.

7.1.5.1.5 Xenobiology

This represents a degree of xenobiological training from the standpoint of medical sciences, the study of xenoflora and xenofauna as well as other sentient races (other than humans and abhumans). This specialism includes, but is not limited to: understanding physical strengths and weaknesses, knowledge about the biological processes of other species, and, perhaps most importantly, that with the skills of a Medicae or Chirurgeon, you could understand enough of what you're looking at to perform life-saving treatment or meaningfully dissect a Xenos.

7.1.6 Biologis

This Lore represents medical training, allowing one to identify common ailments and injuries. It has forensic value in identifying causes of death where they may not be immediately obvious, and represents the ability to carry out research into medical issues or perform medical actions not immediately pertinent to healing mechanics, such as the dissection of corpses, study of diseases, and operation of medical technology.

A character with this Lore can identify the basic signs of diseases and infections common in the Prosperitas Sector, as well as the signs of genetic corruption in the human body.

7.1.6.1 Biologis Specialisms

7.1.6.1.1 Human, Abhuman and Mutant Biology

This represents a familiarity with human genetics and physiology, as well as the evolutionary offshoots of humanity and an understanding as to how they differ physiologically. This specialism includes, but is not limited to: spotting signs of genetic deviation in physiology and medical tests, and testing for genetic stability. A Chirurgeon with this specialism would feel comfortably able to gene-edit life within an artificial vitro-womb.

7.1.6.1.2 Xenobiology

This represents a degree of xenobiological training from the standpoint of medical sciences, vis-a-vis the study of xenoflora and xenofauna as well as other sentient Xenos races. This specialism includes, but is not limited to: understanding physical strengths and weaknesses of Xenos life, knowledge about the biological processes of other species, and perhaps most importantly, that with the skills of a Medicae or Chirurgeon, you could understand enough of what you're looking at to perform life-saving treatment or meaningfully dissect a Xenos.

7.1.6.1.3 Diseases and Biological Weapons

This represents an understanding of many of the common diseases and ailments in the Prosperitas Sector, as well as the effects of biological weapons used by the Imperium and its foes. This specialism includes, but is not limited to: recognising the signs of certain ailments and weapons, knowing the correct procedures to take to protect yourself from them, and, if you are a confident Chirurgeon, you could reasonably provide life-saving treatment on someone affected by such an disease or weapon.

7.1.6.1.4 Bionics, Implants and Implantation

This represents a knowledge and study of bionic systems, their maintenance, and known patterns of bionics from across the Prosperitas Sector. This specialism includes, but is not limited to: understanding the function of bionic implants while performing an autopsy, identifying the pattern of the implant and its manufacturer, and identifying faulty or low-grade knockoff implants. A Chirurgeon with this specialism would feel able to handle the installation of a pre-constructed bionic; a Tech-Priest with this specialism would feel reasonably confident they could construct a bionic.

7.1.7 Mechanicus

Mechanicus Lore is not the operation of machinery; all characters are assumed to be familiar with the operation of technology associated with their current or previous role in the Imperium prior to becoming an agent of the powers they answer to. A Princeps does not forget how to command a Titan simply because they are severed from it. Mechanicus Lore is an intimate familiarity with the workings of machines, the science that makes them function, and their repair and manufacture.

7.1.7.1 Mechanicus Specialisms

7.1.7.1.1 Heretek of the Dark Mechanicus

This specialism represents a fundamental understanding about the Dark Mechanicus ? those former Priests of the Machine Cult who turned to Chaos during the Horus Heresy ? as well as more recently fallen Chaos-aligned Hereteks, whether or not they claim heritage from the older group. It also covers the sinister binding of Daemons and warp energy into mechanical forms known as Daemon Engines. This specialism includes, but is not limited to: the known Chaos-aligned cabals of Hereteks in the Prosperitas Sector, Daemon Engines and how they are created, Traitor Titans and Knights, and Scrapcode , the corrupted Warp-code that is used both to communicate between Hereteks and to infect Imperial machinery. Most importantly, a Tech-Priest could potentially use this knowledge to work out how to destroy such foul technology, and an Info-Executioner or Ordo Logi Tech-Priest might have a reasonable chance of penetrating a Heretek cogitator system, at considerable spiritual risk.

7.1.7.1.2 Archaeotech

This represents the study of the technology of the Golden Age of Humanity, now referred to as the Dark Age of Technology, and the ability to understand ? or at least work out ? the function of those devices discovered by individuals travelling through the Prosperitas Sector. This specialism includes, but is not limited to: the maintenance of Archaeotech, its operation, and at least a basic understanding of its capabilities. Most importantly a Tech-Priest could potentially use this knowledge to work out how to replicate, or at least repair, this technology, and an Info-Executioner or Ordo Logi Tech-Priest might have a reasonable chance of penetrating an Archaeotech cogitator system.

7.1.7.1.3 Xenotechnology

This represents knowledge and study of the technology of the Xenos races common to the Prosperitas Sector. This specialism includes, but is not limited to: the maintenance of Xenotech, its operation, and at least a basic understanding of its capabilities. Most importantly a Tech-Priest could potentially use this knowledge to work out how to replicate, or at least repair, this technology, and an Info-Executioner or Ordo Logi Tech-Priest might have a reasonable chance of penetrating a Xenos cogitator system.

7.1.7.1.4 Martian Technology

This represents knowledge and study of the more esoteric technology of the Imperium. Martian technology is not the everyday technology that most Imperial citizens interface with on a daily basis, but covers the rare, more dangerous and more complex technologies, the knowledge of which is a closely guarded secret of the Mechanicus. This specialism includes, but is not limited to: the maintenance of Martian tech, its operation, and at least a basic understanding of its capabilities. Most importantly, a Tech- Priest could potentially use this knowledge to work out how to replicate, or at least repair, this technology, and an Info-Executioner or Ordo Logi Tech-Priest might have a reasonable chance of penetrating an advanced Imperial cogitator system.

7.1.7.1.5 Bionics, Implants and Implantation

This represents a knowledge and study of bionic systems, their maintenance, and known patterns of bionics from across the Prosperitas Sector. This specialism includes, but is not limited to: understanding the function of bionic implants while performing an autopsy, identifying the pattern of the implant and its manufacturer, and identifying faulty or low-grade knockoff implants. A Chirurgeon with this specialism would feel able to handle the installation of a pre-constructed bionic; a Tech-Priest with this specialism would feel reasonably confident they could construct a bionic.

7.1.8 Arbites

Arbites Lore represents the law-enforcement skillset and training of the Adeptus Arbites. While an individual with this lore may have never served in the Adeptus itself, they likely will have had training that has evolved out of years of Arbites refinement of the skill areas that they are required to follow. The Arbites, after all, predates the Inquisition when it comes to the arts of interrogation and excruciation to gain information from a suspect.

With Arbites Lore you are trained to investigate crime scenes and look for clues, as well as being aware of common laws across the Imperium.

7.1.8.1 Arbites Specialisms

7.1.8.1.1 The Lex Imperialis

This specialism represents expanded knowledge of the Lex Imperialis (Book of Law). This trait can be used to find all sorts of laws to bring an individual or group to justice, to defend an individual or group from Imperial justice or for other varied purposes.

7.1.8.1.2 Planetary Laws

You are familiar with the many different Planetary Laws of the Prosperitas Sector. You have an understanding of local bylaws, tithe laws, and the various different ways in which law is enforced across the Sector. While all true authority devolves from the Lex, many planets are given free rein to enforce authority locally in their own ways; you have studied many of these.

7.1.8.1.3 Inheritance, Customs and Tax Law

You are familiar with the various economic and political crimes which plague the Sector. You have a developed understanding of which substances are illegal where, which Scion-Heir should inherit the planetary Governorship, and on what legal basis the local Cardinal is attempting to dodge their Tithe obligations.

7.1.8.1.4 Criminals and Criminal Organisations

This specialism represents expanded knowledge of the criminals and criminal organisations active within the Prosperitas Sector, allowing one to recognise markings of interplanetary organisations, as well as giving knowledge of their methods, tools, and culture.

Note: Understanding of the hidden signs that criminals use to communicate is represented by access to the Shade-script Translation Sheet which allows you to translate messages written in that script. This is a sign language, not a spoken language, but your character may know the correct hand-signs.

7.1.8.1.5 Militias and Paramilitary Organisations

This specialism represents detailed knowledge of the various House militias, Guards, PDFs, bodyguards, Frateris Templar detachments, and mercenary forces at large across the Sector. You have a good knowledge of which are officially sanctioned, which are delicately ignored, and which are outright illegal. You also have a good working knowledge of the legal basis for levying and raising such forces to assist the Arbites in times of civil unrest.

8 Madness

Madness is the measure of the sanity of a character in the face of the horrors that humanity encounters in this dark future. It is a reaction to things humanity was never supposed to witness, things that defy explanation, which will bend their mind until it eventually snaps. This threat might only be to the individual, if the Galaxy was not filled with horrors that are more than happy to make use of individuals whose minds are so shattered that they lack willpower to resist their control.

The average human maintains their sanity through studiously avoiding such horrors - the Imperium actively works to keep them ignorant of the things that truly gnaw at the mind, and through stimulant-laced foodstuffs keeps their mind fuzzy and pliant enough to not truly comprehend the daily horrors around them. An Agent of the Throne cannot afford such luxury - the war the Inquisition fights in the shadows requires their servants to be sharp at all times, even as they stare horrors in the face. No Servant of the Throne can be truly said to be a healthy individual, but their regular exposure to the horrors of the universe does make their minds better able to retain sanity in the face of them.

But no mind is ever truly immune to Madness.

The game team will write personalised Madness cards for your character and email them to you prior to each event you play. **You must print these yourself** *and bring them to the event.*

8.1 Shaken

When an Agent is exposed to a horror that is too much for their mind to handle - they become **Shaken**: their mind is now reeling from what it has tried to perceive but cannot. It is not stress (something that most Agents live with daily), nor is it reflective of an individual?s mental health - simply, it?s their mind cracking as it is pushed beyond what it can comprehend.

Roleplaying Shaken is up to the individual - still, we strongly encourage players to avoid trying to replicate real world mental conditions, as such portrayals risk being insensitive to those who live with them daily (even if we do understand that roleplay can unintentionally replicate things without intent). To aid you, you will be issued with a brief before every event with suggested roleplaying effects should you acquire the Shaken status - this brief usually hints at the nature of the **Madness** effects that will occur when a character **Descends into Madness**.

Becoming Shaken can happen in two ways:

- You hear the cue **Your Sanity is Tested**! given by a monster or a member of the Game Team, or are instructed to by a written instruction in the game environment. The trait Iron Within allows you to expend Willpower to resist this call.

- You choose to become **Shaken**. We trust our players to know what the mental limits of their characters are better than us; if you feel something in RP would leave -your- character Shaken, then you are free to become Shaken.

When a character becomes **Shaken**, then they remain so until they are able to perform Observances. There are methods to suppress the effects of being Shaken - but only performing **Observances** can truly remove it.

Though the condition is a purely roleplaying-driven one, it does come with the additional risk of **Descending into Madness** and gaining **Madness** while it remains active.

8.1.1 Descending into Madness

Within the character pack you will be sent before an event, you will receive two **Madness** cards - these represent permanent fractures in your character's psyche that they will have to cope with for the remainder of the event.

A character who has their **Shaken** condition suppressed by another character?s traits, for example the Exhorter trait, cannot **Descend into Madness** until they are no longer suppressed.

Shaken characters will **Descend into Madness** in two ways:

- You hear the cue **Your Sanity is Tested**! given by a monster or a member of the Game Team, or are instructed to by a written instruction in the game environment. The trait Iron Within allows you to expend Willpower to resist this call.

- You willingly choose to. We trust our players to know what would utterly break their character and fracture their mind. In theory, if you feel an effect is so devastating to your character you are free to bypass Shaken and Descend into Madness immediately.

Upon **Descending into Madness**, a character should select one of their **Madness** cards and activate it. If you are in combat, you can choose to do it after the end of combat. Once you choose a Madness card, **you are no longer are Shaken** - the limits of your mind have been exceeded, and the mental fracture represented on your Madness card manifests.

If a character is unlucky enough to repeat this cycle a second time, then they would activate their second Madness card, and cope with both cards. Should a character reach a third cycle in the same event, please check with a member of the Game Team - there may be no additional effects, or there might be unusual consequences - damaged and unprotected minds are an irresistible call for many horrors of the universe.

8.1.2 The Aftermath

The Inquisition deals with madness on a daily basis, and, as such, has a suite of ways to treat it: the most popular are Mind Wipes. Of course, this is not an ideal method, as the process is neither surgical or precise, which can result in several other memories being wiped in the process, and, in turn, causing unforeseen personality alterations. Even then, a mind wipe is not necessarily permanent, as memories are not always annihilated, rather just suppressed, resulting in the Madness leaking back in. Fortunately, for most Agents, they don?t need this kind of drastic intervention? at least, as far as they can remember.

A character is considered to suffer from a **Madness** effect for the rest of the event, unless an ingame situation allows them to recover before the end of the game. At the end of an event, it is assumed that the character was given time to decompress, or undergo therapies, spiritual purges or even Mind Wipes in order to restore their mind to a (relatively) healthy state - this is to be decided by the player - the game team will not dictate the narrative of how your character recovers (we are always happy to give suggestions, but they will be no more than that).

However, we also recognise that players might feel incorporating a permanent RP effect into their character is something they would like, and have fun with. For this reason, you are free to decide that your character's mind is not restored following the game, and continue roleplaying the effect. In some cases, this may also be the basis of a very valid Scar, if you want to add a mental one into your character.

9 Medical Treatment (Medicae & Chirugeons)

9.1 Power Tests

Several traits and abilities request that a character performs a Power Test - this is a test with a 25% chance of failure. In the case of Medical characters this MUST be taken at the end of **30s of Triage** to identify if a Complication Card should be drawn.

9.1.1 First Aid

All characters in DuD are treated as being capable enough to aid someone who is obviously bleeding, and of administering Chems at the direction of a **Medicae** or **Chirurgeon**. This is represented by the First Aid ability.

9.1.2 Triage

A Medicae or Chirurgeon can perform **Triage** on a patient.

- Triage requires 30 seconds of Medical Roleplay, followed by a Power Test.
- A character?s bleed count is paused while undergoing Triage. If interrupted, the bleed count resumes.
- If the Power Check is passed, call **Get it Together**.
- If the Check is failed then draw a card from the Complications Deck, read it and show it to the patient.
    - ♦ If a card tells you to discard it, treat the test as a **Pass**.
    - ♦ A character with an ongoing Complication is considered **Bloodied**. Their death count is paused and reset to 0 unless they take damage or a **Complication** says otherwise.
    - ♦ You must pick an option from the card to resolve the **Complication** in order for the character to be returned to a healthy state, this is called **Surgery**.

9.1.2.1 Roleplaying Surgery

- The **Complication** card will guide you in the type and duration of Surgery roleplay you must perform.
    - ♦ Some cards allow **Quick Fixes** - these can be accomplished by any Medicae or Chirurgeon, get a patient up on their feet or keep them stable, but usually at a penalty.
    - ♦ Some cards allow **Medicae Interventions** - these are straightforward and can be accomplished by any Medicae or Chirurgeon.
    - ♦ Some cards require **Proper Procedures** - these can only be performed by a **Chirurgeon** in a **Medbay**.
- If a surgery card does not specify a duration, it takes at least 1 minute to complete.
- You must give your patient a dose of **Opia** to remain still, otherwise you should prompt them to thrash and roleplay extreme pain.
- When you have completed surgery, you may call **Get it Together** unless the Surgery option you have chosen says otherwise.

9.1.3 Medbays

Medbays allow Chirurgeons to resolve Complications with **Proper Procedures**. They also allow Chirurgeons to attempt more complex procedures with Game Team approval, such as installation of Bionics or conducting Autopsies.

A Medbay is defined as a well equipped medical facility such as a small surgery or a field hospital. Medbays are set up as part of the game environment and in some cases may be deliberately absent to present a challenge to players. A medbay is usable as such if an **Officio Medicae Banner** is set up in the environment by the Game Team or if the Game Team tells you otherwise.

It is possible for players to bring their own Field Hospital setups with Game Team approval. You must have your own Officio Medicae Banner to set up. You may ONLY set up the banner after getting approval from a member of the Game Team that your medbay is ready to take casualties.

9.1.4 The Medical Complications Deck

The Medical Complications Deck consists of 48 cards, with effects of varying severity and danger. Players should check the Rules Downloads page shortly before each event to confirm they are still using the most up to date version.

10 Psychic Powers (Psykers)

See Also:

- Psychic Powers List

Psychic Powers come about from mutant Psykers tapping into their abnormal awareness of the other-realm known as the Warp and channeling its energies to alter reality at their whim. Feared and distrusted, they are bound as virtual slaves to the Imperium and taught Rotes to focus their minds on achieving a particular outcome such as blasts of devastating energy, reading the possibilities of the future, altering minds or reknitting flesh. The fear they are treated with, however, is justified for their powers come with the dangers of mutation, madness and worse.

10.1 Psychic Powers

Every Psyker manipulates the warp differently. Some use it to brute-force devastating energies into the universe, others to influence minds, and others still to alter fate and probability. Though, in theory, the possibilities of what one can achieve with warp energies is infinite, the human mind is narrow: its ability to shape the energy of unreality into reality is limited by the creativity and imagination of the psyker. Because of this, most Psykers find it easier to shape reality in one way rather than another and each Psyker is different due to their own personal experiences. Psykers' methods of manifesting their warp talents are roughly categorised by the Imperium into Psychic Powers or Rotes that represent the commonly known effects of these manipulations.

At their basic level **Powers** do not tax a Psyker to use. Many have options of effects you can use if you **Push** them further, representing a Psyker extending their will to affect reality.

Each Psyker must choose three powers from the Psychic Powers list.

10.1.1 Perils of the Warp

Whenever you use your powers there is always a risk of them backfiring, one of the many perils psykers regularly face. As soon as there's a lull in a scene or at latest immediately at the end of combat you must perform a **power test** for every time you have used a power (any time you call **Warp** or **Would you Kindly** + any use of a utility power) - on a failed test you draw a card from the Warp Phenomena deck.

10.1.2 Opening your Mind

Psykers, at least Sanctioned Ones, are taught to close their minds to the Warp and shut out its tides - however they are capable of opening that hidden gateway in their mind and channeling its full fury at the risk of making themselves its victim. There is value in this a psyker that opens their mind to the warp or goes 'Transcendent' as some would call it, can unlock incredible power, at a price.

A character can Open their Mind to the Warp in one of two ways;

- **Warp Overcharge**: Whenever you have used your powers (any time you call **Warp** or **Would you Kindly** + any use of a utility power) ten times before you have **Recuperated** you are considered to have **Opened your Mind to the Warp**.

- **Unlocking Potential**: Some powers offer an option that asks you to **Open your Mind to the Warp** willingly and you will gain an ability. If you use them, you automatically Open your Mind to the Warp even if you have not exceeded the threshold above. If you have already **Opened your Mind to the Warp** for whatever reason, then you cannot do it again to use these.

A character who has opened their mind to the warp stops doing power test and instead draws directly from the Perils of the Warp deck without doing a test. In order to close their mind again, a psyker must **Do their Observances** at which point the condition ends.

Opening your Mind to the Warp is not a fatal decision and is often worth the risk, while you will be taking frequent perils many perils are low-level roleplaying effects.

10.1.3 Warp Phenomena

The infinite power offered from the Warp is not without consequence. Even Psykers, with their innate ability to manipulate it, are vulnerable to the fickle nature of its energies, which can demand a horrendous price from their minds and bodies to channel its eldritch power.

This risk is represented by the Warp Phenomena Deck which consists of 48 cards, with effects of varying severity and danger. Players should check the Rules Downloads page shortly before each event to confirm they are still using the most up to date version.This deck consists of:

- 50% of cards are **Phenomena side effects** that represent a successful use of a power but with unusual side effects.
- 25% of cards are **Perils of the Warp** that represent a horrendous consequence for tapping into these chaotic energies. These are usually effects personal to the Psyker.
- 25% of cards are **Major Perils** that represent a cataclysmic consequence for tapping into these chaotic energies. These are usually effects with consequences to the entire party.

10.1.4 Psychic Rituals

Psykers are capable of welding the energies of the warp into all sorts of shapes and forms but it is not possible to simply create a spontaneous effect. Significant preparation is required during which a Psyker explores various theories, considers the techniques used to create other similar effects, and tries to take into account the many variables that might affect the flow of warp energies during such a ritual.

In addition to the time involved in planning such a ritual there will be a cost, likely spent in **Willpower** or, depending on the nature of the effect you are trying to achieve, **other Resources**. The result of this investment of time and energy is a Psychic Ritual.

You must hand a written description of what you are trying to achieve to a member of the Game Team. It will be considered and you will get an answer as to whether it is possible and the cost required to perform it. You may submit this before an event.

Once a Psyker has successfully created a ritual then they know the time, effort and components needed to replicate it again.

The following is a known ritual performed by Psyker-Investigators in service to the Holy Ordos of the Inquisition:

10.1.4.1 Auto-Seance

An Auto-Seance is the process by which a recently dead body or an object intimately connected to someone who is recently dead can be used to contact their ?spirit?, the afterimage of their sentience left on reality - enabling them to be questioned in the pursuit of investigations.

Time to Set Up: One Minute

Cost: The Corpse or an item of deep spiritual connection to an individual who has died within the past twenty four hours placed within a Warded Circle. **1 Willpower**.

Risk: Do a Power Test before the ritual, if it succeeds the ritual succeeds. If it fails, you draw a Peril and the ritual fails.

Effect: Once the spirit is successfully drawn into the Warded Circle (triggered at any point you wish after setting the circle up once the NPC or Game Team are ready to answer you as the corpse) you have 5 minutes to question it before it fades into unreality.

Suggested Phys Rep: It is common, based on superstition in the Prosperitas Sector, to at least have a pair of throne coins to pass to the deceased, or an enjoyed beverage or other form of comfort of the deceased in order to provide the spirit with grounding calm to aid with confronting the reality that it is dead.

10.1.5 Astropaths

For every Psyker judged strong enough for training in the arts of the Adeptus Astra Telepathica there are hundreds sent into the light of the Golden Throne, their vision seared away by the God-Emperor?s psychic majesty. Whether directly exposed to the Throne on Terra or simply to the Astronomicon though another Astropath - they are forever ?soul-bound? to the light of the holy psychic beacon of the Astronomicon. They are able to act as its conduit for the sending of messages across vast distances ? these are the Astropaths that hold the Imperium together.

Astropaths are a flavour of Psyker that have the ability to send psychic messages over long distances. They do not require a trait, but come with some restrictions:

All Astropaths have lost their natural sight as a result of being blinded in the ritual that created them. Most wear veils or cover their eyes out of habit, but others freely display their ruined and scarred sockets. They still ?see? via the warp; some seek augmetics to compensate, but all of them rely on some form of sight that is easily disrupted by electrical pulses or weaknesses of the flesh.

- The call **Shock** causes you to lose your sight (whether augmetic or supernatural) for 30s.

- The calls **Weaken** and **Haywire** causes you to lose your sight until you are able to Recuperate.

This is roleplayed blindness and you should not shut your eyes. A blinded Astropath cannot see to make ranged calls or wield melee weapons, and may not make use of any Traits and Abilities that would require them to read things or see things for them to work.

All Astropaths have access to the additional Sending psychic power in addition to their chosen Powers:

10.1.5.1 The Sending

The Astronomicon exists as both the beacon of light from the Golden Throne on Terra and rays of ?Light? that bathe the warpspace of those worlds within its reach. Astropaths are trained to send messages upon these waves of warp energy, sending them howling across the streams of light to the minds of others who are bound, like them, to the Astronomicon.

Usually a group of Astropaths operate as a single ?choir? for this, needing to combine strength to send messages between systems. Player Astropaths are assumed to be superior, individually strong enough to send interstellar messages, but in choir with other PC Astropaths capable of sending messages across immeasurable distances.

The Sending is a **Psychic Ritual**: the exact risks and dangers of performing can change but normally an Astropath can expect to be able to easily send an Astropathic message to an Astropath within the same system without taxing themselves.

To send to an Astropath within the same Subsector it typically would require three astropaths working in coordination or an expenditure of Willpower equal to the number of missing astropaths. **To send to an Astropath in another Subsector of the same Sector** it would typically double the needed expenditure of Willpower or present astropaths. **Sending messages beyond the Sector** is something best done in downtime as it requires a full-fledged Astropathic Choir to accomplish.

11 System Policies and Ethos

The following pages contain important information about the system's policies and ethos. You should read these pages before attending an event.

- Behaviour at Games - how we expect our participants to behave, including our Equality & Diversity and Self Care policies.
- Game Themes - the themes you can expect to encounter at our events, and the themes which are unacceptable to roleplay.
- The Social Contract - the agreements between players, crew and organisers about what we can expect from each other at games.
- Game Team Policies and Ethos - our policies and ethos for running the game.
- Safety at Games - important safety information including prop safety, non-contact policies and safety calls.

12 Technoarcana (Tech-Priests)

The Technoarcana of the Machine Cult are a thin shadow of what the Martian Priesthood was once capable of unleashing - but they are not without their horrific potency - the advanced examples of technology hoarded by the Mechanicus give them a distinct technological edge against the foes of the Imperium - this is why Tech-Priests are so valued by the Inquisition where it can bring them in as agents for their deep and advanced knowledge of technology can make them as much a deadly fighter as a skilled artisan.

12.1 Omnissian Technoarcana

Sometimes called Cybertheurgy the ?powers? displayed by the servants of the Omnissiah reflect their chosen specialisations within the Machine Cult - like any religious organisation the Cult is organised into various sects and orders within orders each representing the specialised nature of the Tech-Priest, each such Order granting those who become members of it access to the jealousy hoarded technologies claimed by ancient patents as the exclusive technologies of that Order.

The Technoarcana are divided into two types **Rites** and a **Martian Device** - each Order has access to a handful of Rites, and a single Device which can take many forms. They also suffer from **Feedback-Curses** representing the specific malfunctions and glitches that that Order is prone to when they fail a power test.

Some Rites and Devices can be **pushed** to gain additional effects but at added risk of suffering a Feedback-Curse.

As soon as they get a chance, after a period of time where a **Tech-Priest** has used their rites or their Martian Device they must do a Power Test - they must do an additional test for each time they Pushed one of their rites.

All Tech-Priests can access the following generic Rite;

12.1.1 Rite Communicet Machinis

After some time spent in communion with a device with a Machine Spirit or a Cogitator you may **ask a ref a question** - if this device is not guarded or protected by high-level datadjinn you may **push** to **ask a ref** if you can instruct it to do something instead.?

A character with the Tech-Priest trait can choose to join one of the following Orders;

- Ordo Macrotek
- Ordo Malagra
- Ordo Myrmidon (**pre-req.** Weapon of Old Night)
- Ordo Luminen
- Ordo Logi

Some sanctioned (and occasionally unsanctioned) individuals known as Info-Executors possess a unique Technoarcana (if it can be truly called that for its crude nature) though they are not true members of the Machine-Cult and possess no Martian Devices.

- Info-Executioner

13 Wargear

Wargear represents the equipment carried by all members of the Holy Ordos in order to undertake their tasks

13.1 Physrepping

It is the intention of the Game Team that **Basic Weapons** can be represented by any form of ?off the shelf? props. However, when you start to use Flamers, Bolt Weapons, Hellguns, Heavy Weapons, Melta-weapons, or Plasma Weapons, the expectation is that you will be carrying a distinctive prop that embodies the weapon it is physrepping. Either it should be a setting-inspired prop, or it should be heavily modified to look like a setting-inspired prop.

If you are ever uncertain about whether a prop is acceptable, you should talk to the Game Team. DuD is a high-costume-standard game, and these rules are intended to encourage that..

1-Handed ranged weapons must Reload every Five Shots and are considered to have a range of ten meters **but may make ranged calls in melee**.

2-Handed Ranged weapons must Reload every Ten Shots and are limited to the hearing of your target. They cannot be used in melee without certain traits.

13.1.1 Ammunition

Despite the immensely destructive technology available to servants of the Imperium, the ability to keep their weapons supplied with ammunition is a constant issue. This is especially true for those who operate outside of military logistics structures; such as Servants of the Inquisition like your character.

To this end, after expending 5 shots with a 1-handed ranged weapon or 10 shots with a 2-handed ranged weapon you must reload. Whenever you **reload**, when you reload, you consume **Ammunition**, if you have no Ammunition on you then you cannot make ranged calls wite a firearm unless a weapon or trait says otherwise.

Reloading takes 5 seconds.

13.1.2 Carry Limits and Special Weapons

Weapons weigh a lot, especially with the ammunition that comes with them. This means that no character can really expect to enter combat carrying more than then a few weapons. To this end any character can carry:

- One 2-Handed Weapon this may be swapped for a third 1-Handed Weapon.

- Up to two 1-Handed Weapons **one of which may be a 1-Handed Ranged Weapon**

- One Shield (if they have the Aegis Training trait)

- Any Number of Daggers/Small 1-Handed Melee Weapons

In addition;

- Characters with the **Special Weapons Training**, **Assault Weapons Training** or **Adept Mortis** traits may take a **single** 2-Handed or 1-Handed weapon per trait from those provided by these traits in the appropriate slot. A character with these traits may choose to take a SECOND 2-Handed weapon in the place of *both* 1-Handed Weapon slots.