

Perils of the Warp
Minor Peril

Scaly

You now have an unusual patch of scales in a potentially visible but concealable location, such as the forearm or the back of the neck. This lasts until the card is cleansed. If examined by a Medicae it has no obvious cause.

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Backlash

Each time you use a Power, you suffer a call of **Zero Knockdown**

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Black Speech

You can only speak in incomprehensible guttural mutterings until this card is Cleansed.

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Octarine Discharge

Cast **Psychic Single** at the closest Character (including NPC/Crew).

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Compulsion

You feel the compulsion to perform a mundane, repetitive task (such as counting spoons) periodically (at least once every 15 minutes) until this card is Cleansed

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The Shakes

Exposure to Warp energy has given you delirium tremens. Each time you use a Power, take a **Zero Disarm Call**.

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Warp Tired

You may not use **Dodge** until the next call of Combat Ends, or until this card is Cleansed, whichever comes first.

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Aurora Horusalis

Until this card is Cleansed you are distracted by the warp energies dancing across your vision.

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Deja Vu

Periodically (once every 15 minutes at least, but as often as you feel like) after you have finished performing a discrete action (such as making a cup of tea) you should repeat the action for a second time, exactly as you did before. You cannot recall doing it the first time. You may choose different actions each time to repeat, or the same action over and over. If the Action would cost Hero or Ritual points, you re-spend the relevant points.

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Blocked Flow

For the next Linear or until this card is Cleansed whichever comes first, you are unable to use Psyniscience without significant effort. You no longer reflexively see the comforting energies of the Warp, and may not use Detect Warp of any level. It is disconcerting.

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Minor Bleed

You begin to continuously bleed from a visible orifice of your choice; this does no real damage but is shocking. If examined by a Medic, this has no obvious cause and cannot be treated except by Cleansing this card.

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Voices from Beyond

Until this card is Cleansed you periodically hear demonic voices at the edge of hearing, tempting you towards darkness. Feel free to argue with them out loud.

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Mental Shield

Until this card is cleansed, you may neither use the Download Power, nor receive Knacks/Abilities from its use.

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Mute

You may not speak for the rest of the Linear, or until this card is Cleansed, whichever comes first. If examined by a Medic, this has no obvious cause, and cannot be treated except by Cleansing this card.

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Shadow of the hunt

You can feel the eyes of something in the dark, watching you. Until this card is cleansed you feel the urge to remain in lit areas and refuse to go anywhere alone for fear of being attacked.

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Telekinetic Barrier

Call **Mass Zero Repel**.

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Get it off!

Until this card is Cleansed you feel like you have invisible biting insects crawling over your skin.

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Blunt

For the remainder of the Linear, or until this card is cleansed, whichever is shorter, you may only call zero damage with bladed weapons.

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Daemonic Mask

Call **Psychic Fear** on the Nearest Character (including NPC/Crew)

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Nausea

You are feeling distinctly unwell. Periodically roleplay being violently sick, as your body expels the taint of the warp. If examined by a Medic, this has no obvious cause, and cannot be treated except by Cleansing this card.

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Vision of Beyond

Choose a Character (including NPC/Crew) that you can see and advise a Ref. The Target immediately receives a vision of the Warp and gains a Temptation Card.

BLUE

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Neural Shock

You have forgotten something important - Pick any one Knack; you may not use it until this card is cleansed.

BLUE

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Mirror Mirror

The Power activates, but also affects you with the same call.

BLUE

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Higher Threshold

The Power activates, but you lose access to the relevant Psychic Discipline until the end of the Linear or until this Card is cleansed, whichever comes first.

BLUE

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Major Bleed

You begin to hemorrhage from every orifice. Take a **Toxic** Call. This may be treated by a Medic to stop the damaging effect, but has no obvious cause that they can determine.

BLUE

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Out of Reach

The Power activates, but It will not activate for the rest of the linear or until this card is Cleansed, whichever comes first.

BLUE

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Warp Fatigue

You may not use Dodge for the rest of the Linear, or until this card is cleansed, whichever comes first.

BLUE

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Unwanted Attention

Draw an additional Perils of the Warp Card

This card does not count towards your corruption track.

BLUE

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Significant Backlash

The next time you use a Power, you suffer a call of **Single Maim**. This may be treated by a Combat Doctor to restore the damaged limb, but has no obvious cause that they can determine.

BLUE

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Attack From Beyond

You feel something trying to claw its way into your brain. You have 60 minutes to Cleanse this card before your personality will be affected. If you are not successful, please see a ref as soon as possible.

BLUE

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Psychic Scream

Take **Single Knockdown Stun**. This call affects you every time you use a Power until this card is Cleansed.

RED

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Neural Burnout

You have forgotten all but the most basic skills. You lose access to all Knacks until this card is Cleansed.

RED

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Things one should
not see

You Suffer an Ongoing Blind Effect. You must be treated by a Medic with the Surgical Healing Knack before you can see again, even if this card is Cleansed.

RED

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Beyond your Grasp

The Power activates, but you lose access to all Psychic Powers until this Card is Cleansed.

RED

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Cardiac Arrest

30 seconds after you have finished reading this text, you suffer a call of **Fatal** which cannot be dodged or resisted by any means. You know this is coming. If examined by a Medicae, this has no obvious cause..

RED

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Warp Cage

The Power activates but it will not activate for the rest of the Day, even if this card is Cleansed.

RED

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Warp Exhaustion

You may not use Dodge for the rest of the Day, or until this card is cleansed.

RED

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Outsider's eyes upon me

Draw an additional Perils of the Warp Card.

This card DOES count towards your corruption track.

RED

Perils of the Warp
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Warp Hunter

A warp entity has come through and escaped - but is now hunting you. It might strike at any time during this event. Cleansing this Card will not banish the homicidal entity.

RED

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Dark Passenger

An entity of the warp is whispering to you and you are inclined to follow its agenda. Once it has achieved its agenda, it will sever the link. Find a Ref as soon as possible

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