

# No Rest for the Wicked *SEASON 2*

## The Rule Book

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# ***1 Introduction***

## **1.1 Are You Sitting Comfortably?**

Welcome to Season 2! This Rulebook covers the setting basics, character creation, and event rules that help participants get the most out of a No Rest for the Wicked (NRFTW) event, so please take some time to familiarise yourself with these prior to arrival at an event. If you have any questions about the rules, the event, or anything else, please contact the NRFTW team via email, the Facebook Group, or ask us at an event.

We are a full-contact Live-Action Role-Playing game inspired by the Warhammer 40,000 setting with a focus on exploration, swashbuckling, and intrigue. Our game is focused around the ever-changing world of Rogue Trader Dynasties caught up in the quest for wealth and power beyond the edges of Imperial Society.

Our players take on the roles of major figures in the Dynasties which have chosen to explore the Stygian Abyss, an area of the Galaxy beyond Imperial space that is only vaguely understood. Characters can be anyone from any Imperial or certain Xenos backgrounds, but the game is deliberately built to encourage group play as a Rogue Trader Dynasty. We strongly recommend you play characters who are affiliated with a Rogue Trader Dynasty as either a member or a mercenary.

We run major events on a regular basis throughout the year, with announcements about when and where being made via the Facebook Group. In addition to this, there may be smaller events that are generally either a social or player-lead nature arranged on an ad-hoc basis.

## **1.2 What is LARP?**

A live-action role-playing game (*LARP*) is a form of role-playing game where the participants physically act out their characters' actions. The outcome of player actions may be mediated by game rules or determined by consensus among players. Storytellers decide the setting and rules used to facilitate play. At events, Referees oversee the game and help drive the plot for the players.

LARPs range in size from small private events lasting a few hours to large public events with thousands of players lasting for days. Our events usually attract between thirty and forty players, and an additional ten to fifteen crew – who act as non-player characters (NPCs), Referees, or other “backroom” roles. Players at No Rest events are asked to contribute 2-3 hours per event as crew.

## 1.3 No Rest's Organisational Team

No Rest for the Wicked is a game run by volunteers for the company Conflict Resolution. Should you have any questions about the game your first point of call should be the NRFTW team.

### Plot Referees

- Charlie Turay

### Conflict Resolution

- Fraser Ramsay

### Admin Team:

- Rebecca Moody
- Fraser Ramsay

### Rules Referees

- Richard Cooper
- James Watson

### Rules Consultant

- Alexander Nelson

All people listed as Referees or Conflict Resolution are part of the team running these games. If they ask you to do something in their out of character capacity, please listen to them. If you object to what you are being asked to do, then please speak to one of the other team members on site.

### ***Event Team***

The Event team consists of the Referees and Admin. Any other members of the event team, such as Event Specific Referees and First Aiders will be made clear in the opening announcements.

## 1.4 In the Grim Darkness of the Far Future...

No Rest for the Wicked Season 2 takes place a century after the climactic events of Season 1 and the conquest of the Iron Star by a consortium of Rogue Traders. The Hypatian Crusade, also known as the Fourth Rurhort Crusade, has seen the contested Rurhort sector brought fully into the Imperial fold at last, and Arkangel has been moved to pastures new.

The events of Season 2 take place as the 41<sup>st</sup> Millennium draws to a close. Particularly, for those who wish to tie themselves into the events of Warhammer 40,000, it takes place after the Second Tyrannic War (Hive Fleet Kraken) and after the opening stages of the Third War for Armageddon (Ghazghkull's second attack on the planet). Dark rumours and incoherent reports may have reached the player characters from the far side of the galaxy of a Thirteenth Black Crusade but be assured – the Imperium shall triumph as always.

The vagaries of Warp travel make accurate timekeeping difficult at the best of times. With the complications of travel to the Stygian Abyss and the esoteric phenomena found there even the most punctilious must content themselves with little better than guesswork, but certainly the millennium draws to a close. The estimated date would normally be written as 999.M41 by Imperials, the nine hundred and ninety ninth year of the forty-first millennium, or 40,999 AD.

There are accusations that chroniclers are reluctant to progress to the next millennium and have stretched the concept of a "year" past breaking point, but this is obviously spurious hearsay.

As purely out of character information, the game takes place before, and will not involve any events from, the Gathering Storm series or from Dark Imperium and the 8<sup>th</sup> Edition of the Warhammer 40,000 game. The future still lies before you, ready to be seized by great adventurers and shaped to their will.

## 2 The Stygian Gazetteer



### A Guide for newly arrived Dynasts

*Published by the Arkangel Tourist Board*

## 2.1 Introduction to Arkangel Station

Arkangel is a modified **Ramilles-class Starfort** operating as a freeport outside of Imperial Space. Operated on behalf of a cabal of Rogue Traders, it serves as the operating base for the Imperium of Man's interests in this Stygian Abyss that lies beyond the Maw of Ni'ir.

The Patricium District, located within the central basilica, is the place to see and be seen – while there are areas outwith the district, these areas are not generally suited or recommended for the discerning traveller.

### 2.1.1 Getting your Bearings

#### ***Street of a Thousand Wonders***

A mile-long avenue of bustling trade right in the heart of the Patricium district, running between the Drop Bar and the Navigator's spire, the Street of a Thousand Wonders links the three great squares: Sebastian Plaza, Malcador Plaza, and Morgan's Square. All manner of goods and services can be bought or sold to the merchants here.

#### ***Sebastian Plaza and the Cathedral Basilica of the Blessed Saints***

A key location for the informed dynast, the Basilica is right at the heart of Arkangel on Sebastian Plaza. Built in the High Imperialist style and boasting a magnificent barrel-vaulted ceiling and exquisite stained-glass windows – it always has a confessor on hand for the purchase of indulgences and prayer ribbons.

#### ***Malcador Plaza***

Anchoring one end of the Street of a Thousand Wonders is the entrance to the Navigators' Spire of Arkangel. In front of the entrance to the spire is Malcador Plaza, the entertainment hub of the Patricium District.

#### ***Morgan's Square***

Anchoring the opposite end of the Street of a Thousand Wonders is a perfectly circular public space cobbled in black granite known as Morgan's Square. Morgan's Square holds most of the functional offices of Arkangel, with a smattering of very high-class shops to cater to the immediate needs of the Rogue Traders of Arkangel.

#### ***The Docks***

Despite being outside the Patricium District, the docks are, regrettably, unavoidable. The great docking piers of Arkangel are capable of forming hard seals for unloading heavy transports or conducting repairs, whilst other ships are served by the vast swarms of lighters and shuttles housed in the primary hangar bays.

#### ***The Wyrdspre***

Home to Arkangel's Astrotelepaths and other Sanctioned Psykers, the Wyrdspre is a promontory holding located among the sensor vanes of the station's underside, which the astute will note places it directly

underneath Sebastian Plaza and as far as possible from the bridge levels. An insalubrious and generally dubious establishment, yet one necessary for the stations function, those without pressing business are enjoined to avoid its environs entirely.

## 2.1.2 Entertainments

### ***The Drop Bar***

Home of The Captains' Table and the High Tables of the ruling dynasties, this private members' bar is the place to be – if you can get in. When it's not being 'hot dropped' onto planets from orbit, it can be found on Morgan's Square.

### ***The Iterator's Rest***

A place to exchange reasoned, logical discourse and debate over a hot drink and leather-bound tome, safe from the Ecclesiarchy's pervasive dogma. On a discrete side street off Morgan's Square.

### ***Grimaldi's Casino***

A glittering baroque beacon of class, this recently opened local branch of the largest pleasure-world in the Stygian Abyss is a prominent feature on the edge of Malcador Plaza.

### ***La Grande Maison***

Iconic amongst the fine dining establishments of Malcador Plaza, and fit to suit the most discerning of palates.

### ***The Dead End***

The legendary dive bar of Arkangel, recently the subject of a favourable review in *The Lord Captain*. One of many colourful establishments on the Street of a Thousand Wonders.

## 2.1.3 Currency

As a bastion of the Imperium of Man, most Imperial Citizens on Arkangel use the Imperial Throne as the standard currency. The locals in the Abyss do not appear to use any single universal currency, barbarians that they are.

However, given your status within a Rogue Trader Dynasty, currency is a largely meaningless concept, and is of more value for its raw material than whatever its "face" value might be. Dynasts on Arkangel leave counting Thrones to the accountants. On Arkangel, items of real value are valued in Arkangel Marks. In fact, all "real" trade is conducted using the Arkangel Mark.

## 2.2 By Imperial Mandate

### 2.2.1 The Mission

The Rurhort Sector Governor will provide resupply through the Maw for up to a century, provided the Rogue Traders investigate the disappearance of Eframir and the Eddard's Reach station.

## 2.2.2 Supply Ship *Celestus*

The Imperial Navy send a supply convoy through the Maw once a year, led by the *Celestus*. The convoy is the lifeline that resupplies the station, as well as the means by which the Imperium monitors the actions of their delegated presence in this sector.

Captained by Eloise Plessner, the *Celestus* is a rare example of a **Universe-class Mass Conveyor**. It possesses genuine relics of the Dark Age of Technology - a *Sanctus Extremis* class Gellar field and *Revelatio* navigatatus array. These allow it to pick a safe path through the Maw of Ni'ir as long as the Arkangel beacon is lit to guide it, and also allow it to project this protective field a short distance beyond its own hull, allowing it to extend its superior protection to other, smaller, ships alongside it.

## 2.3 Station Politics

### 2.3.1 The Malakhim

The administration of the station falls under the purview of the Malakhim of Arkangel. These blank-faced agents take on the roles normally undertaken by the more prescriptive Administratum at the behest of the Station Authority. They serve to coordinate the backroom activities that make the station functional, and to provide a nonpartisan civil service that allows the Rogue Traders to be confident that the port will remain free and functional.

### 2.3.2 The Captains' Table

The Captains' Table takes care of the business of the station, safeguarding both its physical wellbeing and its position as an extremely lucrative business. The head of each Dynasty in good standing with the Station Authority holds a seat, and each Captain (or other Dynastic Master) has an equal voice.

The Captains' Table deals with matters of policy, setting the agenda for the station and mediating disputes between the Dynasties. They police their own, set and enforce expected codes and standards of behaviour, and work together for the good of the entire enterprise - while, of course, furthering their own agendas, building their own legends and filling their own vaults.

The Table is ultimately answerable to the Adeptus Terra and the greater Imperium, obliged to maintain the station, open up newly explored territory where trade may be done, and oversee the reclamation of lost wonders and peoples from humanity's past.

### 2.3.3 The Adeptus Astra Telepathica

The Adeptus Astra Telepathica maintain vigil over the various Sanctioned Psykers who exist within the precincts of Arkangel, particularly maintaining the Astropathic Choir that allows tenuous communication with the greater Imperium.

The Cantor Primus of Arkangel, Mako Ulmar, holds the responsibility for inspecting those dangerous and unsanctioned warp-users who are given stay of existence by the cover of a Rogue Trader warrant. Rumours that this is done to humour some fascination with xeno-witches or in relation to other accusations of unwholesome obsession are slander of the worst sort and will not be countenanced.



### 2.3.4 The Adeptus Mechanicus

The Adepts of Mars on Arkangel are led by Archmagos Adan Bracht, with Magos Amon Kleist acting as second in command. To them is given the task of overseeing and maintaining the mighty mechanisms that are the beating heart of the station.

Of particular interest to the Dynasties are those who take on the mantle of Reclaimer, maintaining the salvage yards and brokerages; and handling most of the macro-scale repairs and refits. It is to them that most interested parties first look for voidship maintenance and upgrades, or to harness the mysteries of ancient technology.

Never underestimate the Adeptus Mechanicus. They can and do operate as a power block of their own, crossing dynastic lines to protect their ancient rights.

### 2.3.5 The Ecclesiarchy and the Imperial Cult

There are hundreds of sects; denominations and factions who call Arkangel their home, all but the foulest of blasphemers ultimately adhering to the core tenets of the Imperial Creed, but beyond this, there is little agreement and much-spirited debate.

The most prominent of the station's clerics is the Arch-Confessor Stephan Macharius, who claims direct descent from the noble Lord Commander Macharius and whose followers adhere to the Imperialist dogma popular amongst the pioneer and missionary peoples of the Imperium's fringe.

Other groups of note are the metaphorical and literal firebrands of the Crusade of the Red Redemption, the dour mortuary cults of the Church of the Emperor Revenant and xenocidal warrior-fanatics of the Vitrian Covenant.

Dynasts are enjoined to exercise caution when seeking out new congregations, as profane apostates who garb themselves in false piety may seek to lead the unwary into damnation.

### 2.3.6 The Navis Nobilite

Houses Corophasian and Verity are the two Houses most closely bound to Arkangel, through ties of blood and profit. They were involved and invested in the moving of the Arkangel station and are keen to see their star remain preeminent among the wealth and discoveries of the new area.

House Corophasian is a Magisterial House, with histories and gene lines stretching back easily ten thousand years. They were involved and invested in the moving of the Arkangel station and are keen to play a key role in the acquisition of wealth and new discoveries in this new area. They are represented on Arkangel by *(name in short form)* Pater Theocritus, revered Master of the House.

House Verity, by contrast, is a much newer house, accredited within the last fifty years as the successor to a number of minor Houses and families. Rather than the galaxy-spanning House Corophasian, every Verity navigator in existence works out of Arkangel, with the house being hungry for success, and desperately fighting for survival and recognition. Novator Ilen, the ultimate head of House Verity, resides on Arkangel itself, and while theoretically of higher social rank than Pater Theocritus, in practice is a dim and distant second fiddle.

Though the various Houses and families are in constant competition with each other, they guard their privileges jealously and are known to assemble as a unified force when faced with outside threat or interference.

## 2.3.7 Other Notable Factions and Personalities

### ***Astrocartographers of Arkangel***

Avana Hjort, the astrocartographer who mapped the route through the Maw, has come through the Maw with Arkangel. Having abandoned her purely academic career, she has stated her intentions to research the phenomena of the Stygian Abyss. The Captains Table, perhaps playing a long bet, have afforded her a small office and staff, viewing the small outlay to be acceptable in order to make certain that someone of her proven skill is available as a contingency.

### ***Brigari Institute of Medical Excellence***

Founded by a Dynasty that used to operate from Arkangel, the Brigari Institute runs a number of clinics across the station that provide hot meals and basic medical care for all residents of Arkangel, regardless of status.

### ***The Dockworker and Warehouse Union***

To the dismay of many, somehow the dockworkers and porters of Arkangel have been allowed to form a workers' union and permitted collective bargaining. Representatives of the union occasionally present themselves to the Captain's Table. If you are fortunate enough have advance warning, do bring smelling salts to protect yourself from the odour.

### ***The Lord Captain***

This small office just off Sebastian Plaza houses the publishers of the eponymous quarterly magazine *The Lord Captain*. Despite its size, this small publisher exercises a disproportionate influence on the Dynasties of Arkangel.

### ***The Reconnaissance and Exploratory Flight Team***

Operating from a dedicated facility adjoining the Primary Hangar Bays, the experienced pilots of the Reconnaissance and Exploratory Flight Team provide significant support to the dynasties operating from Arkangel. Pilots from the R.E.F. Team are made available to all Dynasties and can provide basic intelligence gathering and insertion/extraction facilities in support of Dynastic operations off station.

### ***Venari and Partners***

The recently established Central Bank of Arkangel, located on Sebastian Plaza. Venari's monitors trade in the Arkangel Mark and handles most conversion of assets into Marks. Those without vaults to call their own trust their treasures to Venari's.

### ***Winds of Cel Mercenary Kindred***

The Winds of Cel cheerfully serve whoever pays them the most. While they will accept payment in Wargear and supplies, or in currency and trade goods at a pinch, their favoured payment is in unusual corpses. Whether hired singly or by the score, the Kroot warriors make for ferocious, if distasteful, assets. The leader of this band, Kellik Von, holds status and certification as a Sanctioned Xenos, permitting law-abiding imperial citizens to treat with this creature.

### ***Starseeker Corsairs***

Ynabrae Starseeker and her voidship the Seventh Daughter present an unusual, but not infrequent, sight at Arkangel. While these piratical xenos have acted as Imperial auxiliaries at several points during the Hypatian Crusade, rumour and suspicion abound that she also raided Imperial supply vessels during the same period.

Many Rogue Traders have retained their services over the years, and they have built up a reputation both for asking unusual payment and for delivering their end of any bargain. They paid handsomely to have the Seventh Daughter docked at Arkangel while it transited the Maw of Ni'ir.

### ***Other Eldar***

Many of this Xenos race have found a reason to walk the decks of Arkangel, generally avoiding the main thoroughfares for those secluded or forgotten places where they may conduct whatever business calls them relatively undisturbed.

Most are what experienced xenologists have come to expect from dealings with their breed – an eclectic mix of mercenaries, merchants, explorers and the strange troubadours peculiar to their alien culture.

Yet there is also talk of a far stranger group, pilgrims and zealots claiming the name of "Ynnari". These xenos, so it is said, seek salvation in the worship of some profane god, either lost or as yet unborn. A cadre of those presenting as such have been given refuge on Arkangel by writ of the Captains' Table, for reasons not widely divulged.

## **2.4 The Arkangel Code**

### **2.4.1 Law on Arkangel**

Arkangel is subject to Imperial Law in theory, but the sheer number of Rogue Traders and agents of their Dynasties present on the station mean that in practice the law on Arkangel is dictated and enforced by the Captains' Table, as only they have the standing to make and enforce rulings on such individuals.

In addition to the Captain's Table, the Station Authority uses the Malakhim to police offences against the station itself. The Malakhim take no sides in inter-Dynastic disputes, but if they determine that an individual or Dynasty is acting sufficiently beyond the pale, or worse still, taking actions deleterious to the good order of the station, they will act against that individual or Dynasty.

Any deeds which threaten the station are against the Arkangel Code. These do not have a strict definition, and the Arkangel Code is very much subject to the whim of the Station Authority rather than a formal body of statutes. Crimes against the station itself can see the Malakhim pass judgement against a person or Dynasty unilaterally and without warning to either the offender or the Captains' Table.

Examples of crimes against the station include but are not limited to:

- Worshipping the dark powers
- Unambiguous tech heresy
- Risking the structure of the station
- Major construction on Arkangel without permission

### **Design Note**

Whilst in-character the Malakhim will act against the Character without warning, whenever possible the Referees will warn the Player out-of-character if their character is about to break the Code. See the section on **Black Marks** in Chapter 7 for details.

## 2.4.2 Black Marks

When Rogue Traders or their Dynasts breach the Arkangel Code, that Dynasty's Warrant will be issued a black mark by the Malakhim. These metaphorical marks tarnish the reputation of a Dynasty. Which Dynasties have black marks is public knowledge, and they are signal to all those on the station that the marked Dynasty is out of favour with Arkangel.

Only the Malakhim assign black marks, though Captains' Table can request one be issued.

## 2.5 The Stygian Abyss

The Stygian Abyss is a region of galactic space on the Eastern edge of the galaxy, separated from the Rurhort Sector by a vast and near-starless gulf. The region where the Stygian Abyss lies is uncharted, with no known Imperial presence, and represents the extreme Eastern Galactic Fringe. Reaching the Abyss has previously been impractical, with ships braving tortuous and uncharted stretches of the warp without opportunity for resupply.

When the anomaly known as the Maw of Ni'ir opened in the Erasmir system, the Imperium dispatched Arkangel Station, and the host of Rogue Traders who travelled with it, to explore and exploit this new region.

### 2.5.1 Features of the Stygian Abyss

The Stygian Abyss is an all-but-uncharted void, full of mysteries only beginning to be uncovered.

#### *The Maw of Ni'ir*

An unstable and changeable anomaly, now manifesting as a treacherous warp gateway between the Rurhort Sector and the system at the edge of the Stygian Abyss now named Chidike's Pass.

#### *Chidike's Pass*

A trinary system on the Stygian Abyss side of the Maw of Ni'ir, Chidike's Pass was the first anchorage of Arkangel after its transit. Once known as Gateway, the system was renamed for the late Niklaus Chidike, Duke of Avalon and the first Imperial Hero to fall during this expedition.

Chidike's Pass is the shattered ruin of a star system. The primary star is a pulsar that emits not just electromagnetic radiation but also a psionic signature that interferes with astropathic communication into and out of the region, making long-distance communication difficult at best. The forlorn dwarf stars and clouds of shattered debris bound to the system are constantly swept by the pulsar's harsh radiation.

An incongruous planetoid orbits the system's furthest star. While heavily scarred by radiation, it nevertheless plays host to lush gene-engineered vegetation. Humans can survive only brief exposure to the surface environment without heavy shielding.

#### *The Lethian Wastes*

This great nebula dominates the Stygian Abyss, with the fearsome Omega lying at its heart. Psionic phenomena and esoteric anomalies are endemic across the nebula.

#### *Omega*

Omega is a black hole at the centre of Lethian Wastes, a supermassive stellar body which rends apart anything that approaches and from which even light may not escape.

## 2.5.2 Confederacy of Human Interests

The Confederacy of Human Interests (CHI) claims a “Sector” within the Stygian Abyss as its territory, presenting itself as the representative local government. It is believed to consist of approximately 50 inhabitable worlds divided between seven lightly inhabited “Sub-Sectors”.

The CHI has existed in isolation for millennia and has evolved to a rough analogy of the Imperium of Man, though bereft of the Divine Mandate of Imperial rule and obviously at a much less developed level, forced to endure the instability and uncertainty of elected officials. It is an uneasy and potentially exploitable polity lacking the inherent stability and strength of Imperial leadership.

The Council of the Confederacy (aka: *The Council*) is composed of the governors of all member systems and occupies the role of a Sector Court. Much like such a Court, it appears to meet in full only rarely, with most decisions being taken by the intermediate Sub-Sector Governors. A President oversees this Council, appearing to be roughly equivalent to the Imperial Sector Governor and representing the highest local authority.

Powerful factions operate across the breadth of the Confederation, and with the exception of Kapitol and Agricola each subsector is dominated by one of these factions. Each of these factions’ leaders claims the role of Sub-Sector Governor as part of this dominance, representing their fiefdom in meetings that do not require the full Council to be sitting.

### **Confederacy Sub-Sectors**

- The Forgemasters of Vulcan, or *Vulcan’s Forge*, appears to be the local analogue of the Adeptus Mechanicus. Ruled from the industrial world of Engine One, it operates a cluster of industrial and mining facilities locally and has been suspected to represent a lost colony of the Martian Diaspora.
- The Union of Confederate Universities and Xenologists, or simply *The University*, is an agglomeration of the professional bodies that represent the archivists, savants, and remembrancers of the confederacy. Ruled from the library-world of Dania, it has the smallest sub-sector under its control, but also operates from subsidiary facilities across the local area.
- The Navy of the Confederacy, or *The Fleet*, is much like the Imperial Navy. While each system maintains its own system defence forces, the Navy is responsible for local anti-piracy patrols and larger military actions, with the ever-present Ork menace a prime motivator behind a grant of such considerable territory to support their operations. Fleet headquarters are based in the Haven System, and the navy subsector is typified by military training areas and agricultural production.
- The fifth sub-sector is under the control of a group known locally as The Ravagers; a loose grouping of tribes of voidborn space miners and hardscrabble colonists that occasionally resort to mercenary or piratical undertakings to supplement their income. Most worlds in the subsector are uninhabitable wastes; the most welcoming of them are deathworlds. The subsector is ruled by a collection of Ravager Captains from the Voidstation of Freeport. The captains’ meeting will occasionally send a representative to the Council, but the role of Sub-Sector Governor is usually left in abeyance.
- The seat of governance lies in the Kapitol Subsector. It is dominated by three worlds whose extensive arcoplexes approach the scale of true Imperial hives, and who still bear the simple designations granted to them during their initial founding. Primus is the seat of the President and is home to those tasked to the support of the administration as well as a prodigious manufacturing base. The worlds of Secundus and Tertius are noted to have served in the past both as fortified bulwarks in times of war or crisis, and as the sources of both resources and colonists for local expansion.
- Both last and least, Agricola, sits adjacent to Kapitol and is made up of several agri-worlds; and various minable moons planetesimals. Lacking the prestige and power of its fellows, Agricola has no sub-sector

governor. Instead each colony has an overseer that reports to the appropriate administrator on Primus.

The CHI claims various arrangements with the numerous local Xenos races and enclaves, evidenced by the Eldar present upon Nethea and the enslaved Palawii that exist within their society. While the local level of tolerance is greater than is proper, the CHI has at least had the good sense to ensure that these entities are not given the honour of citizenship.

Claims are made of trading relationships with one or more Exodite colonies in the Agricola Sub-Sector, Palawii exist in bondage as a slave caste on many worlds. Additionally, various mutant strains are permitted to serve as labourers among their worlds.

Life in the CHI is somewhat tense. The regimen that they have known for centuries has been drastically changed and for some hasn't settled as well as it could have. There are many that resent the Arkangel Expedition for influencing their way of life, though these people are few in number. Increasingly the populace is accepting the light of the Imperium into their hearts thanks to the actions taken by members of the Adeptus Mechanicus and Rogue Trader fleets. The society is at a great turning point in its history, and it is hoped that any short-term upheaval will soon be replaced by the stability offered by Imperial rule.

### ***The Fugae Animi and the Rogue Sub-sector***

As of the most recent formal Council of the Confederacy, the CHI has undergone drastic change.

The Fugae Animi, roughly translated from the degenerated High Gothic in local use as the *Soul Flight*, presented as an approximation of the functions of Navis Nobilite and the Adeptus Astra Telepathica. Ruled from the quarantined training-world of Animus, the Captain's Table had immediately considered them to be the most dangerous of the local factions, dominated as they were by unsanctioned Psykers.

The Rogue Traders of Arkangel discovered a terrible truth about the Fugae Animi and quickly revealed this truth to Leighton Hamar, the Sub-Sector Governess for Kapitol and the first prominent figure of the CHI to be amenable to Imperial influence. What was thought to be merely a nest of rogue psykers, a dangerous enough proposition, was discovered to be thralls of the Dark Gods and a terrible entity who is described only by the epithet of the "Great Conspirator".

Leighton has proven herself to be receptive to the Captain's Table when matters concern the safety of the CHI. Following her successful election to the role of President she requested aid from the Arkangel Fleet to resolve this threat once and for all. Under her leadership the CHI formally aligned with the Imperium and have proposed (although at the time of writing not yet *enacted*) a declaration of war upon the Fugae Animi.

## **2.5.3 Accabler Federation**

The Accabler Federation consists of approximately six systems all relatively close together where navigable warp routes are concerned. The Federation has no navigators and is reliant upon a small number of well-used warp routes between the occupied star systems. Despite this, the Federation has a significant amount of archaeotech at its disposal, especially military-grade Voidships. This combination has kept the Federation from expanding beyond their star cluster while still allowing them to be a stable force within the expanse.

## **2.5.4 Other Local Groups and Xenos**

### ***The Demon Touched/Berserkers***

While any right-minded Rogue Trader would consider all local Psykers and navigators to be unsanctioned, the local warp-tainted do undergo some cursory training at the hands of the Fuga Animi. Those that do not even

receive that paltry, insufficient training go crazy, and are referred to by locals as “the “Demon Touched.” These “Demon Touched” are near-feral and attack anything they find with no consideration to what they hurt or what they open the door too.

### ***The Faceless***

The Faceless are a Xenos race with heads devoid of ears or eyes, and a bony protrusion under the skin on their foreheads. These thankfully barbaric Xenos live in quasi barbarism, barely able to make tools from bronze, but they are strangely ubiquitous across local space.

### ***The Palawii***

The Palawii are a strain of Xenos common in the Stygian Abyss that are used locally as a slave race by the Confederation of Human Interests. Palawii resemble a scaled humanoid or lizardman.

The Palawii are primarily focused on survival. Until recently they had no inclination to act against their masters, but they are now starting to fight back in some systems, and there is word of a Queen.

### ***The Ruins of Fallen Empires***

Signs of both the Onyx Empire have been encountered in the expanse, and their suspected precursor the Cromm Empire has been encountered on Kadingir.

## 3 *Making your Character*

### 3.1 Character Creation

A player can have one active character in the NRFTW system (i.e. a character they have spent XP on) - a player may retire their character at any point, but once retired a character cannot be returned to play except as a scripted non-player character.

In addition, a player may have an “R&R” character with no skills or stats, whom they can play in social situations where their main character would be out of place. This essentially is to allow players of characters with high physical representation requirements to more comfortably attend pub social events. When an active character goes out of play, an R&R character may be 'activated'.

A character at creation has a Concept, Race, Dynasty, Skills and Equipment, and potentially a Trait that may grant Abilities or Powers.

#### 3.1.1 Concept

Come up with a concept! What sort of character are you playing? What are they known for, what have they done? Who are they and what do they want? We encourage people to work together to form group concepts, but also to create individual characters within those groups. Example concepts include a beautiful daring pirate queen, a canny but ambitious noble investor, a stoic navigator from an impoverished house or any of a thousand other ideas. If you have trouble with this stage, please do not hesitate to contact the storytelling team for ideas or talk to other players and see what they are looking for to fill skill gaps in their Dynasty!

When developing your concept, please note that “Rogue Trader” is the only in-character title that has mechanical effect or recognition in No Rest for the Wicked. With the possible exception of Missionary or Adeptus Mechanicus titles, most notable in-character titles should be preceded by “ex-”, or “former”, unless they denote where you are within the hierarchy of your Dynasty.

#### 3.1.2 Basic Starting Characteristics

All characters start with the Melee and Ranged combat skills and the Etiquette ability for their own people. All characters speak the language of their people and Low Gothic. In addition, all characters start the game with:

- **Starting Body Hits:** 8 body hits
- **XP for Character Creation:** 20 experience points
- **Starting Hero Points:** 5 hero points
- **Starting Bleed Count:** 3 minutes before death
- **Starting Temptation Track:** 3 cards maximum
- **Starting Wargear Limit:** 2 items of Wargear maximum

These starting characteristics may be modified by your Race, Trait, or other considerations such as Skills, Knacks, or your Dynasty's Voidship Components.

Characters that do not choose a trait gain an additional 10 Hero Points at character creation.



### 3.1.3 Race

The Imperium of Man is dominated by Humans – within the Imperium, Abhumans have far fewer rights, and Xenos races have no rights at all. Nevertheless, Rogue Traders occupy an exalted station within imperial society and are allowed the privilege of non-human staff within their Dynasty. As such, it is also possible to play a non-human character within No Rest for the Wicked.

See ***Roleplay and Costuming*** later in this chapter for general information on characterisation. Further specific characterisation information is presented alongside each individual trait and race.

#### ***Humans***

- **Racial Bonuses:** Gain two skills of choice for free. Gain two 2XP knacks for free from within a possessed skill. (Free knacks must be different from each other.)
- **Blind Faith:** You can RESIST your first Temptation card per day. If the temptation card arises from an action you are deliberately and knowingly exposing yourself to (such as a Ritualist taking one from conducting a ritual), the ability does not work and the single use per day is wasted.

#### ***Non-Humans***

Options for playing non-human characters may be found in the two Advanced Options chapters at the end of the book.

### 3.1.4 Traits

All player characters have the option at character creation to select a trait. It is not normally possible to change trait after character creation. Non-human races only have access to a limited selection from these traits.

Possessing a trait gives a Player Character access to a strongly themed collection of abilities that may be purchased with experience points.

#### ***No Trait***

Not all characters have a trait.

- **Starting Hero Points:** +10
- **Consumables:** +5 Consumables at start of each event.

#### ***Faithful***

The Faithful are fanatical believers in the God-Emperor of Mankind, the chosen few among His worshipers whose singular devotion is rewarded by miraculous abilities.

- **Starting Hero Points:** +5
- **Ability Table:** Pick 5 points of Abilities from the Faithful Ability Table. May spend XP on further Faithful Abilities.
- **Trait Bonus:** Gain the Integrity skill for free.
- **True Faith:** May call RESIST TERROR for 2 Hero points.

## ***Mutant***

Cursed by twisted genes or twisted by exposure to the warp, mutants are a persecuted underclass. Some Rogue Traders shelter them with their Warrant in order to exploit their unusual abilities.

- **Starting Hero Points:** +5
- **Starting Bleed Count:** +3
- **Ability Table:** Pick 5 points of Abilities from the Mutant Ability Table. May spend XP on further Mutant Abilities.
- **Trait Bonus:** May redraw Trauma cards after they are drawn but before they are applied to you for 1 hero point. The last draw is applied.

## ***Navigator***

Navigators are a stable variation of Humanity, trained to use the unnatural qualities of their third eye to guide the Imperium's Voidships through the warp and perceive the ebb and flow of unreality.

- **Starting Hero Points:** +5
- **Ability Table:** Pick 5 points of Abilities from the Navigator Ability Table. May spend XP on further Navigator Abilities.
- **Flow of the Warp:** You can sense the strength or flow of the warp. You can ask a Referee for the following information about a target, which unless noted otherwise may be an area; person or object. The flow of the warp is intrusive, and Referees may provide you with some information unprompted.
  - Does this location have a noticeably thick or thin barrier to the Warp?
  - Has there been significant Warp activity in this location recently?
  - Is there current Warp activity in this location?
  - Is the target Warp tainted, and what is the nature of the taint?
  - What will happen if Warp abilities are used here?
  - Is a target warp active (which may include being a Psyker or Navigator – this does not provide any other detail than no; yes and perhaps *very*)?
  - Is the target a creature of the Warp, or a Warp effect?
- **Third Eye:** The Warp Eye must be represented by costume or makeup. When uncovered, you may Call RANGED using your third eye. Requires relevant Dual Wield Knacks if used alongside other weapons. Can be Dual Wielded in the same way as Pistols.

## ***Psyker***

Psykers are able to draw on the power of the warp to use psychic abilities. Psychic abilities are thematically grouped by discipline.

- **Known Psyker:** You count as a Psyker for all mechanics affecting Psykers. Your Psychic Abilities may be countered with the call COUNTER. Some may also be resisted with the call RESIST.
- **Psychic Disciplines:** Pick two Psychic Disciplines at Novice level.
- **Psychic Advancement:** You may advance these disciplines and/or buy further disciplines by spending XP at a cost of 4 points per level. You must have purchased any lower levels to be able to buy a higher level. Purchasing a level in a discipline grants all the Abilities of that discipline at that level.
- **Consumable Access:** You can purchase and use Psyker consumables.

### ***Tech-Priest***

Tech-Priests are members of the Adeptus Mechanicus and have a near monopoly on advanced technical knowledge. Tech-Priest abilities are thematically grouped by discipline.

- **Tech-Priest Disciplines:** Pick two Tech-Priest Disciplines at Novice level.
- **Tech-Priest Advancement:** You may advance these disciplines and/or buy further disciplines by spending XP at a cost of 4 points per level. You must have purchased any lower levels to be able to buy a higher level. Purchasing a level in a discipline grants all the Abilities of that discipline at that level.
- **Master or Machine:** A character with the Tech-Priest trait may choose to be classed as a Servitor, and count as a Servitor for all tests and abilities such as Master Override. This does not grant any additional abilities or benefits but does allow certain roleplaying challenges for a player so inclined.
- **Consumable Access:** You can purchase and use Tech-Priest consumables.

### ***Changing Traits***

After character creation, a trait can only be gained, lost, or changed through deliberate actions taken in-game, and with the explicit direction of a Referee. It is not possible to have the benefits of more than one trait. If a character changes trait, they lose all spent XP and are re-generated from scratch as a “new” starting character. For example:

- A Psyker could mutate but keep their Psyker trait – this would likely result in having a thematic mutation that granted no mechanical change, allowing the character to keep all spent XP.
- A Psyker could mutate but (if approved by the Referees) could change to the Mutant trait. They would lose all spent XP but could re-generate as if they were a starting character with the Mutant Trait. They would likely be required to purchase Psychic Awakening.

## **3.1.5 Dynasty**

It is expected that most (if not all) characters will be part of a Rogue Trader Dynasty. Those Dynasties will have no more than 6 characters, and no more than 50% of the members of a Dynasty may be Xenos characters. The Rogue Trader must be a human character. See ***Making a Rogue Trader Dynasty*** in Chapter 6 and ***Running a Rogue Trader Dynasty*** in Chapter 7 for more information.

### 3.1.6 Skills

All player characters start with the **Melee** and **Ranged** skills, as well **Etiquette** for their own people and the Imperium of Man. In addition, they will receive certain other bonus skills and knacks as determined by their Race and Trait.

Unless explicitly received for free, all Skills cost 3 XP. Skills consist of abilities that are referred to as Knacks. Purchasing the skill automatically grants the 'core' Knack of that skill and allows you to purchase additional knacks for your Character from within that skill using XP. The XP cost and any prerequisites for a knack is stated next to that knack's name.

Skill	Use
Melee	Use of melee weapons and melee special calls in combat.
Ranged	Use of ranged weapons and ranged special calls in combat.
Etiquette	Languages, Cultural Understanding, and Lore
Exploration	Scouting ahead and finding things.
Explosives	Use of explosive devices.
Heroic	Additional Hero Points
Integrity	Additional Mental Resilience
Leadership	Leading your Crew, and Inspiring and Charming others.
Medicae	Healing others and yourself.
Pilot	Piloting Landers in or out of combat.
Rituals	Heroic Acts and Warp Sorcery.
Technical	Ability to deal with technological challenges.
Toughness	Being more resilient in combat.

### 3.1.7 Starting Equipment

Some equipment availability is restricted by a character's skills and knacks, but in general a starting character can have:

- Any Basic Armour (including Power Armour).
- Any Basic Weapon

All personal equipment has the prerequisite: "As long as you can provide a reasonable prop for it". Wargear is not granted at character generation – it is looted, salvaged, bartered, bought outright or otherwise gained in-game. We heartily encourage people to view their starting equipment as a gear base to improve from, rather than the be-all and end-all of their position.

More information about personal equipment may be found in **Chapter 9: Equipment**.

### 3.1.8 Characters from Previous Seasons

You may find some characters who featured in previous seasons of No Rest being played as Player Characters. These characters were generated as 'clean' starting characters with no mechanical advantage over new characters. Being known could be an advantage or a major disadvantage.

## 3.2 Character Development

### 3.2.1 Experience Points

Participants earn 2 experience points (XP) per 'mainline' event that they attend, whether as crew or as a player. Experience points are spent using the Personal Downtime form between events, or by emailing the Referee email account stating what you want to buy. This ensures expenditures can be recorded and logged. Experience is awarded to the Player, not the character, but it is spent on the character, and once it is spent it is gone.

For example, Alex has crewed 1 game and has played 2 games. From this, Alex has earned 6 XP. They spent 4 XP total on their character before their character died at their third event. When they generate their replacement character, they have 2 unspent experience points remaining that they may spend on their new character.

### 3.2.2 Character Rewrites

If you wish to rewrite a character before their second event, feel free - drop us an email, and we'll amend our records accordingly. We're not going to restrict much at that stage - what you played may not have worked out, and you may want to do something different.

If you want to tweak a character before their fifth event, we're happy to work with you. We'd expect the character to ultimately be the same person, but you may have found that you aren't getting the right play off some parts of your sheet, and you'd rather change them.

After a character's fifth event, it is unlikely that a sheet rewrite will be allowed. Exceptional circumstances will be considered, however.

## 3.3 R&R Characters

A player may have an 'R&R' character they can play in social situations where their main character would be out of place. R&R Characters do not count towards a Dynasty's limit of the number of characters allowed and can be in the same Dynasty as the Player's main character. However, they explicitly have no skills, abilities, trait or other characteristic; and cannot meaningfully contribute to the game with any knowledge or ability.

## 3.4 Roleplay and Costuming

### 3.4.1 General Expectations

NRFTW is first and foremost a game for the enjoyment of its participants. We do not expect players of Death World Commandos to have eight-pack abs, or Eldar players to be built like acrobats. Nor is there a maximum height restriction for Squat players. The physicality, build, gender, or sex of a player is no restriction to the Race or Traits available to them in the NRFTW system.

That having been said, there are expectations relating to the thematic representation of characters, both in costume and culture. Do consider whether you feel you can costume and represent the thematic presentation of the people, especially if you intend to play a non-human character.

This section (and sections in other chapters for each optional trait and race) includes *very* abbreviated information on the groups suggested as player characters. The full history of any one of these groups can, and often already does, fill tomes far more extensive than this entire rulebook. We *do not* require players to have an encyclopaedic knowledge of the setting, but have provided links to one of the suitable wikis (**Lexicanum**) throughout the electronic version of the rulebook for those who may wish to read more.

The No Rest for the Wicked Referees reserve the right to change details of the setting to better suit the narrative and game. We remind the players that any understanding of setting information they may have is as often in-universe propaganda or rumour as it is reliable fact.

### 3.4.2 Human Roleplay and Costuming

**Humans** are the backbone of the Rogue Trader fleets and are the default for characters in play. There are no physical representation requirements for playing a human, although it is expected that players should be costumed appropriately for the setting and their character's background. Certain Traits may add required elements, as noted in the appropriate section for each trait.

#### *Humans within the Imperium*

The **Imperium** and its people are the focus of both No Rest for the Wicked and the Warhammer 40,000 setting on which it is based, and it is expected that most characters will originate from one of its million worlds.

The Imperium is underpinned by the **Adeptus Terra**, and the unnumbered organisations and departments to which its countless billions of Adepts belong. A full accounting of this edifice or its ten thousand year history is *well* beyond the scope of this document, but there are a few points worth emphasising.

The **God-Emperor** is the deity and sovereign of the Imperium. He is the apex of **spiritual** and **temporal** authority, with all that the Imperium undertakes being ultimately done in his name. Characters who are not believers in orthodox Imperial religion (other than certain allowed groups) are therefore in defiance of both religious and state law – heretics in the eyes of the Imperium. Choosing to play such a character should be a deliberate roleplay choice and may have appropriate consequences.

The Imperium is a hugely varied society, with cultures varying across worlds; nations; cities; ships; tribes and guilds. To the extent that a unified Imperial society exists, it does so in the courts of the **Sector Lords** and **Planetary Governors**, and the upper echelons of military forces such as the **Imperial Guard** and **Imperial Navy**. Costume and details of characterisation can and should vary widely, but outlandish garb is particularly encouraged for Rogue Trader crews. Clothing directly recognisable as late 20<sup>th</sup> to early 21<sup>st</sup> century civilian garb is discouraged, however.

Privileged human characters may live to a far greater age than their modern equivalents, due to both the time-distorting effects of travel through the Warp and the use of various life-extension technologies such as chemical rejuvenat treatments or various cybernetics implants. Most, however, live lives of toil and drudgery before succumbing to disease or injury after a few short decades.

An inescapable part of the setting is that the Imperium of Man is a tyrannical autocracy, built on the exploitation of its people and a disregard for anything it cannot control. Within this autocracy, Rogue Traders and their crews play the role of imperialist conquistadors, claiming the wealth of other sentients and acting as the vanguard of their empire's expansion. By any reasonable definition, they are not "the goodies", though they are most certainly the protagonists of the game and setting. While exploring this is a key roleplay element for the game, we remind players of the **Conduct** rules in Chapter 13, and would in particular would like to remind players: ***Don't be an Arse.***

### ***Rogue Traders and Warrants of Trade***

Roving agents; merchant princes; explorers, privateers and more besides, **Rogue Traders** are granted singular autonomy to act outside the strictures of Imperial authority. They are empowered to act as the hand of the Emperor and the Adeptus Terra outside of Imperial space.

A Rogue Trader's Dynasty is the combination of their family, retinues, ship or ships and the various other assets that operate under their authority. Such Dynasties are the centre of No Rest for the Wicked.

Rogue Traders are granted a Warrant of Trade, occasionally termed a Letter of Marque, which sets out the privileges and responsibilities under which they operate. For more on how these are issued, and on the creation of a Dynasty generally, see the section on ***Making a Rogue Trader Dynasty*** in Chapter 6.

### ***Humans beyond the Imperium***

Even after ten millennia of rediscovery and conquest, there are numberless worlds which have never laid sight on the Imperial Aquilla, and perhaps more which have been lost to the Imperium and survived in isolation. By their nature, Rogue Trader Dynasties are far more likely to encounter these errant worlds and may even take these wayward souls into their crews.

The nature of these worlds should inform the nature of these characters and their representation by the players – a cyberpunk-inspired corporate autocracy will produce very different personalities and skillsets from techno-barbarians from post-apocalyptic wastelands. However, it is important to emphasise that while such characters are from outwith the *Imperium*, they still exist within the same galaxy and the same fictional setting, and they and their worlds should be thematically appropriate.

This option is particularly useful if players find themselves in need of a replacement character during or immediately after an event which has taken place on an inhabited world. Please liaise with the storytellers before diving to create such a character, though, as secrets abound in the Abyss.

## 4 Skills

All player characters start with the **Melee** and **Ranged** skills for free, as well as **Etiquette** skill with knacks or both their own people and also the Imperium of Man. In addition, they will receive certain other bonus skills and knacks as determined by their Race and Trait.

Unless explicitly received for free, all Skills cost 3 XP.

Skills consist of abilities that are referred to as Knacks. Purchasing the skill automatically grants the 'core' Knack of that skill and allows you to purchase additional knacks for your Character from within that skill using XP. The XP cost and any prerequisites for a knack are shown next to its name.

Abilities granted by Skills and Knacks should be represented in play with appropriate roleplay. Broadly speaking this roleplay can take any form you wish, but it is generally assumed you are acting in a mundane way using either training or experience. If you wish to roleplay the abilities granted in an atypical way, please email the S2 Referee account to check this representation is acceptable and to ensure it is appropriately recorded for times it may be relevant to event plot. Examples of atypical representation include "minor psychic power," "miracle," "bionic," etc.

### 4.1 Melee

#### ***Basic (Free to All Characters)***

May use any one-handed melee weapon to cause a single body hit of damage per strike. You may only use one weapon at a time. A one-handed melee weapon is no more than 42" long.

#### ***Dual Wield Melee (2xp)***

May use a one-handed melee weapon in each hand at the same time. A one-handed melee weapon is no more than 42" long.

#### ***Two-Handed (2xp)***

May use any two-handed melee weapon. A two-handed melee weapon is more than 42" long.

This knack is not required to wield a one-handed melee weapon with two hands. It is required, however, to wield a Multi-Type weapon (e.g.: a lasgun with attached bayonet) longer than 42".

#### ***Shield (1xp)***

May use a small shield with a one-handed weapon. A small shield is no more than 15" in diameter.

Shields may be used to parry but are not classed as and may not be used as weapons. Additionally, they do not provide cover, meaning they do not block ranged damage or ranged special calls.

#### ***Large Shield (1xp, Requires Shield.)***

May use a shield of any size with a one-handed weapon. Shields may be used to parry but are not classed as and may not be used as weapons. Additionally, these do not provide cover, meaning they do not block ranged damage or ranged special calls.

#### ***Multi-Type Weapon (2xp)***

May use a primarily melee weapon in ranged combat where it is appropriate, or primarily ranged weapon in melee combat where it is appropriate. Examples include a lightning claw with mounted bolter, Ork shoota, or a rifle with bayonet.



If the multi-type weapon is two handed, you still require the two-handed knack to use it in melee. If you wish to dual wield single handed multi-weapons, you still require the appropriate dual wield knacks (Dual Wield Melee, Dual Wield Ranged, and/or Two-Gunned) depending on how you intend to use them. This is identical to the knack of the same name under ranged.

### ***Melee Special Call (Varies, See the Special Calls List in Chapter 16)***

Select a call from the special call list. You may now use this call in melee combat with appropriate weapons should the relevant Hero Point cost be paid when the call is made.

## **4.2 Ranged**

Characters with the Ranged skill can purchase and use ranged consumables.

### ***Basic (Free to All Characters)***

May use a pistol or rifle to call RANGED once every three seconds. You may only use one weapon at a time.

### ***Dual Wield Ranged (2xp)***

May use a pistol in one hand and a one-handed melee weapon in the other. This knack also works with *Warp-Bolt*, *Electro-Bolt*, and *Third Eye*. This knack is required to use trait based ranged attacks while also wielding melee weapons.

### ***Two-Gunned (3xp)***

May use a pistol in both hands. May call RANGED with each pistol once every three seconds, meaning you may effectively call RANGED every 1.5 seconds. This knack also works with *Warp-Bolt*, *Electro-Bolt*, and *Third Eye*. This knack is required to use trait based ranged attacks while also wielding pistols.

### ***Heavy Weapon (2xp)***

May use a heavy weapon to make appropriate calls when Braced or Emplaced. You may not move while using heavy weapons. May also now call AUTOMATIC FIRE in ranged combat with appropriate weapons.

### ***Bulging Biceps (2xp, Requires Heavy Weapon)***

May now use a heavy weapon when walking slowly.

### ***Covering Fire (2xp, Requires Heavy Weapon)***

May use a heavy weapon to call COVERING FIRE You must spend 1 hero point per use.

### ***Multi-Type Weapon (2xp)***

May use a primarily melee weapon in ranged combat where it is appropriate, or primarily ranged weapon in melee combat where it is appropriate. Examples include a lightning claw with mounted bolter, Ork shoota, or a rifle with bayonet.

If the multi-type weapon is two handed, you still require the two-handed knack to use it in melee. If you wish to dual wield single handed multi-weapons, you still require the appropriate dual wield knacks (Dual Wield Melee, Dual Wield Ranged, and/or Two-Gunned) depending on how you intend to use them. This is identical to the knack of the same name under melee.

### ***Ranged Special Call (Varies, See the Special Calls List in Chapter 16)***

Select a call from the special call list. You may now use this call in ranged combat with appropriate weapons should the relevant Hero Point cost be paid when the call is made. If you have Explosives skill, you may also

use this call on demolitions charges should the relevant Hero Point cost be paid when the call is made. This is identical to the knack of the same name under Explosives.

### ***Weapons Specialist (2xp)***

Gain 10 points of Ranged/Melee/General consumables from the consumables list per event.

## **4.3 Etiquette**

This skill is presented differently to the other skills in the chapter. There is only one knack, but all characters start with two copies of the knack and may purchase it an unlimited number of additional times, each time relating to a new culture.

Be aware that some customs and languages are closely guarded secrets and demonstrating knowledge of them may put your character at risk. For example, People: Adeptus Mechanicus or People: Daemons can be very hazardous to your health if you're not "meant" to have them.

### ***People: [My Culture] (Free to All Characters)***

You gain the benefits of Etiquette for your own culture. See People: [Specific Culture] below for mechanics. Characters may specify a specific organisation or world as their people. There is no mechanical advantage to doing so, but this should inform your character's roleplay interactions.

### ***People: [Imperium of Man] (Free to All Characters)***

You gain the benefits of Etiquette for the Imperium of Man. See People: [Specific Culture] below for mechanics. Specifically, every character starts with an understanding of the cultural norms of the humans of the Imperium and also speaks Low Gothic, the dominant language of the Imperium. Characters with an appropriate background may choose to also start with the High Gothic language of the Imperial upper classes.

### ***People: [Foreign Culture] (1xp)***

You gain the benefits of Etiquette for a culture that is not your own. See People: [Specific Culture] below for mechanics.

#### **People: [Specific Culture]**

You are practiced in the etiquette, culture and language of a People. You know the basic lore and stories of these people, allowing you to easily interact with them people as a native. You automatically speak their language, or the dialect of the specific group, if you have the physical capability to use it.

This may be purchased multiple times, specifying a new people or group each time.

**Specific Imperial Groups:** Adeptus Mechanicus, Navis Nobilite, Arboria, Kreig

**Example Peoples:** Ork, Craftworld Eldar, Kroot

**Other Specific Groups:** Blood Axe Clan, Waaagh! Zagkop, Alaitoc, Miandrothe Corsairs

When meeting NPCs from these people, you know how to not insult them instantly. If a Referee is

## 4.4 Exploration

Stealth and sneaking are to be hard-skilled. If someone can see you move, then they can see you unless VANISH is being used. Characters with the Exploration skill can purchase and use exploration consumables.

### ***Reviewing (Free with skill purchase)***

You can review scouting or telemetry reports and pick up extra clues - you may ask a Referee for extra details on any given Linear you have the full details for. This may include, for example: skills potentially required, threat level expected, or level of potential reward.

### ***Did I Miss Something? (2xp)***

You can spend 1 hero point *at the end* of a Linear to discover any single hidden item, piece of loot, or a single piece of relevant info you may have missed. You cannot find things that were not there to be found. If nothing is found, the hero point is not spent.

### ***Drop Trooper (2xp)***

Can drop from and be picked up by any craft piloted even by a basic pilot for 1 hero point. This cost may be negated entirely by the pilot collecting them having the *Insertion and Extraction* knack. Can prepare cargo for extraction with 30 seconds appropriate roleplay (this must be picked up by a pilot with *Insertion and Extraction*)

More information may be found in the sections on ***Aerial Insertion*** and ***Aerial Extraction*** in Chapter 8.

### ***Scout (2xp)***

Gain 10 points of Exploration/General consumables from the consumables list per event.

### ***Vanish (2xp)***

You may call VANISH for 1 hero point per use. You may move invisibly for up to 10 steps or seconds, whichever is shorter. Must be in cover to activate. Certain items or abilities may be used to allow you to Vanish without cover.

## 4.5 Explosives

Characters with the Explosives skill can purchase and use explosives consumables. In addition, you start the event with 20 explosive device consumables that you may use with this skill. These must be represented appropriately with props.

### ***Grenadier (Free with skill purchase)***

You may spend 1 hero point, and expend the appropriate consumable, to “throw” an explosive device at your opponents. You may mime throwing the device (or throw an appropriate LARP-safe prop) before calling MASS RANGED at the target as per ranged combat rules.

### ***Bombardier (2xp)***

Gain 10 points of Explosives/General consumables from the consumables list per event.

### ***Breach/Safecracker (2xp)***

You can place explosive devices to bypass a security system on a door, box or container by blasting your way in. This specifically allows you to bypass Security technical challenge tests. Spend 30 seconds of roleplay to place an explosive device. When you place the device you must advise the Referee of the time until detonation.

At the moment of detonation, the Referee will make a call of ZERO BREAK, as the detonation bypasses the skill challenge. If used on a box or container, it may destroy the contents.

You may use a remote trigger instead of a timer for 1 hero point.

You may set the device to inflict a MASS RANGED call centred on the target, instead of ZERO BREAK, for 1 hero point.

### ***Demolitions (2xp)***

You can place explosive devices to destroy a large structure or device. Ask the Referee how many devices will be required. You must spend 30 seconds of roleplay per device to set them, and the devices must be evenly spaced around the target. At moment of detonation, the Referee will make a GLOBAL call in line with the size of the explosion.

When you place the last charge, you must advise the Referee of the time until detonation. You may use a remote trigger instead of a timer for 1 hero point.

### ***Intuitive Explosives (MacGyvering) (2xp)***

You may spend 10 seconds of roleplay to improvise available items into an explosive device. Instead of requiring a specific explosive prop you may use anything around you that you have 'armed'. Using an (improvised) explosive device still counts as having used one of your explosive device consumables.

For example: if you have 8 explosive device consumables left, and only brought 4 of them on a Linear, using this knack could allow you to use more explosive devices on your demolitions check than just the 4 that you had on you - you could use up to 4 additional "improvised" ones (up to the number of consumables you had left). If you used 6 on a demolitions check, after the skill use you would only have 2 explosive devices left.

### ***Minelaying (2xp)***

You can place anti-personnel explosive devices in the path of your opponents. Spend 1 Hero Point to place an explosive device. When they enter the specified area, call MASS RANGED KNOCKDOWN.

### ***Ordinance Disposal (2xp)***

You can disarm and recover explosives you have placed at a rate of one device per minute of uninterrupted roleplay. You may also undertake Ordinance Disposal challenges to disarm explosives placed by others. See Success deck rules.

To disarm devices, they must be safely approached by crouching down and approaching at ¼ walking speed. At the start of the roleplay to disarm the device (i.e.: after reaching it), you may ask a Referee if you are able to determine if it is triggered or on a timer. At the Referee's discretion, you may also be able to determine the trigger conditions and/or how long the timer has left.

### ***Ranged Special Call (Varies, See the Special Calls List in Chapter 16)***

Select a call from the special call list. You may now use this call on demolitions charges or in ranged combat with appropriate weapons should the relevant Hero Point cost be paid when the call is made. This is identical to the knack of the same name under Ranged.

## 4.6 Heroic

### ***Basic (Free with skill purchase)***

Gain two Hero Points. Add one minute to bleed count.

### ***Legendary (2xp)***

Gain one Hero Point. Add one minute to bleed count. This knack may be purchased up to 5 times.

## 4.7 Integrity

Characters with the Integrity skill can purchase and use integrity consumables.

### ***Basic (Free with skill purchase)***

It now takes +1 temptation card to Corrupt you. This means you may now “safely” take 4 temptation cards before becoming corrupt. You will now not become corrupt until the 5<sup>th</sup> temptation, peril of the warp, or scrapcode card on your track.

### ***Adamantium Soul (2xp)***

It now takes +1 temptation card to Corrupt you. This knack may be purchased up to 3 times.

### ***Extreme Unction (3xp)***

You may redraw Perils of the Warp or Scrapcode cards by taking one body hit of damage per redraw. You may do this until you reach 0 body hits. Only the effects of the last draw are applied, including any immediate effects.

### ***Iron Will (2xp)***

Once per Linear, you may call RESIST WOULD YOU KINDLY or RESIST DOMINATE for no Hero Point cost. You may resist additional calls for 1 Hero Point per use. This knack may be purchased more than once.

### ***Know No Fear (2xp)***

Once per Linear, you may call RESIST FEAR for no Hero Point cost. This knack may be purchased more than once.

### ***Purifying Action (3xp)***

You may redraw temptation cards by taking one body hit of damage per redraw. You may do this until you reach 0 body hits. Only the effects of the last draw are applied, including any immediate effects.

### ***Suppliant (2xp)***

Gain 10 points of integrity/General consumables from the consumables list per event.

## 4.8 Leadership

### ***We're in This Together (Free with skill purchase)***

May use the INSPIRE call. You must spend 30 seconds of roleplay and 1 hero point per use. Someone can only receive hero points from the INSPIRE call once per Linear.

***Charm (2xp)***

May use the WOULD YOU KINDLY call. You must spend 5 minutes of positive roleplay and 1 hero point to call WOULD YOU KINDLY X, where X must relate to the preceding conversation. This knack is explicitly not a mind control ability – it is intended to offer a mechanical alternative to hard-skilled persuasion.

***Forward as One (2xp)***

May use the AS ONE call. You must spend 5 seconds of roleplay and 2 Hero Points per use, motivating your Dynasty to charge into battle with you.

***Stand with Me (2xp)***

Once per Linear, you may call RALLY for no Hero Point cost. You may spend 1 Hero Point to call MASS RALLY PLAYERS instead. This knack may be purchased more than once.

***Talk Them Through It (2xp)***

You may 'loan' a non-combat knack on your sheet to someone else by talking them through it. You must not be using the knack at the time and must be able to talk to the target character - at least in occasional bursts. The 'loaned' knack may be used by radio so long as radio contact is maintained while the knack is used.

## 4.9 Medicae

Characters with the Medicae skill can purchase and use medicae consumables and are able to check the inside of Trauma Cards on patients in order to diagnose medical Trauma.

See the section on ***Health and Healing*** in Chapter 10 for more information.

***First Aid (Free with skill purchase)***

You may pause someone's bleed count while you apply pressure to the wound. Releasing pressure from the wound re-starts the bleed count where it left off. You can perform no other action unless you have *Dual Wield Melee*, *Dual Wield Ranged*, or *Two-Gunned*, in which case you may use a weapon in your off hand.

***Field Medic (2xp)***

You may call HEAL or remove a Poisoned Condition. You must spend 10 seconds of roleplay to apply a HEAL call or remove a Poisoned Condition. This may be self-administered if conscious.

Field medics are also able to provide medical supervision for characters relying on Natural Healing.

***Foraged Medicine (2xp)***

Gain 5pts of personal Event Consumable Allowance may be vaguely designated as "Medicine" instead of being specified in advance. When on a Linear, you may spend 10 seconds of roleplay to improvise available items into an appropriate medical consumable. Instead of requiring a specific prop for a pre-specified consumable, you may quickly forage for ingredients and 'concoct' a drug. (IE: Specify a specific consumable from the "vaguely designated" part of your allowance). Using an (improvised) drug counts as having expended part of your medical consumables.

***Combat Doctor (2xp, requires Field Medic)***

You may spend a Hero Point to restore to full the body hits of a patient in the field or restore a maimed limb. You must spend 5 seconds of roleplay to restore the body hits or maimed limb. If this was used to return all body hits, at the end of the combat the patient will drop to 0 body hits.

You can choose to spend 30 seconds of roleplay (instead of just 5 seconds) when restoring body hits. If you spend 30 seconds of roleplay, the patient does not drop to 0 body hits at end of combat

### ***In Safe Hands (2xp, requires Surgical Healing or Combat Doctor)***

You may spend Hero Points on a 1:1 basis to reduce the number of successes required to complete a Medicae challenge. May not be used between a card being drawn and resolved. Cannot reduce the difficulty to zero successes.

### ***Surgical Healing (2xp, requires Field Medic)***

You may undertake Medicae challenges to heal Trauma Cards through appropriate roleplay. See Success deck rules. Surgical Healing may not be used in combat.

### ***Not Today! (2xp, requires Surgical Healing)***

You may spend a Hero Point to redraw from the Success Deck on a Medicae challenge.

### ***Research (2xp)***

Understands and can perform medical/biological research or autopsy. Gain 10 points of Medicae/General/Narcotics consumables per event.

## **4.10 Piloting**

You may pilot Landers. Landers have 2 Vehicle Hits. You may decide where in the initial clearing the players “land”, although you still must travel to that spot, and may encounter incoming fire. Should you be piloting a Lander, please hold your arms out to indicate you are in flight.

See the section on **Landers** in Chapter 8 for more information.

### ***Hot Landing (Free with skill purchase)***

You may make emergency landings if your Lander becomes too damaged to fly. Emergency landings allow you to avoid (or reduce) damage to the passengers from a crash landing. In addition, you may, at the Referee's discretion, take off again after dropping off passengers to give the passengers aerial cover during the Linear.

### ***Dogfighting (2xp)***

You may engage in air to air combat when piloting a Lander. In aerial combat you may spend a Hero Point to use the call RANGED HEAVY, or two Hero Points to use the call RAMMING SPEED.

### ***Fancy Manoeuvres (2xp)***

May spend a hero point to make a fancy manoeuvre when piloting a Lander.

- Hairpin Turn: Turn as you wish for one turn rather than in a wide arc.
- Circle/Hover: Remain in place for 10 seconds instead of having to keep moving.

### ***Insertion and Extraction (2xp)***

Can drop off a non-droptrooper for a cost of the dropped character taking a trauma card. Can pick up a non-droptrooper for the cost of the picked-up character taking a trauma card.

The pilot can also function as a droptrooper where they are inserting and extracting with another pilot (although this knack does not grant the cargo preparation ability) See the *Drop Trooper* knack.

More information may be found in the sections on **Aerial Insertion** and **Aerial Extraction** in Chapter 8.

***Strafing Run (2xp)***

You may engage in air to ground combat when piloting a Lander. You may call STRAFING RUN 1/Linear when piloting a Lander. May purchase more than once.

## **4.11 Rituals**

Rituals are esoteric rites which can produce a variety of results and represent following rote prearranged methods to achieve objectives. Most rituals have trait, skill or knack prerequisites.

Every character that enters play with the Rituals skill also enters play with a single recorded ritual agreed in advance with the Referees. This 'free' Recorded Ritual is not granted if the skill is purchased after character creation.

See the section on *Rituals* in Chapter 12 for more information.

***Ritualist (Free with skill purchase)***

You may use Codified Rituals and any Recorded Rituals known to you. You may contribute ritual points towards any ritual you participate in and meet the prerequisites for. Gain 5 ritual points per event for use in rituals.

***Analyst (2xp)***

You may increase the number of Recorded Rituals known to you. If you discover the Ritual Card for a Recorded Ritual, you may specify in your personal downtime that you are "studying" it to determine if it can be replicated and used. If it can be replicated, you may add it to the list of Recorded Rituals known to you (or the list of Codified Rituals available to all characters) and make use of it at subsequent events.

***Greater Ritualist (3xp)***

Gain 5 additional ritual points per event for use in rituals. This knack may be purchased twice.

***Innovator (2xp)***

You may create and use Improvised Rituals. This allows improvisation by your character to overcome obstacles in a way thematically appropriate for your characterisation. For some characters, this will mean Warp Sorcery. For others, it will be heroic acts, mad science, etc. If you improvise a Ritual during an event, you may specify in your personal downtime that you are attempting to "record" it. If it can be recorded, you may add it to the list of Recorded Rituals known to you (or the list of Codified Rituals available to all characters) and make use of it at subsequent events.

## **4.12 Technical**

Characters with the Technical skill can purchase and use technical consumables.

***Repair (Free with skill purchase)***

You may fix broken items with 15 seconds of roleplay. This includes any repair that does not require a mechanics check, including items that have been subject to the BREAK call. Additionally, you may spend a Hero Point and a period of appropriate roleplay lasting at least a minute to fabricate temporary equivalents of basic equipment if required. See *Crafting Equipment* in Chapter 9.

***Cog Hacking (2xp)***

You may undertake Cog-Hacking challenges. See Success deck rules.



***Make it Look Easy (2xp)***

You may spend Hero Points on a 1:1 basis to reduce the number of successes required to complete any Technical challenge you have the knack for. May not be used between a card being drawn and resolved. This cannot reduce the difficulty below 50% of the starting difficulty (rounded up) .

***Mechanics (2xp)***

You may undertake Mechanics challenges. See Success deck rules.

Characters with the Mechanics knack may also take a Technical challenge to repair Vehicle Hits to a damaged Lander on the ground. This requires 5 successes to take the Lander from 0 to 1, then a further 5 successes for repairing any subsequent vehicle hits. This is mainly useful after an Emergency Landing. Mechanics cannot repair a Lander in mid-air.

***Redo from Start (2xp)***

You may spend a Hero Point to redraw from the Success Deck on a Technical challenge. See Success deck rules.

***Security Systems (2xp)***

You may undertake Security tests to set up or break through security systems. The number of successes gained in setting up a security system are the system's "strength." To break down or through a security system, you must gain enough successes to defeat the strength of the security system. See Success deck rules.

***Technician (2xp)***

Gain 10 points of Technical/General consumables from the consumables list per event.

## **4.13 Toughness**

***Basic (Free with skill purchase)***

Gain two body hits. Add one minute to bleed count.

***Resilient (2xp)***

Gain one body hit. Add one minute to bleed count. This knack may be purchased up to 5 times.

***Iron Body (2xp)***

Once per Linear, you may call RESIST to either STUN, KNOCKDOWN, REPEL, or DISARM for no Hero Point cost. You may resist additional calls for 1 Hero Point per use. This knack may be purchased more than once.

***Leather Skinned (2xp)***

Gain 2 extra body hits whilst not wearing armour. Having this knack also means that the kit requirement to gain Heavy armour or below is reduced to chest only.

***Juggernaut (3xp)***

Once per Linear, you may call JUGGERNAUT. You may make additional calls of JUGGERNAUT for 1 Hero Point per use. This knack may be purchased more than once.

***Unstoppable Assault (2xp)***

Once per Linear, you may call UNSTOPPABLE to reset your body hits to full. You must spend 2 Hero Points to use this ability. You do not need to be conscious to use this ability. Remember to see a Referee for a trauma card at the end of combat.

## 5 Traits

### 5.1 Faithful

#### 5.1.1 The Faithful Trait

The Faithful are true believers in the God-Emperor of Mankind. Their faith in Him gives their prayers greater strength, and as such they are constant evidence of the miracle of His power.

- **Starting Hero Points:** +5
- **Ability Table:** Pick 5 points of Abilities from the Faithful Ability Table. May spend XP on further Faithful Abilities.
- **Trait Bonus:** Gain the Integrity skill for free.
- **True Faith:** May call RESIST TERROR for 2 Hero points.
- **Consumable Access:** You can purchase and use Faith consumables.

#### 5.1.2 Faithful Abilities

Cost	Ability
1	<b>Hand of Mercy</b> You may call RANGED ZERO HEAL at a cost of 1 Hero Point per use.
1	<b>Holy Ward</b> You may call CREW MASS REPEL at a cost of 1 Hero Point per use and with 5 seconds of appropriate roleplay.
2	<b>Armour of Contempt</b> You may RESIST any temptation card at a cost of 1 Hero Point per use.
2	<b>Deliverance</b> You may remove a Perils of the Warp or unopened temptation card from a Character's temptation track. You must spend 1 minute of appropriate roleplay and 1 Hero Point per card removed. However, once a temptation card has been opened, it cannot be removed by any ability.
2	<b>God-Emperor's Chosen</b> You may call PLAYERS GLOBAL RESIST FEAR at a cost of 1 Hero Point per use.
2	<b>Hexagrammatic Warding</b> You may call COUNTER at a cost of 1 Hero Point per use. This is explicitly not psychic.
2	<b>Saved</b> Once per Linear, you may call DODGE at no Hero Point cost. This Ability may be purchased more than once, increasing the number of DODGE calls available by one each time.
2	<b>Sight Beyond Sight</b> You can look at a target and, at a cost of 1 Hero Point per use, discern whether they are any or all of: Psyker; Corrupt; Demonic; Xenos or under the effects of Temptation.

3	<b>Emperor's Wrath</b> You may call CREW MASS KNOCKDOWN, at a cost of 2 Hero Points per use and with 5 seconds of appropriate roleplay.
3	<b>Exorcism</b> You may banish daemons from characters who have been possessed at a cost of 3 Hero Points per use and with 1 minute of appropriate roleplay. You must see a Referee for a trauma card at the end of the banishment.
3	<b>Pep Talk</b> You may return 3 Hero Points to another Character at a cost of 1 Hero Point per use and with 1 minute of appropriate roleplay. A character can only receive Hero Points in this fashion once per Linear.
4	<b>His Right Arm</b> You may use any melee weapon to call FATAL, at a cost of 3 Hero Points per use, without needing to purchase the call separately.
4	<b>Inspirational Sermon</b> You may call PLAYERS GLOBAL INSPIRE at a cost of 1 Hero Point per use and with 1 minute of appropriate roleplay. Remember, a character can only receive Hero Points from an INSPIRE call once per Linear.
4	<b>Not on My Watch</b> You can ward another character for the duration of a Linear at a cost of 1 Hero Point per use. Characters warded in this way do not start a bleed count if they reach 0 body, instead falling unconscious, and may call NO EFFECT to calls of EXECUTE. The character using this power must also be present on the Linear, and remain alive and conscious, for this ability to apply. The warding cannot be applied to a character already on their bleed count. Warding does not prevent deaths from the LAST STAND call.
4-8	<b>Blessing of the Emperor</b> You may spend Trait Points and/or XP to purchase the following psychic powers on a per-Power basis - Precognition, Postcognition and Aura Reading from the <i>Diviner</i> discipline and Shockwave from the <i>Telekinetic</i> discipline. Purchasing a power at Novice level costs 4 points. You may upgrade this power to Expert level for 4 additional points. You may never Push powers purchased with this ability, nor do uses of this ability count as Psychic for the purposes of detection or countering, as these are not Psyker powers as the Imperium defines them, but rather abilities granted by the Emperor. You may purchase Blessing of the Emperor more than once, choosing a different power each time.

### 5.1.3 Roleplay and Costuming the Faithful

Faithful characters have a particularly strong connection to the God-Emperor, receiving from Him various blessings and protections. Most are members of the **Ecclesiarchy**, and all will follow the **Imperial Creed** in one of its many forms.

Players should consider the nature of their personal connection to the God-Emperor, and the nature of the religious experience or indoctrination that lead them to their miraculous capabilities. The veneration of intercessionary figures such as honoured ancestors, martyred heroes or Imperial Saints is common, but the core apex of their worship does not vary.

While available to characters hailing from some denominations and cults which would be considered suspect or even heretical by the wider Imperium, such as the various extremist **Death Cults** or those who cling to the proscribed ways of the **Temple of the Saviour Emperor**, this trait is explicitly *not* available to worshipers of other entities, nor is it available to atheistic characters (this includes adherents of the ancient philosophy of the **Imperial Truth**).

Some among the hordes of the faithless and doubters have been known to receive visions of the God-Emperor and manifest His holy power at moments of great portent. They embrace their new Faith with the zeal of a true convert and will often find themselves becoming prophets or missionaries regardless of their past beliefs.

#### ***The Imperial Creed***

This trait is *not* required for all adherents to the Imperial Creed – or even for all ordained priests. These are remarkable and even miraculous abilities which few could hope to manifest.

The expressions of a character's faith will vary widely, but common aspects are the bearing of relics; symbols such as the Imperial Aquilla; mementos mori and religious texts. Imperial religious vestments vary equally widely, but robes in various colours are a common feature.

#### ***Falling from Grace***

While characters may turn from the path the Imperium decrees in a myriad of ways, but by far the most dangerous of heresies is the embrace of the Dark Gods of Chaos. Characters on the fall towards Chaos engage in aberrant behaviour, as encouraged by their personal temptations. This is described in ***Chaos and Temptation*** in Chapter 11.

## 5.2 Mutant

### 5.2.1 The Mutant Trait

Cursed by twisted genes or twisted by exposure to the warp, mutants are a persecuted underclass. Some Rogue Traders shelter them with their Warrant in order to exploit their unusual abilities.

- **Starting Hero Points:** +5
- **Starting Bleed Count:** +3
- **Ability Table:** Pick 5 points of Abilities from the Mutant Ability Table. May spend XP on further Mutant Abilities.
- **Trait Bonus:** May redraw Trauma cards after they are drawn but before they are applied to you for 1 hero point. Last draw is applied.
- **Consumable Access:** You can purchase and use Mutant consumables.

Most mutations include a physical representation requirement which must be adhered to. Please check with a Referee if you are unsure.

In particular, note that mutations should not compromise safety or unduly sacrifice comfort. What might seem like a minor inconvenience when worn for a few minutes can build to a serious problem over the course of a multi-day event. While it is impossible to cover every option here, please remember the **Participant Safety** rules in Chapter 13, and bear in mind that any costume or makeup will suffer the indignities of not only combat but also the weather.

### 5.2.2 Mutant Abilities

Cost	Ability
1	<b>Cloven Hooves</b> You are immune to KNOCKDOWN and may call NO EFFECT to calls of KNOCKDOWN. This visible mutation has a minimum Physrep of cloven hoof boot covers or Digitigrade legs.
1	<b>Heightened Senses</b> You can spend 1 hero point at the end of a Linear to discover any single hidden item, piece of loot, or a single piece of relevant info you may have missed. You cannot find things that were not there to be found. If nothing is found, the hero point is not spent. This visible mutation has a minimum Physrep of exaggerated ears, or unnatural eyes. This ability is identical to the Navigator ability of the same name.
1	<b>Mutant Strength</b> You may call KNOCKDOWN in Melee combat at a cost of 2 Hero Points per use. This visible mutation has a minimum Physrep of a muscle suit or otherwise exaggerated musculature
1	<b>Prehensile Tail</b> You may call DISARM in Melee combat at a cost of 1 Hero Point per use.

	This visible mutation has a minimum Physrep of a tail no less than 2 ft in length.
<b>1</b>	<p><b>Thickened Hide</b></p> <p>Gain 2 extra body whilst not wearing armour. Having this knack also means that the kit requirement to gain Heavy armour or below is reduced to chest only. This does not stack with the benefits of the Leather Skinned knack.</p> <p>This visible mutation has a minimum Physrep of fur, scales or similar unnatural coating on the majority of exposed Skin.</p>
<b>1</b>	<p><b>Warp-fed</b></p> <p>You have no need to Eat, Drink, or Breathe. At the referees' discretion this may allow you to endure or avoid the effects of inhaled poisons.</p> <p>This visible mutation has a minimum Physrep of an unnatural skin tone.</p> <p>This ability is identical to the Navigator ability of the same name.</p>
<b>1</b>	<p><b>Voidwalker (requires Warp-fed)</b></p> <p>You are resistant to the perils of vacuum and extreme cold. Though extremely uncomfortable, you are able to survive brief exposure to the void without the aid of a pressure suit.</p> <p>This ability is identical to the Navigator ability of the same name.</p>
<b>2</b>	<p><b>Calloused Flesh</b></p> <p>You gain 3 additional body hits and add one minute to your bleed count.</p> <p>This visible mutation has a minimum Physrep of fur, scales or similar unnatural coating on the majority of exposed Skin.</p>
<b>2</b>	<p><b>Cry of the Damned</b></p> <p>You may call FEAR at a cost of 1 Hero Point per use.</p> <p>This visible mutation has a minimum Physrep of a grotesque full-face prosthetic.</p>
<b>2</b>	<p><b>Hard Head</b></p> <p>You are immune to STUN and may call NO EFFECT to calls of STUN.</p> <p>This visible mutation has a minimum Physrep of horns or bony cranial plating.</p>
<b>2</b>	<p><b>Triple Filtered Bloodstream</b></p> <p>You are immune to TOXIC and may call NO EFFECT to calls of TOXIC.</p> <p>This ability is identical to the Navigator ability of the same name.</p>
<b>2</b>	<p><b>Venom Glands</b></p> <p>You may call TOXIC in Melee combat, at a cost of 2 Hero Points per use.</p> <p>This visible mutation has a minimum Physrep of fangs.</p>

<b>3</b>	<p><b>Built Like a Grox</b></p> <p>You may call BREAK in Melee combat, at a cost of 1 Hero Point per use. In addition, if you are trained in Heavy Weapons, you may use them as if you had the Bulging Biceps knack.</p> <p>This visible mutation has a minimum Physrep of a muscle suit or otherwise exaggerated musculature</p>
<b>3</b>	<p><b>Secondary Nervous System</b></p> <p>Once per Linear, you may call UNSTOPPABLE, at a cost of 2 Hero Points per use without the trauma card consequence. This does not prevent the use of the Unstoppable Assault Knack during the same Linear.</p>
<b>4-8</b>	<p><b>Psychic Awakening</b></p> <p>Choose one psychic discipline other than Sanctioned Psyker. You may spend Trait Points and/or XP to purchase psychic powers from that discipline on a per-Power basis.</p> <p>Purchasing a power at Novice level costs 4 points. You may upgrade this power to Expert level for 4 additional points. You may purchase Psychic Awakening more than once, choosing a different power from your chosen discipline each time.</p> <p>You may Push powers purchased with this ability. These are psychic powers and count as Psychic for the purposes of Detection and Countering.</p> <p>This ability is identical to the Navigator ability of the same name.</p>

### 5.2.3 Roleplay and Costuming Mutants

**Mutants** present two significant challenges, one in roleplaying and one in costuming.

For the first, they are a persecuted underclass across the Imperium. Variously hunted down as damned abominations or exploited as a slave caste, only those who successfully hide their natures can continue to enjoy the full status of Imperial citizens. Mutants who undergo a Psychic Awakening are under particular threat, as they can never undergo Sanctioning and are considered threats to the Imperium. While membership of a Rogue Trader Dynasty may free them from most of the legal restrictions they would otherwise labour under, it does not exclude them from the disgust and prejudice which others will heap on them.

For the second, players must represent a Mutant's physical aberrations, with the prerequisites listed alongside their abilities representing the *minimum* for each, however other abnormalities are encouraged. Mutants may be misshapen in any number of ways, many looking more alien than some actual Xenos. While some will flaunt their changes when possible, refusing to hide what they are even at risk to themselves, most favour concealing outfits that minimise notice; often made of what scraps or crude materials are available in their original homes.

Mutation amongst the alien races is rarer, but their places are often still tenuous. Even amongst the Orks a "Fing" will risk being considered "Un-Orky" and shunned if they deviate too obviously from their fellows. The Kroot are perhaps the most notable exception to this, as the Shapers spur their Kindreds to embrace new and useful traits by consuming those fallen who may yield suitable genetic material. True mutants are rare amongst the Eldar, but there are no few **creations** of the **Haemonculi** who could be represented as such, alongside stranger denizens of the Dark City.

## 5.3 Navigator

### 5.3.1 The Navigator Trait

Navigators are a stable mutation of Humanity, responsible for navigating the Imperium's Voidships through the warp. Their training to use their third eye allows them to see and navigate the warp.

- **Starting Hero Points:** +5
- **Ability Table:** Pick 5 points of Abilities from the Navigator Ability Table. May spend XP on further Navigator Abilities.
- **Flow of the Warp:** You can sense the strength or flow of the warp. You can ask a Referee for the following information about a target, which unless noted otherwise may be an area; person or object. The flow of the warp is intrusive, and Referees may provide you with some information unprompted.
  - Does this location have a noticeably thick or thin barrier to the Warp?
  - Has there been significant Warp activity in this location recently?
  - Is there current Warp activity in this location?
  - Is the target Warp tainted, and what is the nature of the taint?
  - What will happen if Warp abilities are used here?
  - Is a target warp active (which may include being a Psyker or Navigator – this does not provide any other detail than no; yes, and perhaps *very*)?
  - Is the target a creature of the Warp, or a Warp effect?
- **Third Eye:** The Warp Eye must be represented by costume or makeup. When uncovered, you may Call RANGED using your third eye. Requires relevant Dual Wield Knacks if used alongside other weapons. Can be Dual Wielded in the same way as Pistols.
- **Consumable Access:** You can purchase and use Navigator consumables.

Navigator third eye abilities only occur if the Player makes the relevant call. There is no inherent risk to other characters from a Navigator's third eye being exposed.

You cannot stack abilities or use multiple abilities simultaneously. For example, you can attack with Lidless Stare or with Warp Curse, but you cannot mash them together to call Mass Ranged Toxic.

### 5.3.2 Navigator Abilities

Cost	Ability
1	<b>Heightened Senses</b> You can spend 1 hero point at the end of a Linear to discover any single hidden item, piece of loot, or a single piece of relevant info you may have missed. You cannot find things that were not there to be found. If nothing is found, the hero point is not spent. This visible mutation has a minimum Physrep of exaggerated ears, or unnatural eyes. This ability is identical to the Mutant ability of the same name.
1	<b>Hell's Gaze</b> You may call RANGED STUN, at a cost of 2 Hero Point per use. so long as your Third Eye is uncovered.
1	<b>Lidless Stare</b> You may call MASS RANGED, at a cost of 1 Hero Point per use. so long as your Third Eye is uncovered.



1	<p><b>Warp-fed</b></p> <p>You have no need to Eat, Drink, or Breathe. At the referees' discretion this may allow you to endure or avoid the effects of inhaled poisons.</p> <p>This visible mutation has a minimum Physrep of an unnatural skin tone.</p> <p>This ability is identical to the Mutant ability of the same name.</p>
1	<p><b>Voidwalker (requires Warp-fed)</b></p> <p>You are resistant to the perils of vacuum and extreme cold. Though extremely uncomfortable, you are able to survive brief exposure to the void without the aid of a pressure suit.</p> <p>This ability is identical to the Mutant ability of the same name.</p>
2	<p><b>Block the Flow</b></p> <p>You may call COUNTER, at a cost of 1 Hero Point per use.</p>
2	<p><b>Empirical Truth</b></p> <p>You may ask a Player questions about their Character, at a cost of 2 Hero Points per use. They must answer honestly. The questions should relate to the emotional state of the Character (including if they are lying) or if they are under a warp effect. These must be discrete questions with a single word answer such as "are you possessed?" or "what is your dominant emotion right now?"</p>
2	<p><b>Future Sight</b></p> <p>You may read the Emperor's Tarot or use other tools of prognostication to pick up extra clues about a Linear, at a cost of 1 Hero Point per use.</p> <p>You may ask a Referee for extra details on any given Linear you have the full details for. This may include, for example: skills potentially required, threat level expected, or level of potential reward.</p>
2	<p><b>Seal Weakness</b></p> <p>You may remove perils of the warp cards from a target character's corruption track. Each card removed costs 1 Hero Point and 1 minute of appropriate roleplay.</p>
2	<p><b>Triple Filtered Bloodstream</b></p> <p>You are immune to TOXIC and may call NO EFFECT to calls of TOXIC.</p> <p>This ability is identical to the Mutant ability of the same name.</p>
2	<p><b>Warp Curse</b></p> <p>You may call RANGED TOXIC, at a cost of 1 Hero Point per use, so long as your Third Eye is uncovered.</p>
3	<p><b>Warp Flash</b></p>

	You may call MASS VANISH, at a cost of 3 Hero Points per use, so long as your Third Eye is uncovered. This does not require Cover. To benefit from the effect, Characters affected must stay within 'mass range' (3m) of you or the effect on them ends.
4	<b>Rending Stare</b> You may call RANGED FATAL at a cost of 3 Hero Point per use, so long as your Third Eye is uncovered.
5	<b>Stacking the Deck</b> You may view the top three cards on a deck before a draw is made by any character and may put them back down in an order of your choosing, at a cost of 3 Hero Points per use.  This may not be used on Temptation or Trauma decks.
4-8	<b>Psychic Awakening</b> Choose one psychic discipline other than Sanctioned Psyker. You may spend Trait Points and/or XP to purchase psychic powers from that discipline on a per-Power basis.  Purchasing a power at Novice level costs 4 points. You may upgrade this power to Expert level for 4 additional points. You may purchase Psychic Awakening more than once, choosing a different power from your chosen discipline each time.  You may Push powers purchased with this ability. These are psychic powers and count as Psychic for the purposes of Detection and Countering.  This ability is identical to the Mutant ability of the same name.

### 5.3.3 Roleplay and Costuming Navigators

**Navigators** are defined by their characteristic Third Eye, or Warp Eye, which should be represented by a prosthetic or makeup. Within the Imperium, the third eye is customarily kept covered when not in use, often by a bandanna or mask, though this custom is not universally observed.

Navigators will sometimes manifest other physical mutations. Some of these are represented by traits with in-game effects, which should *at minimum* be represented as per the ability description. Other signs of their strange lineages may appear as a Navigator ages, and may include a withered or bloated frame, scaled or oddly coloured flesh (particularly pallid or greyish), black irises or otherwise oddly coloured eyes, webbed hands or feet, and other oddities.

As a noble lineage, Navigators typically dress in opulent style, although their tastes are widely varied. The stereotypical Navigator is arrogant, entitled and indolent, utterly secure in their own superiority and their place high in the finer echelons of society. Even members of renegade houses at the fringes of the **Navis Nobilite** consider themselves to be 'a cut above.' Since they are constantly able to see the light of the Emperor's will shining as the one constant in the universe, many are devoutly religious and tend to consider themselves the elect of humanity.

All Navigators are born to families who share their gifts, and their abilities are lost if they breed with non-Navigators. The sprawling and often incestuous family trees are a matter of great import to many Navigators, with some able to trace their lineage (with varying degrees of accuracy) to before the founding of the Imperium.

Under Imperial law, Navigators are not Psykers, nor are they mutants. Indeed, Navigators have a wide range of exemptions and privileges due to their unique and vital nature, and they look poorly on any who might endanger their special status.

## 5.4 Psyker

### 5.4.1 The Psyker Trait

Psykers are able to draw on the power of the warp to use psychic abilities. Psychic abilities are thematically grouped by discipline.

- **Known Psyker:** You count as a Psyker for all mechanics affecting Psykers. Your Psychic Abilities may be countered with the call COUNTER. Some may also be resisted with the call RESIST.
- **Psychic Disciplines:** Pick two Psychic Disciplines at Novice level.
- **Psychic Advancement:** You may advance these disciplines and/or buy further disciplines by spending XP at a cost of 4 points per level. You must have purchased any lower levels to be able to buy a higher level. Purchasing a level in a discipline grants all the Abilities of that discipline at that level.
- **Consumable Access:** You can purchase and use Psyker consumables.

### 5.4.2 Psyker Disciplines

#### *Sanctioned Psyker*

This discipline may normally only be entered at character creation and represents official sanctioning of the Psyker by the Scholastia Psykana of the Adeptus Astra Telepathica. Taking this discipline has roleplay implications – please see the *Roleplay and Costuming Psykers* section later in this chapter for more information.

This discipline is only available to Imperial Humans.

#### **Detect Psychic**

- **Novice:** You can sense psionic and warp activity. You can ask a Referee for the following information about a target, which unless noted otherwise may be an area; person or object. The flow of the warp is intrusive, and Referees may provide you with some information unprompted.
  - Has there been significant Warp activity in this location recently?
  - Is there current Warp activity in this location?
  - Is the target a creature of the Warp, or a Warp effect?
- **Expert:** In addition to the novice ability, you may ask the following questions.
  - Is a target Warp active (which may include being a Psyker or Navigator – this does not provide any detail other than no; yes and perhaps *very*)?
  - What disciplines of psychic powers are active on the target have been used on the target recently?
- **Master:** In addition to the novice and expert abilities, you may ask the following questions.
  - Is the target Warp tainted, and if so, what is the nature of the taint?
  - What psychic powers, are currently active on the target?

#### **Counter**

- **Novice:** Once per Linear, you may call COUNTER.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### Cleansing

- **Novice:** Once per Linear, you may Cleanse a Perils of the Warp card from a Character's temptation track. You must spend 1 minute of appropriate roleplay, during which you may take no other action.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### Warp Bolt

- **Novice:** You may call PSYCHIC RANGED without a weapon, so long as you have one hand empty to act as your "weapon." Ranged weapon knacks *Dual Wield* and *Two-Gunned* treat this as they would a pistol. You may not add special calls to these attacks except those provided by this ability. If you also have Smite, you may use both as if you had the two-gunned knack.
- **Expert:** In addition to the novice ability, you may call PSYCHIC RANGED KNOCKDOWN two times per Linear.
- **Master:** In addition to the novice ability, you may call PSYCHIC RANGED KNOCKDOWN or PSYCHIC AUTOMATIC FIRE three times per Linear. You may choose to spend a Hero Point to call PSYCHIC COVERING FIRE instead of PSYCHIC AUTOMATIC FIRE.

### Biomancer

#### Chameleon

- **Novice:** Once per Linear, you may call PSYCHIC VANISH. This may be done without cover.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear. In addition, if you have the Vanish Knack you may now add PSYCHIC to the VANISH call from the Knack, allowing you to Vanish without cover. (Normal Hero Point costs apply when using the Knack.)

#### Pheromone Assault

- **Novice:** Once per Linear, you may call PSYCHIC FEAR against a single target in Melee Range.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

#### Venom

- **Novice:** Once per Linear, you may call PSYCHIC TOXIC against a single target within Melee Range.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

#### Invigorate

- **Novice:** Once per Linear, you may call HEAL or remove a TOXIC effect from a character. This may be self-administered if conscious.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### Combat Psyker

#### Close and Conquer

- **Novice:** Once per Linear, you may call JUGGERNAUT.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

**Disallow**

- **Novice:** Once per Linear, you may call COUNTER.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

**Flip Out**

- **Novice:** Once per Linear, you may call DODGE.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

**Smite**

- **Novice:** You may call PSYCHIC RANGED without a weapon, so long as you have one hand empty to act as your "weapon." Ranged weapon knacks Dual Wield and Two-Gunned treat this as they would a pistol. You may not add special calls to these attacks except those provided by this ability. If you also have Warp Bolt, you may use both as if you had the two-gunned knack.
- **Expert:** In addition to the novice ability, you may call PSYCHIC RANGED KNOCKDOWN two times per Linear.
- **Master:** In addition to the novice ability, you may call PSYCHIC RANGED KNOCKDOWN or PSYCHIC AUTOMATIC FIRE three times per Linear. You may choose to spend a Hero Point to call PSYCHIC COVERING FIRE instead of PSYCHIC AUTOMATIC FIRE.

***Diviner***

Several powers in this discipline involve “yes or no” questions. If you ask a question that is not answerable in this fashion, or if the question asked is more complicated than can be meaningfully answered by “yes” or “no,” you will get the answer “unclear” (e.g.: What drink was last in this glass?). Questions will be answered to the best of a Referee’s ability. Furthermore, destiny can be a fickle thing, often intruding on those who have looked upon it even when they seek respite. Referees may provide you with some information unprompted.

**Aura Reading**

- **Novice:** Once per Linear, you may ask a Player a single question about their Character. They must answer honestly. The question should relate to the emotional state of the Character (including if they are lying) or if they are under a warp effect. These must be discrete questions with a single word answer such as "are you possessed by a daemon?" or "what is your dominant emotion right now?". All questions must be preceded by the PSYCHIC call.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

**Postcognition**

- **Novice:** Once per Linear, you may ask a Referee a single question about the recent past. This question must have a yes/no answer.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

**Precognition**

- **Novice:** Once per Linear, you may ask a Referee a single question about the near future. This question must have a yes/no answer.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

**Preternatural Awareness**

- **Novice:** Once per Linear, you may call DODGE.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

***Elementalist*****Flash**

- **Novice:** Once per Linear, you may call PSYCHIC VANISH. This may be done without cover.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

**Cauterise**

- **Novice:** Once per Linear, you may call STOP BLEED against a single target in Melee Range.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

**Sunburst**

- **Novice:** Once per Linear, you may call PSYCHIC RANGED KNOCKDOWN.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

**Elemental Shield**

- **Novice:** Once per Linear, you may call DODGE.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

***Telekinetic*****Assail**

- **Novice:** Once per Linear, you may call PSYCHIC RANGED DISARM.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

**Deflect**

- **Novice:** Once per Linear, you may call DODGE.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### Shockwave

- **Novice:** Once per Linear, you may call PSYCHIC REPEL.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### Telekinetic Control

- **Novice:** You may use this power to do things at range that require touch. This power is primarily narrative in nature and provides for applications of telekinesis that are not directly hostile. The applications of this power are at the discretion of the Referees but can include triggering a simple trap at range or picking up an unattended item (unless resisted or opposed in some way). This requires the same concentration as taking the action manually. Novice level gives you the “Lift” equivalent to one arm, and manual control as if wearing thick gloves. One free hand is required to use this ability.
- **Expert:** Expert level gives you the “Lift” equivalent to a full-body lift using both arms, and normal manual control. Two free hands are required to use the ability at this level of “Lift”.
- **Master:** Master level gives you the “Lift” equivalent to a full-body lift using both arms, and very fine manipulation. Two free hands are required to use the ability at this level of “Lift”. You may now use this power to use non-combat knacks that would normally require manual manipulation, as long as you maintain direct line of sight. It is not possible to conduct success deck challenges by telekinesis.

### Telepath

#### Charm

- **Novice:** Once per Linear, you may call PSYCHIC WOULD YOU KINDLY. This is an obvious effect and can be resisted.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

#### Dominate

- **Novice:** Once per Linear, you may call PSYCHIC DOMINATE. This effect is obvious and lasts for ten seconds unless Countered or Resisted.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

#### Mind Link

- **Novice:** Once per Linear, you may compel a single short truthful answer from another character. You may ask one question per 30 seconds of roleplay. Language is no barrier to this communication as you infiltrate your target's mind and speak directly mind-to-mind.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

#### Download

- **Novice:** Once per Linear, you may grant a non-combat skill or knack you possess to another character. Subject must have any prerequisites of a given Knack. Grant one skill or knack per 30 seconds roleplay. This knowledge remains with the subject for 1 hour or until the end of the next Linear the subject attends, whichever is sooner. The Psyker loses access to this skill or knack whilst it is embedded.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.



## 5.4.3 Perils of the Warp: The Weakness of Psykers

### ***Using Psychic Abilities***

Unless specifically stated otherwise, the use of Discipline Abilities does not cost Hero Points.

Using your Discipline Abilities within your per-Linear limits is *relatively* safe. At your discretion you may choose to suffer minor side effects of a purely roleplay nature, for example having a short nosebleed, being restless, or tasting everything as ash.

However, there may be times when you feel you must push yourself beyond the limits of what is safe and reasonable.

### ***Pushing Psychic Abilities***

#### **The Weakness of Psykers**

Pushing yourself involves greater exposure to the warp and its perils than your character is safely able to deal with, and there are consequences to this exposure. These consequences are represented by the perils of the warp deck carried by all Players of psychic characters.

#### **Perils of the Warp Mechanics**

You may at any time use a Discipline Ability in which you are trained beyond the limits of the power. For example, you may use **Counter** more than twice in a Linear even if you are only an Expert in the Sanctioned Psyker Discipline. Each time you do so, however, you must make a draw from the 'Perils of the Warp' deck as soon as reasonably practicable after you push yourself.

### ***The Perils of the Warp Deck***

Each Psyker should carry a Perils of the Warp Deck, from which they make card draws. A draw consists of a Player shuffling their deck and drawing a card.

Some cards have consequences which are described as taking effect Immediately. These effects must be resolved before any action to Cleanse the card from the Temptation track is undertaken.

Once drawn, the card is kept out of the deck until it is removed from your Temptation track. Once removed from your track the card is returned to your deck, ready to potentially be drawn again.

Perils of the Warp Cards count as Temptation cards for the purposes of calculating whether a character is Corrupt. If you draw a peril you are (out of character) uncomfortable roleplaying, please speak to a Referee who will assign an alternate peril of equivalent consequence level.

### ***The Temptation Track***

A character's starting Temptation Track allows for a maximum of 3 Temptation Cards before the character falls to corruption. Cards drawn from the **Perils of the Warp** and **Scrapcode** decks also occupy space on the Temptation Track.

Certain Skills and Knacks are able to improve the character's resistance to temptation and thereby extend their Temptation Track.

It is up to you as a Player if you wish your character to be aware (or not) of their ongoing position on their own Temptation track. Either option allows for interesting roleplay opportunities.

### 5.4.4 Roleplay and Costuming Psykers

**Psykers**, also known as witches; the touched; warp-actives; seers; and a hundred other names and epithets, exist across the galaxy and across many of its sapient species. They are generally not physically distinguishable, though a few will manifest minor physical marks such as a swollen cranium or oddly coloured eyes. Psykers are rightly mistrusted and feared across the galaxy, and the **Adeptus Astra Telapathica** is responsible for the selection; training and sanctioning of Imperial Psykers - those who do not meet their standards do not survive, while those who elude their scrutiny exist outside of Imperial law.

Psykers who are not Sanctioned, including all Xenos Psykers, are allowed on Arkangel while they are part of a rogue trader crew and protected by the Dynasty's Warrant, but they are candidates for in-character distrust or bigotry if their status is known.

There are no specific costuming or equipment requirements for Psykers, though many will bear focuses or talismans to better control their abilities. Wands or staffs are common, as are decks of the **Emperor's Tarot**. Imperial sanctioning includes a physical mark, usually a brand or tattoo, but as this is usually not openly visible (often being on the heel of the foot) it is not necessary to represent it. Note that there is no restriction on the use of armour by psykers, unlike the magic users of some settings.

#### ***Astropaths***

**Astropaths**, or Astrotelepaths, deserve a specific mention. While their signature extreme-range telepathy is generally outside the scope of the game, they can be represented by a sanctioned human Psyker who has taken the Telepathy Discipline (Divination is also common). They are universally blind, but most manifest varying degrees of unnatural sense which may compensate to some degree for the loss of their eyes. This should be represented by white-out lenses, gauze blindfolds or other means which clearly communicate that the character is blind without impairing the player's vision or safety. The traditional attire for Astropaths is a green robe.

#### ***Xenos Psykers***

Ork Psykers, **Weirdboyz** and the more powerful and enthusiastic Warpheads, are likewise distrusted among their own people, treated as loose warheads who may suffer, or cause, the dreaded "Eadbang" at an inopportune moment. They are generally ostracised from Orkish "Kultur", marked out by strange fetish-charms and gaudy costumes, and cling to the **copper staffs** that help dissipate their psychic energy as if their lives depend on them (which they often do).

Among the Eldar of the Craftworlds, Exodite Worlds and Harlequins, those who follow the way of the **Seer** are respected rather than feared. The esoteric disciplines of the **Warlocks**, **Shadowseers**, **Void Dreamers**, and others mark them apart from their fellows. Vanishingly few Psykers emerge from the Dark City of Commorragh, however, where they are regarded as favoured targets by the predatory residents.

## 5.5 Tech-Priest

### 5.5.1 The Tech-Priest Trait

Tech-Priests are members of the Adeptus Mechanicus and have a near monopoly on advanced technical knowledge. Tech-Priest abilities are thematically grouped by discipline.

- **Tech-Priest Disciplines:** Pick two Tech-Priest Disciplines at Novice level.
- **Tech-Priest Advancement:** You may advance these disciplines and/or buy further disciplines by spending XP at a cost of 4 points per level. You must have purchased any lower levels to be able to buy a higher level. Purchasing a level in a discipline grants all the Abilities of that discipline at that level.
- **Master or Machine:** A character with the Tech-Priest trait may choose to be classed as a Servitor, and count as a Servitor for all tests and abilities such as Command Override. This does not grant any additional abilities or benefits but does allow certain roleplaying challenges for a player so inclined.
- **Consumable Access:** You can purchase and use Tech-Priest consumables.

For the powers listed below, be aware that while the Malakhim are Servitors, they have excellent Firewalls. In addition, they are adjuncts of the Archangel data core rather than autonomous units, so any attempts by player Tech-Priests to subvert them will be registered by Archangel and are likely to lead to in character consequences.

### 5.5.2 Tech-Priest Disciplines

#### *The Secrets of the Adeptus Mechanicus*

This discipline may normally only be entered at character creation and represents membership of the Adeptus Mechanicus. Taking this discipline has roleplay implications— please see the ***Roleplay and Costuming Tech-Priests*** section later in this chapter for more information.

This discipline is only available to Humans and Squats.

This also provides the capacity to communicate either audibly or silently (via the Noosphere) in Binharic Cant, the secret encryption of the Adeptus Mechanicus's Techna Linguis language.

#### **Technical Knock**

- **Novice:** Once per Linear, you may gain a Success on a Technical challenge. Multiple uses of this ability may be used on the same Technical challenge. This may be used without the Technical Skill and/or relevant Technical Knack. At Novice level, this cannot reduce the difficulty below 50% of the starting difficulty (rounded up).
- **Expert:** You may use this ability two times per Linear. At Expert level, this cannot reduce the difficulty below 50% of the starting difficulty (rounded up).
- **Master:** You may use this ability three times per Linear. At Master level, this can reduce the difficulty below 50% of the starting difficulty, but cannot reduce the difficulty to zero.

#### **Firewall**

- **Novice:** Once per Linear, you may call RESIST to WOULD YOU KINDLY or DOMINATE.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### Noospheric Access

A character with Noospheric Access has Noospheric Implants that are perceivable to any and all other characters with the ability, including NPCs. The Implants usually make available basic information, clearly identifying the position, authority, and identity of the character to all who have the means to perceive it, though they may choose not to.

A Tech-Priest character may choose to set their Noospheric Implants to “Offline Mode,” temporarily deactivating them. When deactivated, the character cannot use the Noospheric Access ability, but they are only identifiable as a Tech-Priest to only a character with Noospheric Access at Master.

- **Novice:** You can interact with the Noosphere. You can perceive any Noospherically active targets and may communicate with such targets directly. You can query appropriate technological devices, but they will only provide information they are designed to make freely available. You can perceive the use of any Tech-Priest ability, although not which specific ability is being used.
- **Expert:** In addition to the Novice ability, you may perceive more complete information from appropriate technological devices, including accessing any information that it may hold. This does not bypass any Technical Challenges. At Expert level you can both perceive the use of tech priest abilities and identify which ability is being used.
- **Master:** In addition to the Novice and Expert abilities, you may perceive any and all information that an appropriate technological device can provide – even perceiving the residual signs of activity from simple electronic devices. This does not bypass any Technical Challenges.

### Purification Protocol

- **Novice:** Once per Linear, you may Cleanse a Scrapcode Card from a character or object’s temptation track. Remove one Card per minute of appropriate roleplay, during which you may take no other action.
- **Expert:** You may use this ability two times per Linear.
- **Master:** In addition to the expert ability, one time per Linear, you may Cleanse all Scrapcode Cards from a character or object’s temptation track. Cleanse one Card per minute of appropriate roleplay, during which you may take no other action.

### Augmentacist

#### Environmental Resilience

- **Novice:** You have no need to Eat, Drink, or Breathe. At the referees’ discretion this may allow you to endure or avoid the effects of inhaled poisons.
- **Expert:** In addition to the novice ability, you are resistant to the perils of vacuum and extreme cold. Though extremely uncomfortable, you are able to survive brief exposure to the void without the aid of a pressure suit.
- **Master:** In addition to the expert ability, you are immune to TOXIC and may call NO EFFECT to calls of TOXIC.

#### Show Your Metal

- **Novice:** You gain one additional Body Hit. This Body Hit is not from the toughness skill, so does not count towards your bleed count or the cap/cost for Toughness.
- **Expert:** You gain one additional Body Hit, for a total of two.
- **Master:** You gain one additional Body Hit, for a total of three.

### Technical Knock

- **Novice:** Once per Linear, you may gain a Success on a Technical challenge. Multiple uses of this ability may be used on the same Technical challenge. This may be used without the Technical Skill and/or relevant Technical Knack. At Novice level, this cannot reduce the difficulty below 50% of the starting difficulty (rounded up).
- **Expert:** You may use this ability two times per Linear. At Expert level, this cannot reduce the difficulty below 50% of the starting difficulty (rounded up).
- **Master:** You may use this ability three times per Linear. At Master level, this can reduce the difficulty below 50% of the starting difficulty, but cannot reduce the difficulty to zero.

### Mounted Weaponry

- **Novice:** You may call RANGED without a weapon, so long as you have one hand empty to act as your "weapon." Ranged weapon knacks Dual Wield and Two-Gunned treat this as they would a pistol. You may not add special calls to these attacks except those provided by this ability. If you also have Electro-bolt, you may use both as if you had the two-gunned knack.
- **Expert:** In addition to the novice ability, you may call RANGED BREAK two times per Linear.
- **Master:** In addition to the novice ability, you may call RANGED BREAK or RANGED HEAVY three times per Linear.

### Cyberpath

#### Command Override

- **Novice:** Once per Linear, you may use DOMINATE on appropriate devices, including any character classed as a Servitor. This effect is obvious and lasts for ten seconds. This may be used to bypass the need for a Cog Hacking Technical challenge, or other Technical challenges at the Referee's discretion, but the effect is only temporary. Particularly advanced devices may be able to resist this using Firewall.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

#### Optimised Optimisation

- **Novice:** Once per Linear, you may call INSPIRE to a character with the Tech-Priest Trait. Remember, a character can only receive Hero Points from an INSPIRE call once per Linear.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

#### Overclocked

- **Novice:** Once per Linear, you may call DODGE.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

#### Soothe the Machine Spirit

- **Novice:** Once per Linear, you may call WOULD YOU KINDLY on appropriate devices. You may use the call to compel truthful answers from the target, but answers will be limited by the function and complexity of the target machine. This is a non-obvious effect unless resisted. This may not be used to bypass Cog Hacking Technical Challenges, and particularly advanced machines may be able to resist this using Firewall.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

## ***Destroyer***

### **The Flesh is Weak**

- **Novice:** You gain one additional Body Hit. This Body Hit is not from the toughness skill, so does not count towards your bleed count or the cap/cost for Toughness.
- **Expert:** You gain one additional Body Hit, for a total of two.
- **Master:** You gain one additional Body Hit, for a total of three.

### **Cyber-Mantle Fortification**

- **Novice:** Once per Linear, you may call RESIST to either DISARM, KNOCKDOWN, MAIM, or STUN.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### **Enhanced Strength**

- **Novice:** Once per Linear, you may use any melee weapon to call KNOCKDOWN.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### **Tank on Two Legs**

- **Novice:** Once per Linear, you may call JUGGERNAUT.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

## ***Electromancer***

### **Lumen Repel**

- **Novice:** Once per Linear, you may call RANGED REPEL.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### **Ferric Disarm**

- **Novice:** Once per Linear, you may call RANGED DISARM.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### **Voltaic Shield**

- **Novice:** Once per Linear, you may call DODGE.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### **Electro-Bolt**

- **Novice:** You may call RANGED without a weapon, so long as you have one hand empty to act as your "weapon." Ranged weapon knocks Dual Wield and Two-Gunned treat this as they would a pistol. You may not add special calls to these attacks except those provided by this ability. If you also have Mounted Weaponry, you may use both as if you had the two-gunned knack.
- **Expert:** In addition to the novice ability, you may call RANGED STUN two times per Linear.
- **Master:** In addition to the novice ability, you may call RANGED STUN or AUTOMATIC FIRE three times per Linear. You may choose to spend a Hero Point to call COVERING FIRE instead of AUTOMATIC FIRE.

## ***Field Mechanist***

### **Safe Hands**

- **Novice:** Once per Linear, you may gain a Success on a Demolitions challenge. Multiple uses of this ability may be used on the same Demolitions challenge. This may be used without the Demolitions Skill and/or relevant Demolitions Knack. At Novice level, this cannot reduce the difficulty to zero successes.
- **Expert:** You may use this ability two times per Linear. At Expert level, this cannot reduce the difficulty to zero successes.
- **Master:** You may use this ability three times per Linear. At Master level, this can reduce the difficulty to zero successes.

### **Field Repairs**

- **Novice:** Once per Linear, and with 10 seconds of appropriate roleplay, you may call HEAL on a Lander, OR call HEAL on, or remove a Poisoned Condition or MAIM effect from, a character with the Tech-Priest Trait. This may be self-administered if conscious. At Referee discretion this may also be used on damaged items that do not require a test to repair.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### **The True Flesh**

- **Novice:** Once per Linear, you may call RESIST to either FATAL or TOXIC.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### **Sapper**

- **Novice:** You may call RESIST to special calls (Knockdown/Stun/Maim etc.) from demolitions or grenades that you set yourself.
- **Expert:** You may call NO EFFECT all calls (including damage) from demolitions or grenades that you set yourself.
- **Master:** You may call NO EFFECT all calls (including damage) from demolitions or grenades that you set yourself. In addition, you may call RESIST to special calls (Knockdown/Stun/Maim etc.) from any demolitions or grenades, regardless of origin.

## ***Gene-Forged***

### **Poison Jets**

- **Novice:** Once per Linear, you may call RANGED TOXIC.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### **Heal Thyself**

- **Novice:** Once per Linear, you may call HEAL or remove a Poisoned Condition from yourself if you are conscious and not on your Bleed Count.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear. Master level allows you to do this even if unconscious or on your Bleed Count.

### Augmented Reactions

- **Novice:** Once per Linear, you may call DODGE.
- **Expert:** You may use this ability two times per Linear.
- **Master:** You may use this ability three times per Linear.

### Iron Surgeon

- **Novice:** Once per Linear, you may gain a Success on a Medicae challenge. Multiple uses of this ability may be used on the same Medicae challenge. This may be used without the Medicae Skill and/or relevant Medicae Knack. At Novice level, this cannot reduce the difficulty to zero successes.
- **Expert:** You may use this ability two times per Linear. At Expert level, this cannot reduce the difficulty to zero successes.
- **Master:** You may use this ability three times per Linear. At Master level, this can reduce the difficulty to zero successes.

## 5.5.3 Scrapcode: The Bane of the Tech-Priest

### *Using Tech-Priest Abilities*

Unless specifically stated otherwise, the use of Discipline Abilities does not cost Hero Points.

Using your Discipline Abilities within your per-Linear limits is *relatively* safe. At your discretion you may choose to suffer minor side effects of a purely roleplay nature, for example stuttering over words, occasional shakes, or robotic vocabulary.

However, there may be times when you feel you must push yourself beyond the limits of what is safe and reasonable.

### *Pushing Tech-Priest Abilities*

#### The Dangers of Tainted Code

Pushing yourself involves disrupting the carefully balanced code that empowers the technology with which you are heavily interfaced, and there are consequences to this disruption. These consequences are represented by the scrapcode deck carried by all Players of tech-priest characters.

#### Scrapcode Mechanics

You may at any time use a Discipline Ability in which you are trained beyond the limits of the power. For example, you may use Firewall more than twice in a Linear even if you are only an Expert in the *Secrets of the Adeptus Mechanicus* Discipline. Each time you do so, however, you must make a draw from the 'Scrapcode' deck as soon as reasonably practicable after you push yourself.

### *The Scrapcode Deck*

Each Tech-Priest character should carry a Scrapcode Incursion Deck, from which they make card draws. A draw consists of a Player shuffling their deck and drawing a card.

Some cards have consequences which are described as taking effect Immediately. These effects must be resolved before any action to Cleanse the card from the Temptation track is undertaken.

Once drawn, the card is kept out of the deck until it is Cleansed from your Temptation track. Once removed from your track the card is returned to your deck, ready to potentially be drawn again.



Scrapcode Cards count as Temptation cards for the purposes of calculating whether a character is Corrupt. If you draw card you as a player feel uncomfortable roleplaying, please speak to a Referee who will assign an alternate effect of equivalent consequence level.

### ***The Temptation Track***

A character's starting Temptation Track allows for a maximum of 3 Temptation Cards before the character falls to corruption. Cards drawn from the Scrapcode and Perils of the Warp decks also occupy space on the Temptation Track.

Certain Skills and Knacks are able to improve the character's resistance to temptation and thereby extend their Temptation Track.

It is up to you as a Player if you wish your character to be aware (or not) of their ongoing position on their own Temptation track. Either option allows for interesting roleplay opportunities.

## **5.5.4 Roleplay and Costuming Tech-Priests**

**Tech-Priests** are a people apart from the rest of the Imperium, who embrace an animistic view of technology where each device bears its own machine-spirit, and where the secret knowledge they bear must be kept free from the uninitiated.

Tech-Priests bear a number of cybernetic augmentations, of varying styles and sophistication. While some will exclusively have "masked" cybernetics hidden under synthetic skin or restrict themselves to internal implants, visible prosthetics or props are heavily recommended. Classic Tech-Priest features include replacement eyes, singly or as part of a goggle-like apparatus; half-face respirator systems or masks, and prosthetic hands or limbs.

### ***The Cult Mechanicus***

Players may wish to embrace issues of theology relating to the **Cult Mechanicus**, but in short the God-Emperor of the wider Imperium is *generally* held to be the physical manifestation of their Machine-God and referred to by them as the Omnissiah.

The commandments of the Machine Cult are known as **The Universal Laws**. The faithful follow these commandments, and **Hereteks** ignore them at their own peril.

The symbol of the Cult Mechanicus is the **Machina Opus**, a half-cyborg skull surrounded by a cog. Monastic robes, dust-cloaks and similar vestments are traditional. Most tech-priests will wear heraldry of Martian red, often accented with white or black, though this is not a requirement and the many Forge worlds and sub-cults bear their own insignia and colours.

### ***The Noosphere***

The Noosphere, as used in No Rest for the Wicked, refers to the myriad of wireless data that a trained Tech-Priest can perceive through their implants, which is given significant spiritual and mystical import by the Adeptus Mechanicus. This combines what would today be recognised as augmented reality overlays; haptic feedback; signal detection; and wireless transmissions of various sorts, along with various other arcane technologies.

### ***Machine Spirits***

**Machine Spirits** are an important but potentially confusing concept. Firstly, all machines are attributed with an animistic spirit, which must be appeased for the machine to function properly. A sword has a simple, yet martial, spirit which would be appeased by proper care and honourable use. The more temperamental spirit

of a Lander requires the maintenance observances at regular intervals, and the offering up of fresh components to replace worn ones.

Most often, players will concern themselves with the more complicated machine spirits of advanced devices. In modern terms, these would be the computers and other electronic systems which control various functions, but to a Tech-Priest there is no clear dividing line between the two.

### ***Abominable Intelligences and Silica Anima***

A **Silica Animus**, or Abominable Intelligence is an artificial construct capable of independent thought. This is considered a different order of entity from cruder automata, such as the Robots of the **Legio Cybernetica**, and a far more dangerous one. The Crimson Accord of Mars, at the dawn of the Imperium, placed a death sentence on any who would bring about such “mineral intelligences” and unleash the horrors of the past once again.

That the acronym for abominable intelligence is the same as players will recognise from *artificial* intelligence is intentional. Exactly where the line is drawn between powerful and complicated cogitor program and a formless and terrible data-wraith is not always clear, but players should bear in mind that Imperial orthodoxy tends to burn first and ponder questions later (if at all)

Some Silica Anima are embodied as more recognisable robots or androids, which the Mechanicus considers to add insult to blasphemy for their mockery of the human form. The most famous, and most terrible, are the **Men of Iron** from the darkest legends of the **Dark Age of Technology**.

### ***Servitors***

The blank-minded **Servitors** use the same trait as their Tech-Priest masters, though they are a different order of creature altogether. Things of crude cybernetics implanted into flash-grown clones; condemned criminals or simply those deemed to be of no other use, these barely living cybernetic automata are used by the Imperium as everything from labourers and messengers to heavy combat units or components of autonomous weapons. There is, in brief, no mechanical advantage to playing such a creature, and players who wish to subject themselves to this fate (and gain the attendant subservience to those who can override their programmed will) should represent their status with bulky implants; crude coveralls; unhealthy or bloodless skin; and a generally absent expression and personality when away from their specifically programmed task.

## 6 *Making a Rogue Trader Dynasty*

### 6.1 Dynasty Creation

No Rest for the Wicked is a game deliberately designed, built, and written around Rogue Traders and their Dynasties. We strongly encourage that every character be a member of a Dynasty. The game is driven by the player Dynasties and their interests.

A Dynasty at creation has a Concept, Rogue Trader, Members, Keywords, and a Voidship.

#### 6.1.1 Concept

Come up with a concept! The most important part of a Dynasty is its concept and theme. When your Dynasty walks into a room, what impression do they make on other groups? What are they known for? Who are they and what do they want?

We encourage players to work together to form group concepts, and to build individual characters who compliment the other members of the group and interact in interesting ways. Example concepts include a trusty band of mercenaries, a noble band of steam-gothic adventurers, an impoverished noble house trying to reclaim past glories, a Mechanicus-sponsored Explorator group, an Ecclesiarchy-sponsored Missionary force, or any of a thousand other ideas. If you have trouble with this stage, please do not hesitate to contact the storytelling team for ideas or talk to other players and see what groups they feel would make an impact in the game. Remember, today's current players are tomorrow's potential recruits to your Dynasty!

#### 6.1.2 Basic Starting Characteristics

Player Dynasties have certain defined characteristics:

- **A named Rogue Trader**
- **Starting Membership:** 3-6 active Characters
- **Starting Warrant Keywords:** 4-6 Keywords
- **Starting Voidship:** 4 components specified
- **Starting Lander Hits:** 2 Vehicle Hits
- **A Black Mark Track:** 3 Black Marks maximum

These starting characteristics may be modified by Voidship Components.

#### 6.1.3 Rogue Trader

Each player Dynasty is led by a Rogue Trader. A Rogue Trader is a combination of an explorer, conqueror, and merchant. They operate with unparalleled autonomy on behalf of the Imperium of Mankind, and in theory are answerable only to the Emperor. Rogue Traders have a voidship, staff, and private military forces – and *carte blanche* to operate in regions outside of imperial control.

“Rogue Trader” is the only in-character title that has mechanical effect or recognition in No Rest for the Wicked. The Rogue Trader must be a human character. This restriction is based purely on character race, not trait; a Human (of any trait) is fine, but an Abhuman or Xenos is not.

### 6.1.4 Members

It is expected that most (if not all) characters will be members of a Dynasty. Dynasties will have no more than 6 player characters, and no more than 50% of a Dynasty's members may be of Xenos races.

An active Dynasty has between 3 and 6 players who have attended an event (to play or crew) in the last 12 months.

### 6.1.5 Warrant Keywords

A Rogue Trader's Warrant of Trade defines their Dynasty's powers and restrictions. Cohesive, well defined themes are very important for your group's enjoyment of No Rest for the Wicked events. While each event has an overall plot, each Dynasty can pursue its own storylines, the plot lines of which are developed in line with your theme and interests, as defined by your warrant.

At creation your Dynasty must pick at least four Warrant Keywords that define the themes of your Dynasty.

Broad, vague themes may appear to offer the most flexibility in potential for you, but the more thought you put into the keywords on your warrant, the better. While we do not impose an upper limit on the number of keywords, you may struggle to maintain a coherent narrative with too many.

### 6.1.6 Voidship

Each Dynasty has a single voidship operating within the Stygian Abyss. They may have other ships (in fact, they almost certainly do), but any additional ships will be operating in areas narratively separate from the setting.

Dynastic Voidships have 4 component slots on them that may be populated with ship components. Components grant different mechanical advantages to either the Dynasty as a whole or to members of the Dynasty individually. They may also be upgraded to provide additional benefits.

## 6.2 Creating your Dynastic Warrant

Rogue Trader Dynasties are thematic and distinctive, and it is the warrant that defines those themes. In-universe, Dynastic Warrants include rules and restrictions written into them that define the rights and responsibilities of the Dynasty - the terms and conditions the Warrant holder must adhere to in order to keep it. These can make for great roleplay as you are restricted, or conflicted, in certain situations. These are purely thematic and again, add to enjoyable roleplay.

### 6.2.1 Warrant Concept and Background

The background and story to the Dynastic Warrant is as important as the background of any of the individual characters within the Dynasty. If you have access to the Rogue Trader RPG books published by Fantasy Flight games, the Warrant Path section of *Into the Storm* that starts on page 33 of that book is an excellent resource.

There are key elements you should ask yourself about your dynastic background:

- **How old is your Dynasty?** Does it have a storied history dating back to the days the Emperor still walked among his subjects, was it created and issued to you last month? What was happening elsewhere in the Imperium when it was created?
- **How was the warrant originally created?** While warrants are only created by the High Lords of Terra, various institutions and potentates may sponsor or petition for the founding of new Dynasties. What circumstances led to the creation of your warrant? Was it a reward for great deeds, elevating the victorious above the common throng and giving them the opportunity to carve a true legacy? Was it

allotted further the discovery of lost technologies at the behest of the Adeptus Mechanicus. Was the Dynasty founded to spread the Imperial faith across wavering frontier worlds? Was it a convenient way to politely exile a powerful figure who had made powerful enemies? Was it one of the few have been purchased outright, buying opportunity at a cost that would beggar worlds?

- **Does the warrant have any drawbacks?** Are there caveats, requirements, or stipulations relating to its creation that your Dynasty must abide by?
- **What reputation does your Dynasty have?** What is it famous for? Is it a reputation you feel you have to uphold for the honour of your house, or is it a stain you are trying to make amends for?
- **Does your Dynasty have strong links to external groups?** Are you tied at the hip to Eldar Corsairs, local pirates, or a certain Navigator House? Does your Rogue Trader hold an honorary commission in the Imperial Navy?
- **How successful is your Dynasty?** Are you raking in so much profit you became bored of it and wanted an adventure, or are you on your last few Marks, and this trip into the Stygian abyss is your last roll of the dice before you have to resign yourself to the ignominy of being merely a major noble house with significant influence in your home Sector?

## 6.2.2 Inheritance and Succession

Within the Imperium, the mantle of Rogue Trader is most commonly inherited by primogeniture – passing to the firstborn child. The intricacies of inheritance will vary according to the specifics of the warrant, but the title will usually transfer to a direct blood relative.

This is, frankly, incredibly inconvenient for a LARP where players maintain consistent characters, and so a certain level of abstraction is often needed. In the event of a Dynasty's Rogue Trader character dying or being retired, unless the Dynasty is to be dissolved, another player character should take their place.

While Dynasties can certainly be created with one (or more!) characters as children or other inheriting heirs of the Rogue Trader, this is by no means required. A new player character, previously uninvolved with the plot of the game, may be introduced as heir (preferably with a new player). Characters may be adopted into the family and designated as heirs. Members of some order or organisation may take over as the next in seniority (particularly if the warrant is tied to one of the Adeptus that expect celibacy). A player may act as regent for an NPC heir until they come of maturity. The Storytellers are more than willing to provide support here, or fudge things as needed in the interests of the narrative.

What matters, in game terms, is that a player character controls the warrant, and does so with the approval of the Dynasty's players (and, preferably, the player characters).

## 6.2.3 Warrant Keywords

Dynastic keywords are chosen at Dynasty creation. When the Dynasty enters play for the first time, it must choose at least four keywords. These keywords should be simple and should be a concise collection of ideas that clearly define the theme and interests of the Dynasty.

Dynastic Keywords are used by the event writers to inform Linear writing for events. For example, if your Dynasty's keywords are "Pious," "Mechanicus," "Archaeotech," and "Piratical", then at any given event you are likely to encounter Linears related to these themes. Not all keywords will be relevant at all games.

There is no fixed list of available keywords. Instead, we encourage you to invent these thematic roleplay elements for your warrant that define your Dynasty and its members. Keywords are short – one word (or compound word) each and should be as specific as possible to communicate to the writers the essence of the

theme you wish to pursue. For example, if you wish to interact with the Tau in this region of space, don't pick "Xenos." Pick "Tau."

As a simple exercise, try to fill in the gaps in the sentence below:

*We are the \_\_\_\_\_ Dynasty, and we are \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_.  
On our voyage of adventure and profit we have dealt with \_\_\_\_\_, \_\_\_\_\_,  
and \_\_\_\_\_.*

### Example Keywords

- |                 |                  |                   |                  |
|-----------------|------------------|-------------------|------------------|
| • Tau           | • Psykers        | • Daemon-hunted   | • Martial        |
| • Eldar         | • The Warp       | • Colony-builders | • Criminal       |
| • Palawii       | • Holy           | • Evangelical     | • Warp-tainted   |
| • Mechanicus    | • Pious          | • Crusaders       | • Fashionable    |
| • Mercenary     | • Piratical      | • Trustworthy     | • Trend-setters  |
| • Cold          | • Archaeotech    | • Suspect         | • Daemon-hunters |
| • Mechanistic   | • Vault-cracking | • Storied         | • Noble          |
| • Transactional | • Trading        | • Worshipped      | • Infamous       |

Remember, if you as a group can't decide and agree on the sort of plots you want to follow, the writers can't fix that for you! If you choose "Eldar" and "Missionaries" as two Keywords as a compromise because half of you want missionary plots (but hate xenos plots), and the other half love xenos plots (but hate missionary ones), be aware that you will probably get plenty of plots that will be hated by at least half your crew! Talk to each other and pick Keywords that interest all of you.

## 6.3 Creating your Dynastic Voidship

Every Dynasty has one voidship. This voidship is what survived the transition with Arkangel through the Maw to this sector of space. Your voidships are all different in style but mechanically similar. Feel free to make up whatever you like *thematically* about your voidship, we encourage tall tales and egotism in our Rogue Traders.

Dynasties will only ever have one voidship defined using these mechanics. While it is not impossible to acquire additional vessels, any additional vessels would be abstracted by the Dynastic Warrant rules and would simply count as an additional keyword on the Dynastic Warrant.

### 6.3.1 Designing a Voidship

Each Dynasty's Voidship has 4 slots for ship components. Voidships enter play with components in all slots.

Choose your starting components from the list of Voidship Components. There are ten 'basic' voidship components available at Dynasty creation, each of which may be upgraded in play. Voidship Components are presented in detail in Chapter 8. Basic components are available when a voidship is first generated for a Dynasty and are also available for acquisition during the game. Upgrades can only be added/acquired during play. Changing or upgrading the components of a Dynasty's voidship requires a dedicated downtime action.

Individuals who are not in a Dynasty have access to a small voidcraft that affords them independent travel between the events. It cannot accommodate voidship components.

### 6.3.2 Voidship Rewrites

If you want to re-specify a Voidship before your Dynasty's second event, feel free - drop us an email, and we'll amend our records accordingly. We're not going to restrict much at that stage - what you played may not have worked out, and you want to do something different.

If you want to tweak a Voidship before its fifth event, we're happy to work with you. We'd expect the voidship to ultimately be thematically similar.

After a Dynasty's fifth event, Voidships re-writes will not be allowed. However, it is always possible to refit your Voidship using Downtime actions, as per the Downtime rules.

## 6.4 Dynasty Development

### 6.4.1 Membership Changes

Should (for *any* reason) you have more than 6 active members in your Dynasty at the start of an event, then you must be back to 6 or below by the end of the event.

A disengaged Dynasty has between 1 and 2 members in it who have shown up to an event (to play or crew) in the last 12 months. You will have two full events to gain new members to put you back to a minimum of 3 active. At the end of this time, your ability to operate out of Arkangel *as a Dynasty* is suspended as the Malakhim refocus Arkangel's resources towards more active entities. This does not retire any characters, but the remaining members will cease to have the mechanical benefits of being members of a Dynasty, namely their voidship having mechanical relevance and their per-event Dynasty pack.

Should you have members of your Dynasty who are taking extended time off for any reason but intend to return, please contact the Referee team. We do not wish to be unreasonable; we simply wish to ensure the effort spent writing and running the game is directed at groups able to attend.

### 6.4.2 Thematic Growth

It is possible to gain (or lose) keywords as a result of the Dynasty's actions at events. If you pursue plotlines relating to a theme you don't have the keyword for, you may be asked if you'd like to add it to your warrant. Similarly, if you act against a theme you have a keyword for, the writers may tell you that you have lost that keyword. A Dynasty will always have at least three keywords.

### 6.4.3 Voidship Improvement

Dynastic Voidships consist of a fixed number of components that may be upgraded during the downtime between events. It is also possible use downtime to change voidship components. This is covered in detail in the section on ***Voidships*** in Chapter 8.

### 6.4.4 Arkangel Improvement

Dynasties can work together to upgrade Arkangel components during the downtime between events. Arkangel components benefit all dynasties. It is also possible use downtime to change Arkangel components. This is covered in detail in the section on ***Arkangel*** in Chapter 8.

## 6.5 Costuming and Roleplay

Dynasties are strongly encouraged to develop a coherent and distinct visual identity in line with their concept and theme. Members of a Dynasty should aim to include elements in their costuming that incorporate the dynastic themes and allow characters outside of their Dynasty to be able to identify their dynastic affiliation

on sight. This could be as simple as a broach or other common emblem, or as complex as a personalised dynastic uniform worn by all members.



## 7 *Running a Rogue Trader Dynasty*

Rogue Traders are wealthy beyond the dreams of ordinary Imperial Citizens, their holds full of the looted wealth of planets. This is not a game about petty accounting and exchange rates – this is high drama and profit so large it must be measured in Arkangel Marks, not mere Imperial Thrones.

### 7.1 Dynastic Prestige

There are two mechanics in play that relate to Dynastic prestige; *Trophies*, which are rewarded for prestigious behaviour, and *Black Marks*, which are awarded for ignoble behaviour. Trophies and Black Marks are a matter of public knowledge. For example, at the time of writing the (NPC) Voss Dynasty has been sat on 3 black marks for some time now.

#### 7.1.1 Trophies

Trophies are temporary awards that can be earned over the course of an event.

Trophies are awarded by the Captains Table. The mechanism by which the table decides to award a Trophy is not relevant to the rulebook, as it is decided by the Table. However, unless the table decides to change the process, this is currently by simple majority vote. If for any reason a Trophy is not awarded, then no character or Dynasty benefits from it at the following event.

The Trophy Reward is available for use at the event following the one where the Trophy was awarded. A Trophy is not considered Wargear and does not count against a Character's Wargear Limit. Trophies are automatically vacated at the end of the event following their award.

For example: a character is awarded Light of the Emperor at the first event of the year, they may use any benefits at the second event of the year. Near the end of the second event, the Trophy will be rewarded to the next recipient, who will benefit from it at the third event of the year.

#### *Light of the Emperor*

This is awarded to the Character or Dynasty that has done the most in bringing the Emperor's light and guidance to the darkness.

**Reward:** Trophy that grants a 1/event PLAYER GLOBAL INSPIRE.

#### *Guardian of Archangel*

This is awarded to the Character or Dynasty that has done the most to benefit Archangel and allow it to fulfil its goals.

**Reward:** 10 additional points of consumables (at the next event).

#### *Hand of Macharius*

This is awarded to the Character or Dynasty that has been the most daring and audacious in their endeavours.

**Reward:** Trophy that grants 1/event call of ARKANGEL AS ONE.

### 7.1.2 Black Marks

Black Marks are temporary penalties that can be earned over the course of an event. Black Marks expressly represent the Dynasty straying from the path of conduct acceptable to Arkangel.

Black Marks are awarded by the Malakhim of Arkangel. They will occasionally also be awarded on the advice of the Captains' Table. The mechanism by which the table decides to recommend the awarding of a Black Mark is not relevant to the rulebook, as it is decided by the Table. However, unless the table decides to change the process, this is currently by simple majority vote.

There are multiple ways to clear a Black Mark from a Dynastic Warrant. However, none are easy.

#### ***Gaining Black Marks***

Black Marks are awarded by the Malakhim for being a threat/risk to the integrity or safe running of the Station. (e.g.: A lord captain tried to hack the Arkangel central cogitator for "reasons" and the Station Authority of Arkangel is pissed) A Dynasty cannot earn more than one Black Mark per event.

Examples of Conduct likely to earn a Black Mark are:

- Worshipping the dark powers
- Unambiguous tech heresy
- Attempting unauthorised access to the Arkangel central cogitator
- Major construction on Arkangel without permission
- Risking the structure of the station

In addition, the Captains' Table can advise the Malakhim that a Dynasty is acting in a way that threatens the station. To date the Malakhim have never refused a request from the Captains' Table to assign a black mark.

#### ***Consequences of Black Marks***

A Dynastic Warrant can sustain up to 3 Black Marks before that Dynasty is expelled.

- **First:** Simple reputation damage. The Malakhim are keeping a closer eye on your Dynasty. Traders may charge members of your Dynasty slightly more or offer you slightly less.
- **Second:** The Malakhim trust you even less. Your Dynasty receives now only 10 points of consumables per event instead of the usual 20 points. Traders will sell to you, but only at higher prices (~20% extra). Traders will buy from you but will offer you (~20%) less.
- **Third:** as above, but also your Dynasty also loses its table in the drop bar, and while your Rogue Trader or a representative may still sit at the Captains' Table, your Dynasty no longer has a vote at the Captains' Table.
- **Fourth:** Your Dynasty is no longer allowed to operate from Arkangel.

#### ***Clearing Black Marks***

Black Marks are removed from a warrant by the Malakhim as a Dynasty proves it can once again be trusted. Regaining trust takes time, it's not easily done. A Dynasty cannot clear more than one Black Mark per event.

There are three routes available to Dynasties wishing to clear their reputation:

#### **Doing Favours for Arkangel**

Linears may come up that are of interest to Arkangel. Arkangel will indicate them if they come up. If you complete two of them to the complete satisfaction of Arkangel, your Black Mark is removed.

For the avoidance of doubt, these Linears are not extra/bonus Linears in addition to whatever you would normally get in your Dynasty Pack. They either wholesale replace one you wanted to see in your Dynasty Pack or are part of the main line plot. Any and all rewards from these Linears will be claimed by Arkangel. Your sole reward is proving to Arkangel that you can still be of use to it.

There will usually be one or two Linears a game that qualify as this sort of mission. Arkangel expects the personal attention of the Crew on these missions and will not be satisfied or pleased if the Dynasty attempts to delegate the task to Troops or Embarked Specialists.

### **Purchasing Indulgences**

Indulgences may be purchased from the Station Authority via the Malakhim. The first indulgence purchased costs 1,500 Marks in assets to Arkangel. This increases for any subsequent purchases. The next time you ask for Arkangel's Indulgence, the price is 2,000 Marks. Then 2,500 Marks. Etc...

### **Behaving and Waiting**

If four straight events pass without the Dynasty gaining a new black mark, the Malakhim will remove one mark from the Dynasty's warrant.

## **7.2 Dynastic Accounts**

### **7.2.1 Managing Accounts**

Dynastic accounts are logged as part of Dynastic downtimes. Downtimes are your chance to log your accounts with the Referee team. Accounts hold any currency and Wargear, as well as your Voidship's current components. We do not require a log of basic equipment or consumables. The Referees will maintain the accounts of Arkangel, anything you intend to use or hold will need to be declared before you use it. So basically – If you want to keep it, tell the Referees about it and they will hold the accounts. This should always be done through the downtime forms or via email.

Dynastic Accounts can be made available to Dynastic Members between events to view.

### **7.2.2 Currency**

There is no single universal currency used in this sector of space, and any local currency would be of more value for its raw material than what the "face" value would be. For Dynasties operating out of Arkangel, the Arkangel Mark serves as a mixture of social regard and financial note of credit.

## **7.3 Dynasties at Events**

### **7.3.1 Event Consumable Allowance**

All Dynasties in attendance at events receive an allowance of 20 points of consumables chosen from the **Consumables List** in Chapter 17. All characters in attendance at events receive a personal allowance of 5 points of consumables chosen from the consumables list. Certain Skills or Knacks may increase the number of consumable points available to that character for an event.

It is generally assumed that characters will assign their personal allowance to their Dynasty, allowing for dynastic consumables to be bought from the pooled resources of the Dynasty instead of solely from the dynastic allowance. Certain Voidship Components may increase the number of consumable points available to the Dynasty for an event.

Event Consumable Allowance choices must be specified in advance of event time-in. Your choice of consumables does not need to be logged with the Referees – we trust you not to take the piss.

### 7.3.2 Event Dynasty Pack

Every Dynasty has the ability and resources to gather intelligence in advance of an event. This is presented to the members of the Dynasty in the form of their “Dynasty Pack,” which is given to one of the members of the Dynasty at the start of each event.

The Dynasty will receive at least two dynastic Linears in their “Dynasty pack” that represent the results of the Advance Intelligence that has been gathered on the Event.

It is possible to increase the number of dynastic Linears in the advance “Dynasty pack”. Actions taken during Downtimes may be used to add up to an additional two Linears, and Voidship Components may add up to a single additional Linear.

### 7.3.3 The Drop Bar Tables

Unless expressly stated in advance, the conceit used for the event Base Camp is that the Arkangel Drop Bar, or a suitable duplicate or substitute, has been deployed from orbit to the surface of the planet upon which the event is taking place. The Drop Bar is usually configured in such a way that every Dynasty in attendance has their own table, which they may decorate with set dressing as they see fit. There is, in addition, a high table (the Captains’ Table) that is used for meetings between the Rogue Traders or their Representatives.

Bring Set Dressing. Add Game. Have Fun. Be Awesome. The world you’ve landed on...? That’s your oyster. Crack it open, steal the riches inside, then fly off to the next one with your friends.

## 7.4 Cooperation Between Dynasties

### 7.4.1 Rivalries and Alliances

Long term rivalries between Dynasties are encouraged, provided the rivalry is jocular, low-level, and positive. While events are largely cooperative in nature, it is natural that each Dynasty should aim to be the best in their field, however that Dynasty chooses to define “Best”. Simply put, any rivalry should add interesting gameplay for all players involved.

Long term alliances are discouraged. Dynastic Politics are constantly shifting, and it is important to the themes of the game that Dynasties retain their separate identities. Any alliance should be temporary and should contribute to gameplay for as many players as possible, whether they are in the allied dynasties or not. Any alliance that is seen as purely a mechanism to bypass the cap of 6 members per Dynasty will be viewed poorly by the Referees. All dynasties should act independently and have their own distinct identities.

### 7.4.2 Arkangel Improvement

Dynasties can work independently or together to upgrade Arkangel during the downtime between events. Arkangel components benefit all dynasties. This is covered in detail in the section on **Arkangel** in Chapter 8. Be aware that while the Malakhim permit individual dynasties to request and bid for changes to the components of Arkangel, the Captains’ Table may take offense if changes are made without first consulting its opinion.

## 7.5 Acquiring Equipment

The Arkangel market is centred on the Street of a Thousand Wonders, and is a bustling hive of activity, where unique items are bought and sold, and vast quantities of commodities are exchanged for Marks. In game, this is represented by the Market Price List.

Prices at the Arkangel Market will not noticeably fluctuate without player action or inaction unless the annular supply run from the Imperium by the Celestus stops or is otherwise threatened. Should something happen to the Celestus, then the supply of Imperial goods would stop or become rarer, and many prices could skyrocket or simply become unavailable.

### 7.5.1 Item Pricing and Valuation

All items in game have two characteristics that relate to accounting; Purchase Cost and Resale Value. The Arkangel Market will always offer less for any item – this deliberate and is to encourage inter-Dynasty trade of items instead of simply Dynasties simply liquidating them for Marks. Please note that there is no “trade price” for between dynasties. Your characters are all scions of powerful trading houses, and some degree of negotiation between them when trading is to be expected.

- **Purchase:** This is a value in Marks and is what it would cost a character to buy the Wargear from a shop on Arkangel, were it available for purchase.
- **Resale:** This is a value in Marks and is what a character would be paid if they sold it to a shop on Arkangel.

### 7.5.2 Purchasing Items

#### *In Downtime*

Before events, both during Downtime and also at the event before time-in, each Dynasty will have the opportunity to purchase equipment from the Market Price List. These purchases must be recorded using the downtime form or by email. There will normally be no opportunity to trade with the Arkangel Markets after time-in.

#### *In Uptime*

Items will be available during events as either loot or tradeable items with NPCs.

The Market is deliberately designed to encourage players to trade amongst themselves; the Referees will not get involved in these trades however, unless there is a suspected violation of the PVP rules. That includes Referees not getting involved in any loot shares. In-game trades between dynasties should be logged by email to the S2 Referee account.

### 7.5.3 Theft

The theft of equipment is not encouraged. If an item of equipment is stolen, the Player that stole it is required to log the theft with the Referees by email, and also as soon as possible attend the crew hut and hand the stolen item to the Referees, so that the out of character prop for the in-character item that was stolen may be returned to its rightful owner.

## 7.6 Downtimes

See Separate Downtime Document

## 8 Equipment: In the Darkest Void

### 8.1 Landers

#### 8.1.1 What is a Lander?

Most frequently called Landers, but also referred by a wide variety of names such as shuttles, pinnaces, brigs, dropships, or couriers, these transport flyers are capable of operation both in an atmosphere and the darkness of the Void. All Dynasties have access to at least a small wing of Dynastic Landers that operates from the lighter bay of their voidship, and these Landers may be piloted by NPC pilots, or by Player Characters with the Pilot skill.

Landers are used to travel to and from the majority of Linears at No Rest for the Wicked events. Player Character pilots have additional options available to them when compared to NPC pilots.

##### Lander Basic Characteristics

- **Starting Hits** 2 Vehicle Hits
- **Capacity** 6 Player Characters

Landers are easily identified as the pilot will be holding their arms out to indicate they are in flight.

#### 8.1.2 Landers out of Combat

##### *Transport to and from Linears*

Landers are used to travel to and from the majority of Linears at No Rest for the Wicked events, and these Landers may be piloted by NPC pilots from the Dynastic Staff, or by Player Characters with the Pilot skill.

NPC pilots will always fly to the designated landing zone for a Linear and cannot engage in strafing runs or other forms of aerial combat. Player Character pilots have additional options available to them when compared to NPC pilots.

Players going to a Linear in a Lander line up with the pilot at the front on their own and the remaining players in twos behind them to represent the body of the Lander. The group will then move off to the Linear.

While in this formation, characters are considered to be inside the Lander for the purpose of any combat. Characters inside a Lander cannot be damaged by attacks until they have left the Lander and are “on the ground” again. Characters inside a Lander cannot interact with outside the Lander except by radio. Should there be any adverse environmental events during a flight they will be described by the Linear Referee.

Landers may be attacked from the ground by anti-vehicle weapons such as rockets, or from the air by other Landers. See **Landers in Combat** for more information.

##### *Aerial Insertion*

In the right circumstances, aerial insertion may be used by any character with the relevant prop for a drop harness or grav-chute.

#### Design Note

Limiting landers to six player characters, including any PC pilot, is a game conceit to assist in balancing linears.

NPCs explicitly do not count towards this limit, and a reasonable number of evacuees; hostages or other passengers can travel. The reasonableness (or lack thereof) will be judged by the Referees at the time.

A character with the Drop Trooper or Insertion and Extraction knack can leave a Lander at any time unless they are prevented from doing so. They leave the formation and kneel for a count of 3 seconds (drop time), during which they can take no damage. After 3 seconds they can interact with the scene on the ground. If they drop before arrival at the Linear, a Referee may rule that they can only traverse to the Linear at a walk, or not at all, to represent distance and obstacles facing the character. This does not require a player character pilot but does cost 1 hero point each unless the pilot has the Insertion and Extraction knack.

Characters without either the Drop Trooper or Insertion and Extraction knack may still use a drop harness or grav-chute to leave a Lander at any time, for a cost of the dropped character taking a trauma card, provided they are being inserted by a pilot with the Insertion and Extraction knack.

### ***Aerial Extraction***

In the right circumstances, aerial extraction may be used by any character with the relevant prop for a drop harness or grav-chute.

A character with the Drop Trooper or Insertion and Extraction knack can be collected from the ground by a Lander at any time without necessarily stopping/landing the Lander. The pilot does a close flyby (with any embarked passengers in tow) while the characters being extracted quickly jump into formation before moving off. This requires someone on the Lander (usually the Pilot) and character being extracted to make hand to hand contact during the flyby. Once the character being extracted is in formation, the Lander moves off as normal. This is usually done while all parties are moving, unless the Pilot has the Fancy Manoeuvres knack. A character being extracted who loses hand-to-hand contact before getting into formation takes a call of KNOCKDOWN and “falls back” to the ground into the Linear area. This does not require a player character pilot but does cost 1 hero point each unless the pilot has the Insertion and Extraction knack.

Characters without either the Drop Trooper or Insertion and Extraction knack may still be extracted from Linears at any time, for a cost of the picked-up character taking a trauma card, provided they are being extracted by a pilot with the Insertion and Extraction knack.

A character with the Drop Trooper knack can prepare cargo for aerial extraction with 30 seconds appropriate roleplay (this must be picked up by a pilot with Insertion and Extraction)

### ***Repairing Landers***

Characters with the *Mechanics* knack may undertake a Technical Challenge to repair lost Vehicle Hits to a damaged Lander on the ground. This requires 5 successes to take the Lander from 0 to 1, then a further 5 successes for repairing any subsequent vehicle hits. This is mainly useful after an Emergency Landing. Mechanics cannot repair a Lander in mid-air.

Characters with the Tech-Priest ability *Field Repairs* can restore lost Vehicle Hits to a damaged Lander with 10 seconds of appropriate roleplay per Vehicle Hit restored. This may be done under any conditions, including in mid-flight.

### ***Crashing Landers***

If a Lander is knocked to zero Vehicle Hits, it will crash. A pilot with the Hot Landing knack can still make a controlled emergency landing in these circumstances. Emergency landings allow you to negate damage to the passengers from a crash landing.

- NPC pilot crash: MASS RANGED KNOCKDOWN to pilot and all passengers.
- PC pilot crash: MASS ZERO KNOCKDOWN to pilot and all passengers.

Crashed Landers must be repaired before they can be flown again.

## 8.1.3 Landers in Combat

### ***Basic Rules of Flight***

When piloting a Lander you must keep moving forward and turn in wide arcs in the style of an old-fashioned propeller driven aircraft. By default, Landers do not have any ability to hover in place.

It is possible for pilots with the Fancy Manoeuvres knack to make fancy manoeuvres such as hairpin turns and hovering in place when piloting a Lander.

### ***Air-to-Air Combat***

It is possible for pilots with the Dogfighting knack to attack other Landers. For attacks to be made on other Landers, the target must be directly ahead and the attack must be called as per the normal Ranged Combat rules. The special calls HEAVY and RAMMING SPEED denote attacks that can damage vehicles. Remember that attacks cannot have more than one special call.

It is possible for player character pilots to avoid attacks on their Lander by calling DODGE in the usual manner and for the usual cost.

### ***Air-to-Ground Combat***

It is possible for pilots with the Strafing Run knack to attack the ground with the STRAFING RUN call. Strafing runs have a defined field of fire, and last for 10 seconds. Strafing runs can also damage equipment (and potential loot) in the field of fire.

It is possible for characters to *avoid* Strafing Run attacks, but *Strafing Run attacks cannot be dodged*. Targeted characters must physically get out of the way or take the damage.

### ***Ground-to-Air Combat***

It is possible for characters with the Heavy Weapons knack and an appropriate prop to attack Landers in flight. For attacks to be made on Landers, the attack is called as per the normal Ranged Combat rules. The special call HEAVY is used to denote ranged attacks that can damage vehicles. Remember that attacks cannot have more than one special call.

It is possible for player character pilots to avoid attacks on their Lander by calling DODGE in the usual manner and for the usual cost.



## 8.2 Voidships

### 8.2.1 What is a Voidship?

Every Dynasty has one voidship. This voidship is what survived the transition with Arkangel through the Maw to this sector of space. Your Voidships are all different in style but mechanically similar. As such feel free to make up whatever you like thematically about your voidship, we encourage tall tales and egotism in our Rogue traders.

Dynastic Voidships are usually either ex-navy warships that have had some firepower removed in order to accommodate cargo space, or armoured freighters that have sacrificed cargo space to add firepower.

Voidships have large crews, including dedicated staffs of Navigators and Astropaths to allow them to navigate the Warp and communicate over the vast distances of the void. They also have a large contingent of Adeptus Mechanicus on staff to keep the voidship running.

Dynasties will only ever have one voidship defined using these mechanics. While it is not impossible to acquire additional vessels, any additional vessels would be abstracted by the Dynastic Warrant rules and would at most count as an additional Warrant keyword.

#### Voidship Basic Characteristics

- **Advance Intel** 2 Dynastic Linears
- **Component Capacity** 4 Components
- **Mission Control** 2 Linears Max

Individuals who are not in a Dynasty have access to a small voidcraft that allows them to travel between event locations.

#### Voidcraft Basic Characteristics

- **Advance Intel** None
- **Component Capacity** None
- **Mission Control** None

### 8.2.2 Advance Intelligence

Every Dynasty has the ability and resources to gather intelligence in advance of an event. This is presented to the members of the Dynasty in the form of their “Dynasty Pack,” which is given to one of the members of the Dynasty at the start of each event.

The Dynasty will receive at least two dynastic Linears in their “Dynasty pack” that represent the results of the Advance Intelligence that has been gathered on the Event. It is possible to increase the number of dynastic Linears in the advance “Dynasty pack”. Actions taken during Downtimes may be used to add up to an additional two Linears, and Voidship Components may add up to a single additional Linear.

## Voidships

Voidships in Warhammer 40,000 are truly massive. To give you a sense of scale, these are key data points for typical vessels:

Viper Class Scout Sloop:

**Length:**

1 km

**Breadth:** 0.25

km

**Crew:**

7,500

Sword Class Frigate:

**Length:**

1.6 km

**Breadth:** 0.3

km

**Crew:**

26,000

Falchion Class Frigate:

**Length:**

2.2 km

### 8.2.3 Component Capacity

All Voidships explicitly have the ability transport your crew, any passengers you want to, and all the loot you can obtain across multiple events. They have this ability as standard, with no effort on your part. What differentiates your Dynasty's Voidship from the Voidship of the next Dynasty over, however, is how you have prioritised your investment to make your Voidship truly exceptional.

Components represent these specialisations, and each Dynasty's Voidship has 4 slots for ship components. Voidships enter play with components in all four of these slots.

Components are chosen from the list of Voidship Components below. Making changes to the composition of a Dynastic Voidship requires a dedicated action taken during Downtimes.

### 8.2.4 Mission Control

There are multiple voidship components that allow you to delegate Linears to specialist NPCs who can complete them on behalf of your Dynasty. You can only delegate up to two Linears per event to Troops or Corps of Specialists. It is possible to send more than one group of specialists on the same Linear, however.

The nature of the specialists available to the Dynasty will strongly indicate what types of Linear your specialists specialise in. There is nothing stopping you sending your specialists on Linears that they do not specialise in; but be aware that they may not be as successful. You CAN send your Ork Mercenaries on a non-combat diplomacy Linear for you, and it's not guaranteed to totally shaft you, but... it might be better to go yourself. Similarly, you CAN send your detachment of ex-Administratum financial auditors on that bunker clear out... but it probably won't go as smoothly as it could have had you used actual combat troops.

#### Design Note

Bluntly, uses are capped at two linears max per event because while it can be useful to delegate linears to NPCs, a lot of effort goes into writing linears for you to enjoy. Wherever possible, NRFTW wants you to enjoy the linears as written.

Do be aware that there are some Linears that cannot be completed by specialists and require the presence of player characters. If you ask to send specialists on a Linear that is designed to be player only, the Referee will warn you of this and allow you to reconsider sending them on the Linear.

### 8.2.5 Upgrading a Voidship

Your Dynasty may use a **Fitting Out** downtime action to upgrade its Voidship.

#### **Component Upgrade**

Upgrading a component costs 800 Marks in addition to a **Fitting Out** downtime action. Upgrades are not immediately available, however. To secure a component upgrade, a Dynasty must first complete a related **Downtime Task** or Linear to secure an obscure prerequisite of some description.

#### **Swapping Out Components**

Swapping one component for another has no cost other than the **Fitting Out** downtime action. The previous component and any upgrades to it are removed, and a new component is fitted. No funds invested in upgrades to the previous component are recovered.

## 8.2.6 The Loss of a Voidship

A Voidship is by no means expendable, but while there are Dynasties in the Imperium who have held their ancestral flagships since the halcyon days of the Great Crusade, no ship is truly eternal. While ship combat is not a key part of No Rest, deliberate action or fateful circumstance may see a Dynasty lose their Voidship.

A Dynasty so bereft *must* act to gain a replacement as a dedicated action during the next Downtime, taking a special **Fitting Out** downtime action (with no associated cost) to do so. The replacement Voidship is generated “as new.” It has four voidship components and no upgrades. Any upgrades to the previous ship have been lost.

A Dynasty which replaces its Voidship in this way should also consider whether the loss of their old ship or the circumstances of acquiring a new one will change their Dynastic Keywords.

## 8.3 Voidship Components

### 8.3.1 Component Basics

The dilemma facing a Dynasty when fitting out their ship is a timeless one: How to accommodate competing dynastic priorities within the limited space available. All Dynastic Voidships are incredibly powerful vessels that possess not only the ability to orbitally bombard cities to dust, but ability to loot said city beforehand and the storage capacity to transport the looted spoils across the void.

#### ***What is a Component?***

All Voidships explicitly have the ability transport your crew, any passengers you want to, and all the loot you can obtain across multiple events. They have this ability as standard, with no effort on your part. What differentiates your Dynasty’s Voidship from the Voidship of the next Dynasty over, however, is how you have prioritised your investment to make your Voidship truly exceptional.

There are multiple ship components. Only basic, non-upgraded ship components are available when a voidship is first generated for a Dynasty. These components may be upgraded in play. Additionally, the downtime system may be used to re-fit a ship and change the type of component occupying a component slot.

*No ship may have more than one component of the same type.*

#### ***What is a Component Upgrade?***

Upgrades are not readily available. To secure a component upgrade, a Dynasty must first complete a related **Downtime Task** or Linear to secure an obscure prerequisite of some description.

This requirement is deliberately in place to add game, not to prevent access. If you decide you want a particular upgrade, and an appropriate downtime task is not available that offers Upgrade Access as a reward, it is recommended you use an **Exploration** downtime action to indicate to the plot team that you’re hoping for a Linear at the next event that would enable access to the Component Upgrade you desire.

Once the prerequisite narrative access to the upgrade is secured, upgrading a component costs 800 Marks in addition to the **Fitting Out** action.

### 8.3.2 Comprehensive Medical Decks

Your voidship has sufficient embarked medical staff to support and run a particularly comprehensive set of medical facilities. Once per event, at the end of a Linear, your Dynasty's Lander may evacuate to the medical deck of the dynastic Voidship instead of returning directly to base camp.

Out of Character, please volunteer to crew the next Linear for the Referees while your characters are healed. In character, after the duration of roughly one Linear, your characters return to base camp fully healed with full body hits and no trauma cards. Note that uninjured characters are still taken into orbit and are unavailable for the same time.

#### ***Armour Bio-Monitors (800 Marks)***

Heavy investment in the dynastic medical facilities has allowed all members of the Dynasty to benefit from automated armour bio-monitors. Armour Bio Monitors allow the wearer a once per event call of STOP BLEED (self) that is made automatically the first time the character begins their Bleed Count due to hitting 0 body hits.

The use of this upgrade has a minimum Physrep requirement of a standardised costume element that represents a personal automated medical device.

For the avoidance of doubt, while this is similar to the Armour Upgrade Auto-Suture, it is a Component Upgrade, not Wargear, and as such does not count towards a Character's Wargear limit.

#### ***Medevac (800 Marks)***

Heavy investment in both the wing of medical Landers and the embarked medical staff has greatly increased their ability to deploy at short notice. Your Voidship now can deploy a medical Lander mid-Linear, allowing characters to be medically evacuated in the middle of a Linear.

Characters that are evacuated on a medical Lander may be evacuated to the comprehensive medical deck (as per above) or returned directly to base camp. If they are returned to base camp, they arrive with half of their damage to body hits already healed and one trauma card already fully treated.

For the avoidance of doubt, this upgrade makes your existing 1/event medical staff more versatile. It does not grant you additional uses of your medical staff.

#### ***Medical Corps (800 Marks)***

Your voidship has sufficient embarked medical staff aboard for them to be able to undertake a Linear on behalf of the Dynasty and bring you the results. This is less effective than if it's done by members of the Dynasty.

For the avoidance of doubt, this upgrade makes your existing 1/event medical staff more versatile. It does not grant you additional uses of your medical staff.

### 8.3.3 Enhanced Launch Bays

Your voidship has sufficient embarked pilots aboard for it to be able to deploy bombers in support of your Dynasty once per event.

Your Dynasty may assign any number of explosive device consumables available to it to the bomber wing. A designated "spotter" from your Dynasty with the **Explosives** skill may then speak to a Linear Referee to call in bombing strikes using these explosive devices during a Linear.

For the avoidance of doubt, the use of a bomber wing does count as a deployment of Troops or Specialists for the purpose of Mission Control.

***Extra Armour (800 Marks)***

Heavy investment in both the armour and engines of the dynastic Landers has increased their effectiveness. The Dynasty's Landers now benefit from an additional vehicle hit. Un-upgraded Landers have 2 Vehicle Hits.

***Pilot Corps (800 Marks)***

Heavy investment in the training of the embarked pilots aboard enables them to undertake a Linear on behalf of the Dynasty and bring you the results. This is less effective than if it's done by members of the Dynasty.

For the avoidance of doubt, this upgrade makes your existing 1/event flight staff more versatile. It does not grant you additional uses of your flight staff.

***Redundant Redundancies (800 Marks)***

Heavy investment in the support facilities for the dynastic Landers has increased their effectiveness. The Dynasty's Landers now benefit from an additional vehicle hit. Un-upgraded Landers have 2 Vehicle Hits.

**8.3.4 Enhanced Sensorum Array**

Your voidship boasts an unusually powerful Sensorum array. This allows it to produce a more detailed scan of the astronomical features of the system in which an event is taking place. Thematically, this scan takes place as your Voidship arrives in system.

In practical terms, this means there is the possibility you will receive a limited brief in advance of the event that would provide details of any astronomical features or details that could be relevant to the event. This might detail unusual asteroids, voidships running silent, or other unexpected or notable features visible on your approach to orbit through the system.

If there is a plot hook relating to astronomical features, there is a possibility that you may receive an additional Linear relating to it in your dynastic pack. Enhanced sensors, no matter how upgraded, will never provide more than a single additional Linear opportunity per event.

***Assault Scanners (800 Marks)***

Heavy investment in your Voidship's Sensorum array extends to Assault Scanners. This allows it to produce a more detailed scan of the planet on which an event is taking place. Assault scanners only pick up geography and energy signals. Thematically, this scan takes place as your Voidship arrives in orbit.

In practical terms, this means there is the possibility you will receive a limited brief in advance of the event that would provide details of any planetary features or details that could be relevant to the event. This may detail hidden power sources, or those away from expected areas, or other unexpected features if any are visible on the arrival of your Voidship in orbit.

If there is a plot hook relating to planetary features, there is a possibility that you may receive an additional Linear relating to it in your dynastic pack. Enhanced sensors, no matter how upgraded, will never provide more than a single additional Linear opportunity per event.

***Augur Baffles (800 Marks)***

Specialised adjustments to your Augur array allow your Dynasty to occasionally operate it in a way that can be used to mask your Lander activity for short periods of time. Your Dynasty may choose to designate any of the deployments of Dynastic Troops or Specialists under its control as being "covert deployments," meaning that only your Dynasty is able to detect that troops or specialists were deployed to a particular objective.

In practical terms, this allows you to complete a Linear without the Linear being marked on the tracker in Base Camp as having been completed.

### ***Witch Augurs (800 Marks)***

Heavy investment in your Voidship's Sensorum array extends to Witch Augurs. This allows it to produce a more detailed scan of the warp surrounding the system in which an event is taking place. Thematically, this scan takes place as your Voidship arrives in system.

In practical terms, this means there is the possibility you will receive a limited brief in advance of the event that would provide details of any significant disturbances in the warp that could be relevant to the event. This may detail unexpected ships lingering in the warp, or more esoteric disturbances if any are visible on the arrival of your Voidship in system.

If there is a plot hook relating to disturbances in the warp, there is a possibility that you may receive an additional Linear relating to it in your dynastic pack. Enhanced sensors, no matter how upgraded, will never provide more than a single additional Linear opportunity per event.

## **8.3.5 Extended Supply Decks**

Your voidship boasts unusually extended supplies decks. While this has many advantages to the lives of the Voidship's crew, in practical terms this means that the Dynasty has access to an additional 10 points of consumables per event in its ***Event Consumable Allowance***.

### ***Extensive Esoteria Stocks (800 Marks)***

Further investment has allowed your Dynasty the chance to access even the most esoteric consumables. While this has many advantages to the lives of the Voidship's crew, in practical terms this means that the Dynasty has access to an additional 10 points of consumables per event.

### ***Logistics Corps (800 Marks)***

Your voidship has sufficient embarked logisticians aboard for them to be able to undertake a Linear on behalf of the Dynasty and bring you the results. This is less effective than if it's done by members of the Dynasty.

### ***Obscure Supply Requirements (800 Marks)***

Further investment has allowed your Dynasty the ability to support the upkeep of additional Wargear. The Wargear Limit of each member of the Dynasty is increased by one. The base Wargear limit of Characters is 2.

## **8.3.6 Extensive Trophy Vaults**

Your voidship boasts unusually extensive Trophy Vaults. While this has many advantages, in practical terms this means that each member of the Dynasty can, once per event, spend 5 minutes of positive roleplay to call WOULD YOU KINDLY.

*Please pay close attention to the Design Note that accompanies the Would You Kindly Call. This is not mind control, this is a particularly persuasive argument. Members of the Dynasty are basically bribing the target with an invitation to visit the extensive trophy vaults.*

### ***Administration Corps (800 Marks)***

Your voidship has sufficient embarked administrators aboard for them to be able to undertake a Linear on behalf of the Dynasty and bring you the results. This is less effective than if it's done by members of the Dynasty.

***Comprehensive Armoury (800 Marks)***

Expanded armoury facilities allow your Dynasty the ability to support the upkeep of additional Wargear. The Wargear Limit of each member of Dynasty is increased by one. The base Wargear limit of Characters is 2.

***Xenos Librarium (800 Marks)***

The provision of an extensive Xenos Librarium has meant that once per event your Dynasty may take advantage of its contents in advance of a Linear to ensure an effective Xenos interaction.

The Dynasty may declare it is referring to its Librarium to prepare for a specific Linear. A xenos race must be named at the start of the Linear. For the duration of the declared Linear, all dynastic members gain one free use of the I HAVE STUDIED YOUR PEOPLE call for that Xenos race.

Please note, this does not grant the People: [Foreign Culture] knack for the race in question.

**8.3.7 Fabrication Halls**

Your voidship has dedicated significant space, and no small number of tech-adepts, to replace simple workshops with full Fabrication Halls. While this has many advantages to the lives of the Voidship's crew, in practical terms this means that the Dynasty is now only required to specify half of their ***Event Consumables Allowance*** in advance of the event. The remaining half may be specified in advance, in which case you have brought it with you to Base Camp, or you may synthesize it on demand using the Fabrication Halls. Generated consumables may not be available if contact is lost with the Dynastic Voidship in uptime.

Thematically, synthesized consumables are delivered to Base Camp, and not to specific Linears. As such, they must still be specified in advance of any Linear they are taken on.

***Explorator Corps (800 Marks)***

Your voidship has sufficient embarked tech-adepts aboard for them to be able to deploy and undertake a Linear on behalf of the Dynasty and bring you the results. This is less effective than if it's done by members of the Dynasty.

***Superior Crew Reclamation Facility (800 Marks)***

The embarked tech-adepts have been granted the responsibility of maintaining and running a functioning Superior Crew Reclamation Facility. Once per event, a dying or (at referee discretion) a very recently deceased character may be taken to the Dynastic voidship and converted into a Servitor.

The character keeps but a shadow of their original personality and loses all spent XP. Mechanically, their character is re-generated from scratch as a "new" starting character who is now a Servitor using the Tech-Priest Trait.

***Teleportarium Array (800 Marks)***

There are sufficient embarked tech-adepts to enable them to actively maintain and run a functioning Teleportarium Array. Once per event, those going on a Linear may take a Lander to the voidship and then use the Teleportarium array to travel to a Linear instead of flying there by Lander.

Additionally, once per event, one Lander's worth of characters may use the Teleportarium array to be extracted from a Linear instead of flying out. They may then take a Lander from the voidship back to base camp. There is no requirement for these to be used on the same Linear. Mechanically this is essentially ***Aerial Insertion*** and ***Aerial Extraction***, without the use of a Lander.

The use of this upgrade has a minimum Physrep requirement of standardised costume element used to represent personal teleport locators OR a large locator beacon prop for the group.

### 8.3.8 Superior Training Facilities

Your voidship boasts superior training facilities and training staff.

Once per event, using the staff as intermediaries, a member of your Dynasty absent from the event may 'loan' a non-combat knack from their sheet to another Dynasty member. The 'recipient' Dynasty member must be able to talk to the Voidship - at least in occasional bursts. The loaned knack may be used provided vox contact is maintained while the knack is in use.

#### ***Grand Arena (800 Marks)***

The provision of a Grand Arena has meant that once per event your Dynasty may take advantage of its considerable training there. At the start of the Linear, the Dynasty must declare if it has been recently training in Ranged or Melee combat. For the duration of a declared Linear, all dynastic members gain one free use of the BREAK call, provided an appropriate weapon is being used.

#### ***Proving Grounds (800 Marks)***

The provision of Proving Grounds has meant that once per event your Dynasty may take advantage of its considerable training there. At the start of the Linear, the Dynasty must declare if it has been recently training in Ranged or Melee combat. For the duration of a declared Linear, all dynastic members gain one free use of the DISARM call, provided an appropriate weapon is being used.

#### ***Training Corps (800 Marks)***

Your voidship has sufficient embarked trainers aboard for them to be able to undertake a Linear on behalf of the Dynasty and resolve in line with their specialism in training others. This is less effective than if it's done by members of the Dynasty.

### 8.3.9 Grand Temple

Your voidship boasts and unusually grand and oversized shipboard temple. While this has many advantages to the lives of the Voidship's crew, in practical terms this means that members of the Dynasty are able to remove a single temptation card from their temptation track each downtime, as if they had met the redemption criteria in uptime.

Players are reminded that temptation cards normally carry over between events.

#### ***Broadband Hymn-Casters (800 Marks)***

Heavy investment in the Grand Temple has not only integrated it with the vox-casters you use to communicate in-system, it has also upgraded the vox system itself. Once per event, the missionaries aboard your Voidship use its broadcast towers to overpower all broadcast frequencies and flood them with Hymns to the Emperor. This is... not subtle in the slightest and is a serious disruption of all communications within the star system easily attributable to your Dynasty.

Make a call of GLOBAL STUN. After 10 seconds of appropriate roleplay, preaching the glory of the God-Emperor, make an additional call of PLAYER GLOBAL INSPIRE.



***Mark of Arkangel's Trust (800 Marks)***

Your Dynasty has taken great pains to ensure that it always operates above board and beyond suspicion. It has secured the implicit trust of the Arkangel Station Authority. This Increases the Dynasty's Black Mark track, increasing its Black Mark tolerance by one, to a new maximum of 4 Black Marks.

In practical terms, this means that it is on the Dynasty's third back mark, and not its second black mark, when the more serious consequences kick in.

***Missionary Corps (800 Marks)***

Your voidship has sufficient embarked missionaries aboard for them to be able to undertake a Linear on behalf of the Dynasty and bring you the results. This is less effective than if it's done by members of the Dynasty.

**8.3.10      Luxury Quarters**

Your voidship boasts unusually luxurious living quarters. While this has many advantages, in practical terms this means that each member of the Dynasty can, once per event, spend 5 minutes of positive roleplay to call WOULD YOU KINDLY.

Please pay close attention to the Design Note that accompanies the Would You Kindly Call. This is not mind control, this is a particularly persuasive argument. Members of the Dynasty are basically bribing the target with an invitation to enjoy the accommodation available in the luxurious living quarters.

***Diplomatic Corps (800 Marks)***

Your voidship has sufficient embarked diplomats aboard for them to be able to undertake a Linear on behalf of the Dynasty and bring you the results. This is less effective than if it's done by members of the Dynasty.

***[Keyword] Embassy (800 Marks)***

An area of the Voidship's luxurious quarters has been graciously assigned to a Representative of an external group (and their support staff), as defined by a warrant keyword. Your Dynasty must have the keyword for this external group. It is possible to lose all benefits of this component upgrade if the relationship with the external group is neglected or abused.

Up to one Linear per event may be marked by the Referees as being advantageous for your Dynasty to complete. The Representative would want the loot (or a certain outcome) from this Linear. If you provide the loot or correct outcome from this Linear to the Representative by the end of the event, you will receive a reward from them.

In addition to this, in recognition of the special relationship between your two groups, [Keyword] is willing to do your Dynasty an unspecified favour. You can call in the favour *once* this season. However, it goes both ways, and at any time this season, [Keyword] may (*once*) call in a favour themselves.

***Ostentatious Displays of Wealth (800 Marks)***

Your luxurious living quarters are bedecked by superlative ostentatious displays of wealth. While this has many advantages, in practical terms this means that each member of the Dynasty can, an additional time per event, spend 5 minutes of positive roleplay to call WOULD YOU KINDLY.

Please pay close attention to the Design Note that accompanies the Would You Kindly Call. This is not mind control, this is a particularly persuasive argument. Members of the Dynasty are basically bribing the target with an invitation to tour the voidship and enjoy the displays of wanton opulence.

### 8.3.11 Regimental Barracks

Your voidship has sufficient embarked troops aboard for them to be able to undertake a single Linear per event on behalf of the Dynasty and bring you the results. This is less effective than if it's done by members of the Dynasty.

#### ***Rapid Deployment Decks (800 Marks)***

Heavy investment in both the dynastic Voidship and the embarked dynastic troops has greatly increased their ability to deploy at short notice. Your Voidship now has the ability to deploy embarked dynastic troops by drop-pod mid-Linear, allowing you to delegate a Linear to them even partway through it. This allows you to, for example, medevac in the middle of a Linear but have it finished by your troops.

For the avoidance of doubt, this upgrade makes your existing 1/event troops more flexible. It does not grant you additional deployments of your troops. It explicitly allows the Dynasty to take a Lander to the voidship and then use the Rapid Deployment Decks to travel to a Linear instead of flying there by Lander. *However...*

Rapid Deployment Decks are a method of one-way travel, and may only be used once an Event, for any reason. Anything deployed in this manner must be recovered using Landers.

#### ***Artillery Support (800 Marks)***

Heavy investment in the embarked dynastic troops has meant that once per event your Dynasty may deploy indirect fire artillery in advance of a Linear to lend it support.

If declared in advance of the Linear, your Dynasty may assign any number of explosive device consumables available to it to the artillery unit. A designated "spotter" from your Dynasty with the **Explosives** skill may then speak to a Linear Referee to call in artillery strikes using these explosive devices during the Linear.

For the avoidance of doubt, the use of artillery support does not count as a deployment of Troops or Specialists for the purpose of Mission Control.

A Dynasty with Rapid Deployment Decks may choose to use them to deploy artillery support mid-Linear. However, to do this this would count as that event's use of the Rapid Deployment Decks.

#### ***Shock Trooper Corps (800 Marks)***

Heavy investment in the embarked dynastic troops has increased their effectiveness. They are now roughly equivalent in effectiveness to members of your Dynasty conducting the Linear themselves.

For the avoidance of doubt, this upgrade makes your existing 1/event troops more formidable. It does not grant you additional deployments of your troops.

## 8.4 Arkangel

Arkangel, whilst vast, only has the power and infrastructure to support a limited number of components. While the Station Authority exercises final say over the disposition of Arkangel's constituent components, it has little interest in the specifics. If a Rogue Trader is willing to sponsor an upgrade, or even sponsor the refit of a component, the Malakhim will be available to listen to the petition on behalf of the Station Authority.

### 8.4.1 Arkangel Components

Arkangel components are similar to voidship components. The difference is that unlike voidship components, which only benefit members of a Dynasty, the benefits of Arkangel components are available to all dynasties (or occasionally all characters).

For example, the **Extended Supply Decks** and their upgrades are used to store the supplies provided by the annual visit of the Celestus and ensure that every Dynasty has access to its 20 points of consumables per event.

#### ***Note: Fitting Out Arkangel***

Captains are welcome to negotiate with each other, and with the Malakhim, to promote any preferred changes to Arkangel components. Any refitting or upgrading of components is then fitted over downtime in preparation for time-in at the next event. The Malakhim take responsibility for the modifications, and as such no downtime action is required for modifications to Arkangel.

### 8.4.2 How Arkangel is Composed

Arkangel has two slots for components. Arkangel components can only be added/acquired during play. Arkangel may not have more than one component of any type.

Making changes to the composition of Arkangel requires a dedicated downtime action from the sponsoring Dynasty.

### 8.4.3 Current Arkangel Components

#### ***Component Slot 1: Extended Supply Decks***

All dynasties have access to 10 points of consumables per event. This is already included in the **Event Consumable Allowance**.

#### **Upgrade 1: Extensive Esoteria Stocks**

All dynasties have access to 10 points of consumables per event. This is already included in the **Event Consumable Allowance**.

#### **Upgrade 2: Personal Allowance Vaults**

All characters have access to 5 points of consumables per event. This is already included in the **Event Consumable Allowance**.

#### **Upgrade 3: Vacant**

*A Lord Captain may sponsor an upgrade to the extended supply decks by speaking with one of the Malakhim in-game, then emailing the request to the Referee email account. The Referees will consider the request and will then advise the captain if the upgrade is possible and, if so, what the upgrade cost would be.*

**Component Slot 2: Voidship Fabrication Facilities**

Arkangel has dedicated significant space, and no small number of tech-adepts, to replace the starfort's simple fabrication halls with fabrication facilities capable of producing replacement voidship components. The superior Voidship Fabrication Facilities of Arkangel ensure that all dynasties operating from Arkangel not only have the ability to refuel and rearm there but can also dock their Voidships for significant repair and refit.

**Upgrade 1: Superior Spacedock Piers**

Heavy investment in the embarked shipyard staff ensures they are capable of fast, high-quality voidship upgrade work. This does mean that the work is not, however, cheap. This component allows for component refits or upgrades to be conducted quickly enough to be finished by the end of the downtime between events.

**Upgrade 2: Vacant**

*A Lord Captain may sponsor an upgrade to the voidship fabrication facilities by speaking with one of the Malakhim in-game, then emailing the request to the Referee email account. The Referees will consider the request and will then advise the captain if the upgrade is possible and, if so, what the upgrade cost would be.*

**Upgrade 3: Vacant**

*A Lord Captain may sponsor an upgrade to the voidship fabrication facilities by speaking with one of the Malakhim in-game, then emailing the request to the Referee email account. The Referees will consider the request and will then advise the captain if the upgrade is possible and, if so, what the upgrade cost would be.*

## ***9 Equipment: This Time Its Personal***

### **9.1 An Introduction to Equipment**

#### **9.1.1 Personal Equipment**

There are three types of personal equipment in No Rest for the Wicked. These are detailed below.

##### ***Basic Equipment***

Basic Equipment is the weapons, armour, and props available to all characters at character generation. Basic equipment grants no additional abilities or uses of abilities, it simply acts as a prop that allows a character to use abilities on their character sheet that have been paid for with experience points.

##### ***Wargear***

Wargear is special equipment that grants abilities or additional uses of abilities over and above those that have been paid for with experience points. Wargear props are distinguished from basic equipment props by having a laminated tag attached to the prop. This laminated tag (a.k.a. "lammie") specifies the value and abilities of the item of Wargear. Wargear is not available at character generation and is acquired in play.

##### ***Consumables***

Arkangel is at the end of a very long Imperial supply chain, and access to consumables is rationed by the Malakhim of Arkangel. Each Dynasty and character receive a set point value in rationed consumables at each event. Consumables do not carry over between events; any left unused are reclaimed by Arkangel.

#### **9.1.2 Other Commodities**

There are other commodities that may be encountered within No Rest for the Wicked that are not personal equipment but may still be of interest to characters.

##### ***Recorded Rituals and Schematics***

Rituals, once designed, can be written down. It is possible to obtain knowledge of recorded rituals as loot on Linears, either by observing a ritual and researching it using the *Analyst* knack, or by finding a written copy.

Recorded Rituals are occasionally referred to as Schematics if the ritual they record is technical in nature.

##### ***Components***

Components are constituent parts of Voidships and Arkangel and are fitted or upgraded using a downtime action. Component upgrades are never directly acquired during uptime, however the prerequisite for a component upgrade may be acquired during uptime, and as such is a tradable commodity

Components for Voidships and Arkangel are covered in greater detail in the Voidship rules.

### **9.2 Basic Equipment**

Basic equipment grants no additional abilities or uses of abilities, it simply acts as a prop that allows a character to use abilities on their character sheet that have been paid for with experience points.

#### **9.2.1 Weapons**

Weapon use is governed by the combat rules, and the ability to use weapons is governed by the Melee and Ranged Skills. Weapons are grouped into broad categories and enable the use of Special Calls in combat.

## Weapon Types

Weapons do not grant calls to the user – they simply act as props that enable characters to use abilities on their character sheet that have been paid for with experience points.

Weapon props should be chosen that are thematically appropriate for the setting and the calls that will be enabled by them. Weapon props may only be used if they have been approved for use by a NRFTW weapon safety checker.

Type	Calls that can be enabled by the weapon
<b>Pistol</b>	Pick 2 from: DISARM, REPEL, STUN, TOXIC
<b>Rifle</b>	Pick 3 from: BREAK, DISARM, FATAL, KNOCKDOWN, MAIM, REPEL, TOXIC
<b>Heavy Weapon</b>	Pick 3 from: AUTOMATIC/COVERING FIRE, FATAL, HEAVY, KNOCKDOWN, MAIM.
<b>One-Handed Melee</b>	Pick 3 from: DISARM, FATAL, MAIM, STUN, TOXIC
<b>Two-Handed Melee</b>	Pick 4 from: BREAK, DISARM, FATAL, KNOCKDOWN, MAIM, REPEL, STUN, TOXIC

## Multi-Weapons

Multi-Weapons are built with a primary attack method in mind (either Melee or Ranged). It is this primary attack method that is used to select from the table of available calls.

## Repairing Weapons

Weapons break when they take the BREAK special call. If a weapon is broken, it must be repaired by a character with the Technical Skill. If a multi-weapon is broken, the whole weapon (ranged and melee) is broken, as if it were any other weapon.

Remember that parrying a melee attack which has the BREAK call may block the damage from the call, but the weapon still takes the BREAK effect.

## Prop Appearance

Weapon props should be chosen that are thematically appropriate for the calls that will be used with them.

Type	Prop Size
<b>Pistol</b>	Used with one hand. May be up to 18" long.
<b>Rifles &amp; Heavy Weapons</b>	Used with two hands. May not be dual wielded.
<b>One-Handed Melee</b>	Used one hand. May be up to 42" long.
<b>Two-Handed Melee</b>	Used with two hands. May not be dual wielded. May be up to 84" long. Spear or other polearm type weapons may have thrust-safe tips.

In addition to the safety checks, please be aware of the physical appearance of your Ranged Weapon and Explosives props. NRFTW does not allow Replica Imitation Firearms (RIFs) on site during its events.

It should be clear to the casual observer (ie: a member of the public unfamiliar with LARP) that your props are toys or science-fiction props, and not real firearms or explosives. NRFTW does not want you to miss an event

because the British Transport Police or Police Scotland wanted a few words with you. Basically, matte black airsoft 'firearms' are bad. Painted NERF guns with at least 50% bright sci-fi colouring are good!

## 9.2.2 Armour

Armour can be worn without requiring an XP purchase, you just need to use a suitable costume for it. Armour can give you +2, +4, +6, or +8 body hits.

Armour values do not stack, only the highest body hit value is considered as active. Armour categories in No Rest are based on the visual appearance of the prop, and not the protective qualities of the materials used to create the prop.

### ***Armour Types***

#### **Light Armour (+2 body hits)**

This is represented by a heavy coat, corset, leather jacket etc. This item needs to be made of a durable fabric but have no armour components in it.

#### **Medium Armour (+4 body hits)**

This is represented by flak vests, plate carriers with foam inserts etc. This item is designed with some combat in mind but does not include plastic or metal plates, or is a rigid plate such as cycling protection on your Torso only.

#### **Heavy Armour (+6 body hits)**

Heavy Armour must include hard elements which provide a defence against being hit. You must have components of this armour on your torso, legs and arms. Cycling or Motocross Armour is a good example but by no means exhaustive. The important part is that the armour is encumbering, gives significant coverage and the impression of significant protection.

#### **Power Armour (+8 body hits)**

You are basically wearing a tank. You must have armour that covers the whole body and is heavier in appearance than standard heavy armour. The armour must also have a rigid backpack of some description to represent the suit's power pack. Movement is difficult, and you are heavily encumbered, but let's face it... You look awesome!

### ***Repairing Armour***

For simplicity, body hits granted by wearing armour are treated exactly like other body hits for the purposes of healing. You cannot 'heal' damage to body hits by changing suits of armour. We encourage interesting roleplay, so feel free to RP getting your armour 'repaired' after a tough battle, but mechanically speaking the body hits from armour are recovered through healing or use of the Medicae skill, just like all body hits.

## 9.2.3 Shields

Shield use is governed by the combat rules, and the ability to use shields is governed by the Melee Skills. Shields may be used if the appropriate knacks are purchased. A small shield is defined as up to 15" diameter, a large shield is bigger than this, but still may not exceed a size of 48" by 24".

### **Design Note**

While the protective quality of Armour is based on the visual appearance of the prop used to represent it, it is worth noting that none of the prop briefs require helmets.

The head is not a targetable location in the No Rest system, and not only is there a long tradition of the heroic characters in the setting going bareheaded, but the difficulty presented in both making and hearing calls generally outweighs any "realism" that may be gained.

The wearing of extravagant hats is of course permitted, nay, encouraged!

## 9.3 Wargear

Wargear is equipment that grants special abilities when used. It is not available at character generation. Wargear is required to display a laminated tag that explains its special abilities.

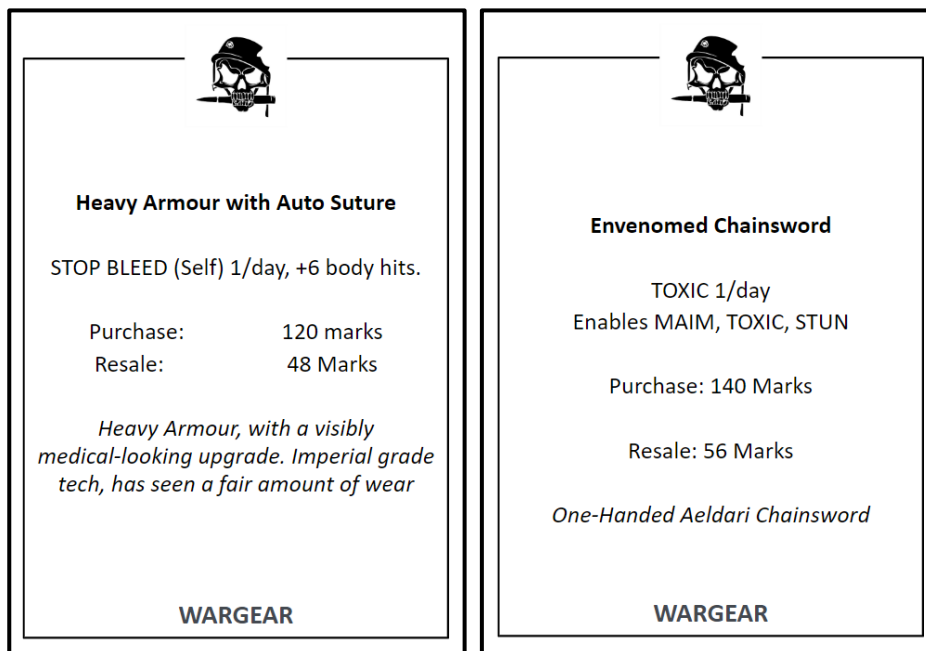
A list of purchasable Wargear is presented in the **Market Price List** in Chapter 17. Other, more powerful, Wargear may be encountered in game. Only the most basic of Wargear is available for outright purchase, even to Arkangel's powerful Rogue Traders.

### 9.3.1 The Laminated Tags

Wargear is defined and identified by the laminated tag attached to the prop. There are four pieces of information presented on a laminated tag:

- **Mechanics:** This is an ability/call that is denoted in **X/time** uses. The laminated tag may also state the mechanics of the basic item it is attached to, for user convenience.
- **Purchase:** This is a value in Marks and is what it would cost a character to buy the Wargear from a shop on Arkangel, were it available for purchase.
- **Resale:** This is a value in Marks and is what a character would be paid if they sold it to a shop on Arkangel.
- **Description:** This describes any props requirements for the Wargear or upgrade. In theory, characters usually obtain Wargear and use that specific item. In practice, a player loots a NRFTW-owned prop with a laminated tag attached, and NRFTW needs the prop back. This is to give players guidance as to what props it is acceptable to attach the laminated tag to.

#### Example Wargear



### 9.3.2 How Wargear Works

The mechanics granted by Wargear do not require HP to use, but they do not grant the user further uses of the ability, nor do they add the call to the ones the weapon enables the use of.



For example, a TOXIC 1/day chainsword only grants one use of the call per day. To make any further uses of the TOXIC call would require the user to have spent XP on *Melee Special Call: TOXIC*; require that the weapon to enable the TOXIC call and would require the normal HP cost.

As further example, a FATAL 1/day pistol only grants one use of the call per day. As a pistol cannot normally enable the FATAL call, no additional uses are available even if the character has the relevant knack.

Uses per day relate to the Wargear, and not to its user. However, if for whatever reason the user of the Wargear changes during uptime at an event (for example, through being lent, sold, or stolen), it is assumed that all daily uses have been used up for that day. Uses do not reset/replenish until the start of the following day. If the Wargear is a per Linear item, it is assumed that all uses have been used up for that Linear and uses will not reset/replenish until the next Linear.

### 9.3.3 Character Wargear Limit

Characters may only benefit from the abilities granted by a limited number of Wargear items per event, and the number of Wargear items they can carry over between events is similarly restricted. This is known as the character's Wargear Limit.

The default Wargear Limit is two, which It is possible to increase using Voidship (or Arkangel) components.

While it is possible to acquire Wargear over the course of an event, characters cannot make use of any Wargear acquired over and above their Wargear limit. The resale of any items of Wargear, or their sale; exchange or gifting between characters, does not take up a Downtime Action.

For example, if a character with a Wargear limit of two started an event with:

- One item of Wargear and acquired a second item in play, they could make use of that second item's abilities in play, as this is still within their Wargear limit.
- One item of Wargear and acquired two new items in play, they could only make use of one of the item's abilities in play and would have to specify which new item was 'within' their limit and which was 'above' their limit. One item, whether new or existing, would then need to be appropriately disposed of before the next event.
- Two items of Wargear and acquired a third item in play, they could not make use of that item's special abilities, as this third item is 'above' their limit. However, at the next event they could choose to specify the new item as one of their two pieces of Wargear. One item, whether new or existing, would then need to be appropriately disposed of before the next event.
- Two items of Wargear, and lost one of those items in play, then acquired an additional item in play, they could not make use of the new item, as they would already be at their Wargear limit for the event. If they reacquired their lost item they could continue to use that one, however.

#### Design Note

The Wargear Limit is a deliberate game conceit used in parallel with the lower resale value of items to ensure that it is mechanically advantageous to sell surplus Wargear to other characters. If for some reason one dynasty is getting all the cool equipment, this will hopefully mean there is a good chance it will still end up distributed across the player base instead of collecting dust in a single Dynasty's vaults.



### 9.3.4 Upgrading Basic Equipment

Basic Equipment can be upgraded into Wargear. Equipment can support one upgrade per item.

Some (but not all) upgrades can be purchased. If purchased, the upgrade is permanently applied to the piece of equipment and cannot be removed Mechanically, the basic equipment stops being 'basic' when the upgrade is applied and becomes Wargear that can, in turn, be bought, sold, traded or stolen. Wargear cannot be further upgraded.

For a list of purchasable upgrades, see *The Market Price List* in Chapter 17.

#### Example Upgrades

 <p><b>UPGRADE: Voidbat Hide</b></p> <p>+2 Body Hits</p> <p>Purchase: 250 Marks</p> <p>Resale: 80 Marks</p> <p><i>Armour reinforcement with a distinctly... feral... look to it. Made from void bat skin.</i></p> <p><b>WARGEAR</b></p>	 <p><b>UPGRADE: Venom Dispenser</b></p> <p>TOXIC 1/day</p> <p>Purchase: 140 Marks</p> <p>Resale: 56 Marks</p> <p><i>Prop must be a Melee Weapon.</i></p> <p><b>WARGEAR</b></p>
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### 9.3.5 Upgrading Wargear

Wargear cannot be upgraded.

## 9.4 Consumables

Consumables are single use items that are chosen from an 'allowance' before an event and expire at the end of the event. **See *Event Consumable Allowance* in Chapter 7 for more information.** Consumables cannot be bought using Marks. They may occasionally be found as loot. Consumables found as loot may occasionally carry over between events, if the loot card explicitly says so.

It is possible to increase the Consumable Allowance by purchasing knacks or fitting components to the Dynastic Voidship (or Arkangel).

For a list of available consumables and their points costs, see *The Consumables List* in Chapter 17.

## 9.5 Crafting Equipment

Members of Rogue Trader dynasties have phenomenal wealth at their disposal, and (with the notable exception of Wargear), are assumed to have access to almost any kind of basic equipment appropriate to the setting. If you are trying to achieve a result that could be resolved by talking to your ship's quartermaster, and you are not in a situation where access to supplies is limited for plot reasons, just vox your voidship and have

them send down the rebreather masks, tranquilliser guns, sandbags, void suits, mag boots, or shock mauls you need to get the job done.

If, for any reason, you are in a situation where access to basic equipment is limited for plot reasons, characters with the Technical skill are able spend a hero point and period of appropriate roleplay lasting at least a minute to fabricate temporary equivalents of any basic equipment you or your Dynasty might require.

### ***Schematics and Temporary Wargear***

Characters with the right prerequisites are able to fabricate temporary Wargear. This is a Ritual requiring the Technical skill and, if improvised, the Innovator knack. Mechanically, this is handled precisely as per any other use of the Rituals skill, it is simply that the 'ritual' is thematically the creation of a piece of temporary Wargear. This ritual may be submitted to the Referees to be Codified or Recorded, and the result is referred to as a Schematic.

Such temporary Wargear will only last until the completion of the event and cannot be carried over.

Permanent equivalents are only available if the item can be purchased or acquired using the normal Wargear rules and should be paid for as such.

## **Design Note**

Generally, if a player presents an idea requiring equipment which would be easily available within the setting, to implement a ploy or bypass an obstacle, this should be done by using or crafting basic equipment or by retrieving equipment from stores rather than by a ritual. Rituals are only useful to mimic or achieve a specific mechanical effect in the way wargear does.

Jamming the enemy's vox by technological means? You will need an appropriate prop and possibly a relevant skill. Jamming an astrotelepathic transmission? That will need a ritual.

# 10 Game Play and Rules

## 10.1 Combat

### 10.1.1 Melee Combat

Melee combat is conducted at three-quarters speed to better represent the swashbuckling style we wish to emulate. We understand that in the heat of combat players may well speed up, but please ensure your combat is slowed and as theatrical as possible.

There are no unarmed combat rules in the system. Unarmed combat is forbidden except by explicit prior arrangement that includes both the relevant players/crew and the Event Referees.

A melee weapon must travel a reasonable distance (the full length of the blade or 30 centimetres, whichever is longer) before a damage call may be made. Certain weapons or weapon combinations may only be used if the character possesses the relevant prerequisite knacks.

Melee combat hits are made a maximum of once per second per weapon unless otherwise stated.

Shields are not classed as weapons. Shields should not be used to strike your target. If you are standing still or walking slowly then you may hold a shield out and push with it. For safety reasons, you are not allowed to run shield first into another character aka "shield barge."

Special calls cannot be stacked with other special calls. Attacks only ever apply one Special Call at a time.

#### **Parrying and Evasion**

Melee attacks must hit the character in order to do damage, or for any associated Call to take effect, unless noted otherwise. This means that if you successfully parry or evade a blow, any damage is avoided, and any Calls are ignored except as stated below.

If a melee call of BREAK or DISARM is parried, that is to say blocked by a weapon or other piece of equipment such as a shield, the weapon in question takes the relevant effect. Note that the character still avoids damage.

If a melee call of KNOCKDOWN is parried, the character takes the relevant effect. Note that the character still avoids damage.

#### **Not the Face**

Though this is also discussed in the **Fighting Safely** section in Chapter 13, we wish to emphasise:

- You must pull all attacks, so they land with as little force as possible, to avoid injuries to participants.
- You must not thrust or stab with any weapon other than a spear or javelin with a thrust-safe tip.
- You must avoid aiming for the groin, breasts, neck or face where possible. NRFTW does not use the head as a damage location, so there is no need to aim to hit your target above the shoulders.

### 10.1.2 Ranged Combat

All ranged attacks in the game must be accompanied by an appropriate damage call. A call consists of up to three components; the target, a type (RANGED, PSYCHIC, etc.) and a special call.

Ranged combat calls are made a maximum of once every 3 seconds per weapon unless otherwise stated.

All damage calls must be clear, intelligible and audible to the target.

Hand gestures or assumptions may be made regarding a target (if for example you are in a pistol duel at close range), but it must be clear to a Character that they are being targeted. Do not assume that the target is aware they are the target of your call. Keep in mind that large amounts of calls at once, or ranged calls in melee combat are harder to distinguish. Efforts to make calls clearly are encouraged. We suggest a close-range approach for effective ranged combat. You may find it easiest to target characters from just beyond melee range.

*Special calls cannot be stacked with other special calls. Attacks only ever apply one Special Call at a time.*

### **Automatic Fire and Covering Fire**

Characters using auto-fire weapons (as specified in the weapon description) may make a special attack with the call of AUTOMATIC FIRE. This is represented by the player moving their weapon over a 90-degree arc in front of them while calling. If targeting a feature at range, the feature must be specified. ("Bunker Doorway-AUTOMATIC FIRE")

The character can call AUTOMATIC FIRE once every three seconds to a maximum number of times per burst dictated by the weapon being used (Default of five calls/15 seconds). There must be a 10 second cooldown period between bursts of Automatic Fire. You must be stationary when using automatic fire unless you have purchased a knack or ability that states otherwise.

If automatic fire is being called at you, we encourage you to take hits dramatically. This type of fire should make movement in the area difficult.

Characters using automatic fire weapons who have purchased a relevant knack or ability may instead call COVERING FIRE. Covering Fire behaves as per Automatic fire (see above) but crucially does not hit any allies in the target area.

AUTOMATIC FIRE and COVERING FIRE are ranged special calls, and (like all special calls) cannot be stacked with other special calls. Attacks in combat only ever apply one Special Call at a time.

### **Heavy Fire**

Characters using anti-vehicle weapons (as specified in the weapon description) may make a special attack with the call of RANGED HEAVY.

You must be stationary when using heavy weapons unless you have purchased a knack or ability that states otherwise.

### **Cover**

For cover to be used it must be significant (hiding 50% of your body or greater) such as a bush or tree, and it must be between you and the source of the damage. This allows you to ignore every other Ranged combat call. Shields explicitly do not provide cover in combat.

Cover does not stop special calls that include MASS or GLOBAL but will stop any relevant damage unless a call says otherwise.

## **10.1.3 Damage**

All weapons cause a single point of damage to the target's Body Hits unless prevented. Depending on character and weapon, the attack may also include a special call. Special calls cannot be stacked with other special calls. Attacks in combat only ever apply one Special Call at a time.

Even if no damage is taken, the target takes the effect of a special call unless it is resisted by the RESIST call, countered by the COUNTER Call, or the hit is dodged with a DODGE call.

No call is required for damage to be taken as long as the person taking damage (or special call) can clearly identify they are meant as the target. For Melee combat this means a hit must be felt, for Ranged combat a call must both clearly identify the target and be heard by the target.

For example:

- “Erhard - RANGED” - Erhard takes one body hit.
- “Erhard - RANGED STUN” - Erhard takes one body hit and is stunned.
- “Erhard - ZERO KNOCKDOWN” - Erhard is knocked down but takes no damage.
- Hitting Erhard with a sword. - Erhard takes one body hit of damage.
- Hitting Erhard with a sword and calling STUN - Erhard takes one body hit and is stunned.

### Design Note

At all times the amount of damage called is the minimum you are required to take. When in dramatic scenes players are encouraged to choose to take more: A bolt pistol pressed to the temple is unlikely to result in a single point of damage, after all.

## 10.1.4 Dodge

All player characters have the capacity to call DODGE against incoming attacks at a cost of 1 Hero Point. This completely negates the effects of the attack, including damage and any special call, as your character deftly steps aside; activates some secret failsafe; or otherwise revels in the “plot armour” that protects all main characters. We encourage players to apply a little logic on when to make this call – stepping around laser fire in an open field is entirely appropriate, but if a character is bound in irons it is a different matter.

This call cannot be used against things that are not attacks – you cannot social or mental calls such as FEAR; TERROR; WOULD YOU KINDLY or DOMINATE, for example, nor can you dodge walking into a poison-filled room. Calls of STRAFING RUN also cannot be dodged– you have to physically get out of the way in order to avoid these.

Various abilities gained by Race or Trait, and various items of Equipment or Wargear, may also give uses of the DODGE call – usually a certain number of times per linear. These do not require the use of Hero Points. Some NPCs may also have access to this call.

## 10.1.5 Resisting Effects

If an effect is resisted by any means a clear declaration of DODGE, RESIST, COUNTER, or NO EFFECT must be made as appropriate.

A call which is resisted, by whatever means, has still been used. Any Hero Points or limited uses expended in generating it are still gone. The attacker is free to use the same call again if they are able, hoping that their target has exhausted their calls of DODGE; RESIST or COUNTER.

Note that calls of NO EFFECT indicate that the target is immune to the call – simply trying enough times will not change this.

## 10.1.6 Fear and Terror

### ***Fear***

All characters can spend a Hero Point to RESIST a call of FEAR. When the FEAR call is made, everyone targeted (unless they RESIST the call) must run away unless this is not possible, in which case they must cower. Some *Medicae Consumables* may change how you react to fear.

The FEAR effect has a duration of 15 seconds. After 15 seconds you are able to recover and take other actions, such as returning to the area where you took the call. If attacked while subject to a Fear call, you may defend yourself badly (defending against every other blow). You may return the occasional blow but are expected to keep your attention on the source of the fear.

Should you run, you may do nothing else but run until you are away from the area unless you are stopped by someone or something. If you are running away from a Linear area due to a Fear call, please stop at the edge of the area instead of running into the wild.

If your character is unable to run away from the source of the fear call, your character will cower in self-defence, possibly firing a ranged weapon ineffectively but standing what ground you have and doing your utmost to keep distance between yourself and the source of the fear.

### ***Terror***

Terror calls are rare to hear. When the TERROR call is made, everyone targeted (unless they RESIST the call) must run away unless this is not possible, in which case they must cower.

All characters can spend a Hero Point to downgrade a call of TERROR to being “only” a call of FEAR. Some ***Medicae Consumables*** may change how you react to FEAR. If you have downgraded a TERROR call to a FEAR call, you may not spend an additional hero point to RESIST the downgraded call, unless you have an ability at explicitly allows that.

The TERROR effect has a duration of 30 seconds. After 30 seconds you are able to recover and take other actions, such as returning to the area where you took the call. If attacked while subject to a Terror call, you may defend yourself badly (defending against every other blow). You may return the occasional blow but are expected to keep your attention on the source of the fear.

If you are running away from a Linear area due to Terror or Fear, please stop at the edge of the area instead of running into the wild.

## 10.1.7 Non-Combatant Characters and Players

For whatever reason, a player (or character/NPC) may be a declared non-combatant. Non-com characters may engage in ranged combat and may be engaged in ranged or ***mock*** melee combat (as per below).

When a non-com character takes their first targeted point of damage in ranged combat, they drop to zero Body Hits and start their bleed count. If they are unable to safely fall to the ground to show their character is bleeding out, they are expected to put one fist in the air to show they are now out-of-character, as per the non-verbal calls list, and simply explain their status to anyone who approaches them.

When a non-com character is approached by a hostile combatant for melee combat, they should call NON-COM. The attacker may approach with care and indicate verbally that they would be hitting the non-com character with a melee attack. When this happens, the non-com character drops to zero Body Hits and starts their bleed count. If they are unable to safely fall to the ground to show their character is bleeding out, they

are expected to put one fist in the air to show they are now out-of-character, as per the non-verbal calls list, and simply explain their status to anyone who approaches them.

### 10.1.8 Last Stand

Players always have the option in combat to make the call LAST STAND. A call of LAST STAND ensures the death of your character but grants the characters with you the opportunity to escape.

When you call LAST STAND, your remaining hit points, abilities, etc become largely irrelevant. All monster crew within hearing distance will focus their attacks solely on you, allowing the characters with you to escape. Fight an epic fight and die well.

If you hear a call of LAST STAND, you have two choices:

- Use the opportunity the call gives you to retreat to safety
- Call LAST STAND yourself and fight (and die) alongside your companion(s)

If a last stand occurs on a Linear, the last stand effectively ends the Linear with a retreat, and any uncompleted Linear plot will have to be resolved later. Once the call has been made, other characters cannot negate the call of LAST STAND by dragging the character who called it away from danger as they retreat from the Linear.

### 10.1.9 Let's Finish This

Significant Non-Player Characters always have the option in combat to make the call LET'S FINISH THIS. A call of LET'S FINISH THIS declares that the NPC has been defeated, and that all subsequent combat is purely cinematic in nature. This is intended to allow for fun, dramatic moments for the players, instead of having major battles end with a disappointingly abrupt death.

Players can use this to give major villains dramatic death scenes, to take them prisoner, or any number of options. Roughly speaking it is the NPC equivalent of Last Stand, in that it is a call that marks the end of their encounter, but unlike last stand, it does not help the allies of the person making the call, who will either fight on, break up and flee, or surrender, as appropriate for the scene.

## 10.2 Hero Points

### 10.2.1 Hero Point Basics

A great many abilities in the game are activated by spending hero points. The number of hero points available to a character is determined by its Race, Trait (or lack of Trait) and Skills or Knacks purchased. At character creation, most characters will have between 5 to 17 Hero Points available to them daily.

### 10.2.2 Hero Point Replenishment

Hero points exist on a per-day basis. Characters regenerate Hero Points overnight and start every day at time-in at full Hero Points.

There are multiple abilities that allow for the regeneration of Hero Points during uptime. Most of these work by granting the user uses of the INSPIRE call.

Certain consumables also allow for the regeneration of spent Hero Points.

The INSPIRE call, relating as it does to your character being inspired, tends to be supported by factional roleplay that would in theory inspire some characters more than others. Speeches that would inspire a group of Imperial Characters are unlikely be perceived as inspirational by an Eldar character. Despite this, Players are



reminded that the game mechanics are neutral. If a player feels it would not be appropriate to be inspired by an INSPIRE call, then they don't have to take the refresh of the Hero Point. However, there is no reason that the player should not take the refresh if they desire.

## 10.3 Success Deck Rules

Some Skills and Knacks allow players to undertake Skill Challenges. A success deck is required to undertake these challenges.

A success deck consists of cards divided between success, failure, exceptional success and complication. Any given challenge will have a difficulty that defines the number of successes required to complete it. Drawing an exceptional success grants multiple successes that count towards the completion of the challenge.

Characters engaging in a skill challenge may draw a card from their deck every minute. Between draws, the participants should engage in appropriate roleplay.

Up to three characters may participate in a challenge, each drawing a card from their deck every minute. If multiple characters are participating in a skills challenge, their successes *and* complications are pooled, as if it were a single character undertaking the challenge.

Some challenges may also have a physically represented puzzle which the players are welcome to attempt to solve. If the puzzle is solved before enough successes have been drawn, then the challenge has been completed in the time it took to solve the puzzle. *You cannot attempt the prop puzzle unless you have the relevant skill/knack.*

A challenge is usually only considered a failure if it is not completed within a set period of time or if, after going through the entire deck, you have failed to gather the required successes.

## 10.4 Health and Healing

### 10.4.1 Character Health

#### ***Body Hits***

Body Hits represent physical damage. Damage taken to Body Hits taken should be role-played as serious, significant wounds appropriate to the weapon in question.

Starting Body Hits are determined by a character's Race. It is possible to increase a character's Body Hits through modifiers granted by certain Skills; Knacks; or Abilities. Characters may also temporarily gain hits by wearing armour.

#### ***Bleed Count***

Characters at 0 Body Hits are critically wounded. Every time a character drops to 0 Body Hits, they gain one trauma card. In addition, when they reach 0 hits, they start their Bleed Count (unless they were hit with an attack modified with the SUBDUE call). They may choose to remain conscious or fall unconscious, whichever you as a Player feels is more dramatically appropriate for the scene.

Characters who are on their Bleed Count cannot move about under their own power, cannot use any skills or abilities (unless stated otherwise in the description) and are generally extremely limited in their capacity to usefully contribute to the mission. In particular, note that characters cannot use First Aid to pause their own bleeding or otherwise use the Medicae skill on themselves (or anyone else) in any way.

A bleed count lasts for 3 minutes. It is possible to increase a character's bleed count through modifiers granted by certain Skills; Knacks; or Racial or Trait Abilities. If the bleed count runs its full length, the character has died of their wounds.

Characters on their bleed count do not benefit from Natural Healing, even if their bleed count is paused.

### ***Signs of Life***

Due to the nature of LARP, a prone character who is unconscious and on their bleed count (or playing dead) is indistinguishable from a prone character who is dead. It is likely that other characters in the field will wish to check a prone body for signs of life.

If you discover a prone character, you may choose to approach them and check for signs of life. Once you are within touching distance, you should clearly ask (Out of Character) if the person playing the prone character is OK being touched. This usually takes the form: "Are you touch safe?"

The player of the prone character should clearly indicate the answer to this, either with a verbal "Yes/No" answer, or non-verbally with a sly "thumbs-up" (to indicate yes) in one hand. You must not actually touch the prone character unless they have given clear, positive, indication of consent.

### **Default Option**

From within touching distance, but without actually touching the prone character, ask the state of their character. The player of the prone character must respond truthfully to this question by stating if they are *Conscious*, *on Bleed Count* or *Dead*.

### **Touch Safe Option**

If you have received clear, positive indication of consent, place a free hand on the open palm of the other player's hand, and state you are checking them for signs of life. They will respond by squeezing your hand, allowing the roleplay to not be interrupted by out of character dialogue.

- A *Conscious* character will rapidly squeeze your hand, mimicking a strong heartbeat.
- A character on their *Bleed Count* will weakly squeeze your hand, mimicking a weak heartbeat.
- A *Dead* character will not squeeze your hand.

### ***Maimed Limbs***

Characters who have suffered the MAIM call, or certain trauma cards, no longer have use of one or more limbs. This may be due to the limb being removed or simply being torn up beyond use. We leave this decision to the player of the poor unfortunate based upon the circumstances. A Combat Doctor can repair the effect caused by a MAIM call with 5 seconds of appropriate roleplay.

### ***Playing Dead***

Circumstances may arise where a player wishes to drop to the ground and 'play dead', regardless of the damage their character has taken. Given the nature of live action roleplay it can be difficult for other players to tell if the character has in fact been wounded to the point of unconsciousness.

This is an acceptable action with the following caveat: at any point, any character may choose to approach you and check for Signs of Life. If the character checking then chooses to attack you, you are dropped to 0 Body Hits, as if you had taken a FATAL call.

## 10.4.2 Natural Healing

Provided a character is on 1 or more Body Hits and is avoiding strenuous activity (such as running or engaging in combat), they will benefit from natural healing.

If a character is on 0 body hits or has any trauma cards, they require medical intervention. Characters with 0 Body Hits, or who are on their Bleed Count, cannot benefit from natural healing.

### ***Without Medical Supervision***

Characters without medical supervision heal 1 Body Hit every 5 minutes without assistance.

### ***With Medical Supervision***

Characters with the supervision of a character with the Field Medic knack regain full body hits after 30 minutes of rest and relaxation.

## 10.4.3 Healing in Combat

Characters with the Medicae skill may heal other characters both in and out of combat.

Characters with the Field Medic knack can staple your cuts or cauterise your wounds with hot rifle barrels to keep you going. You are going to feel battered, bruised, and probably scarred after this healing.

Characters with the **Combat Doctor** knack are better trained in ways to get you back onto your feet and into the fight. You will still feel battered and bruised after their work and are even likely to have taken additional medical trauma in the process, but you'll be able to stay an effective combatant.

## 10.4.4 Trauma Cards

Trauma cards represent medical peril beyond simple damage to Body Hits. There are multiple ways to gain trauma cards:

- Every time in a combat you dropped to 0 Body Hit, you gain one trauma card.
- If you have been healed in combat by a Combat Doctor, you will gain one trauma card per use of the knack, unless the Doctor has told you otherwise.
- Some abilities (Such as Unstoppable Assault) cause you to gain trauma cards.
- Finally, you may be given (or request) trauma cards if you've been suitably epic or suitably slapped about.

Trauma cards are broken down into three categories (Green, Amber, and Red) depending on the severity and lethality of the trauma. It is not possible to determine the severity of the trauma from the *front* of the trauma card.

Trauma Cards earned during a combat or Linear will usually be handed out after that combat or Linear has concluded. If you are due to receive one or more Trauma Cards, please contact a Referee.

### ***Card Front***

The front of the card consists of four elements:

**Early Symptoms:** The Trauma's Symptoms are the Patient's roleplay cue.

**Effect:** The Trauma's Effect describes the mechanical effect that the Trauma has on the Patient while they await treatment.

**Timer:** A trained Medicae can open the card to diagnose the Patient at any time, however, if the Patient has not been diagnosed within the specified time, as measured from the call of COMBAT ENDS or other allocation of the card, they may open the card themselves.

**Coloured Dot:** A coloured dot is often displayed in the upper right-hand corner of the card. This is for Referee use only, and indicates which deck the card was drawn from, so that the Referees may return it to the correct deck after you have been healed.

### **Card Back**

The back of the card displays five elements:

**Diagnosis:** The Trauma's Diagnosis is the Medicae's roleplay cue.

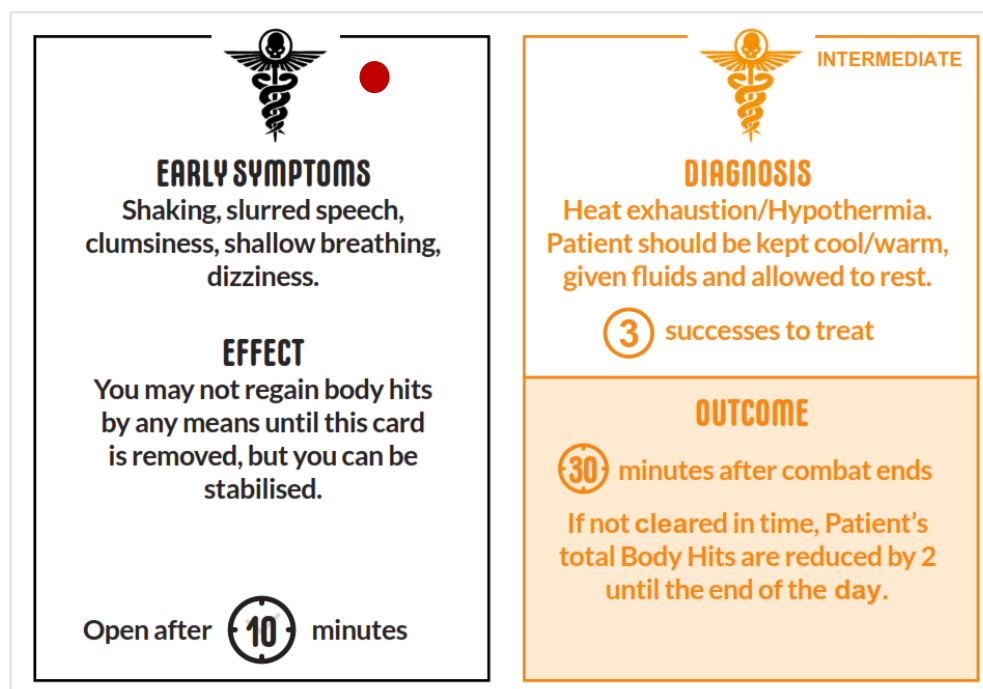
**Difficulty:** This is the difficulty of the Medicae challenge required to heal the Trauma

**Timer:** If the Patient has not been cured within the specified time, as measured from COMBAT ENDS or other allocation of the card, the "outcome" of not having been treated in time comes into effect.

**Outcome:** This explains the consequences of the trauma diagnosis.

**Severity:** The severity of the Trauma also stated in block capitals in the upper right-hand corner of the card. The coloured text also indicates the severity of the card, in commonly used triage colours.

### **Example Trauma Card**



### **Healing Trauma Cards**

Characters with the Surgical Healing knack are required to heal traumatic wounds.

Surgery may only be conducted away from combat. Surgery is represented by a Medicae challenge using the success deck rules. The number of successes required to heal the trauma is stated on the back of the card. Characters with certain other knacks or abilities to assist Surgeons with Medicae challenges.

# 11 *Chaos and Temptation*

## 11.1 The Struggle with Chaos

It is possible for any character in No Rest for the Wicked to fall to Chaos, irrespective of faith. Atheism is no protection from the predations of the dark powers. Even if you do not believe in their existence, they know of yours.

Temptation represents the gradual corruption of your character's soul. All characters have a temptation track, which represents their capacity for temptation before they succumb to corruption.

Temptation arises in many ways. It may be through your character's own actions, it may be through exposure to the warp or warp sorcery, or it may be through an encounter with a malign entity that is less intent on damaging your character's body than corrupting their soul. Any of these mechanisms may result in your character gaining temptation cards.

Players receive Temptation Cards sealed. Players are expected to familiarise themselves with the text on the front of the sealed card. An example temptation card is presented below.

Decks of temptation cards are kept by the Referees. Temptation is not assigned randomly – in an ideal situation a card will be chosen for you by the referee based on the nature of your brush with temptation. However, the deck is specifically designed to ensure that random draws from it are possible if it is necessary for the sake of expediency.

*Temptation Cards carry over between events. Cards exist on a Character's temptation track until deliberate action is taken to remove them.*

### 11.1.1 Temptation Cards

Players receive Temptation Cards sealed. Players are expected to familiarise themselves with the text on the front of the sealed card.

Temptation Cards earned during a combat or Linear will usually be handed out after that combat or Linear has concluded. If you are due to receive one or more Temptation Cards, please contact a Referee.

If you meet the criteria listed under Damnation, you may open the card, at which point all text on the front of the card is irrelevant. You should now familiarise yourself with the text on the back of the card.

#### ***Card Front***

The front of the card consists of six elements, and is intended to be self-explanatory:

**Title and Header:** This is the name of the temptation and a roleplay cue for you to follow.

**Obligation:** This describes what is required to resist the Temptation Card.

**Redemption:** This describes how many times the Card must be resisted to remove it from the character's Temptation Track.

**Surrender:** This describes the ability your character has access to as a result of the temptation.

**Damnation:** This describes the conditions required for opening the card.

**Coloured Dot:** A coloured dot is often displayed in the upper right-hand corner of the card. This is for Referee use only, and indicates which deck the card was drawn from, so that the Referees may return it to the correct deck if you resolve the card without opening it.

### **Card Back**

The back of the card displays four elements, and is intended to be self-explanatory:

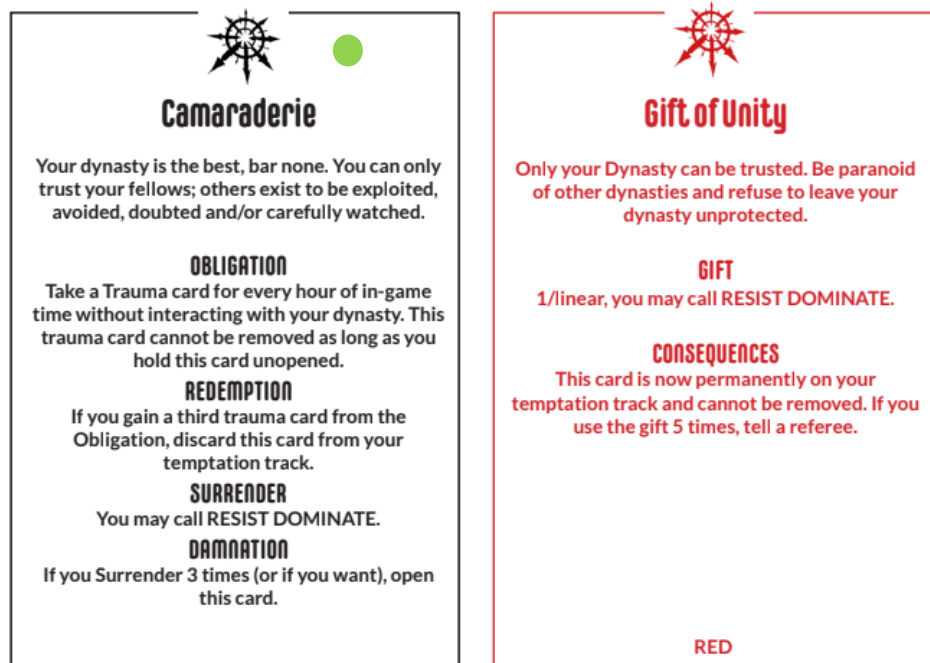
**Title and Header:** This is the name of the gift and a roleplay cue for you to follow.

**Gift:** This describes the ability permanently gained as a result of giving into Temptation.

**Consequences:** This is a reminder of consequences of opening the card.

**Coloured Border:** Cards are grouped into coloured suits for the convenience of the Referees. The suit/colour of the card is also stated in block capitals at the bottom of the card.

### **Example Temptation Card**



## **11.1.2 The Temptation Track**

A character's starting Temptation Track allows for a maximum of 3 Temptation Cards before the character falls to corruption. Cards drawn from the Perils of the Warp and Scrapcode decks also occupy space on the Temptation Track.

Certain Skills and Knacks are able to improve the character's resistance to temptation and thereby extend their Temptation Track.

It is up to you as a Player if you wish your character to be aware (or not) of their ongoing position on their own Temptation track. Either option allows for interesting roleplay opportunities.

### 11.1.3 Removing Temptation

#### ***Unopened Temptation Cards***

The most straightforward way to remove an unopened Temptation Cards is to complete the Redemption criteria stated on the front of the card.

Temptation can also be Cleansed by other methods such as the use of a relevant Trait Ability.

*Temptation Cards carry over between events. Cards exist on a Character's temptation track until deliberate action is taken to remove them.*

#### ***Opened Temptation Cards***

Once a card has been opened it permanently occupies a space on your temptation track and cannot be Cleansed or removed by any mechanic.

### 11.1.4 Corruption

When a character exceeds their tolerance for Temptation, as defined by their Temptation Track, they are classed as Corrupt. Becoming corrupt turns the character into a Non-Player Character.

When a Character becomes corrupt, their Player should alert a Referee at the first possible opportunity. If a Referee is not readily available, the Player should report to the Crew Hut.

## 11.2 The Nature of Chaos

For the majority of the Imperium's citizens, daemons; Dark Gods and the threat of Chaos are things of legend. Preachers decry weakness from the pulpit and warn of the sin that may tempt the unwary to damnation. Mourners clutch charms and icons of warding as they pray the Emperor keep the souls of the departed safe. These are terrible beings, at once distant and terribly close, yet another reason to remain vigilant and loyal.

For those who think themselves more educated, these beings may be things of metaphor and allegory – the failings of humanity and the threats to empire luridly personified in tales crafted to capture the imaginations of lesser minds.

There are those who know the truth. The Dark Gods and their daemoniac hordes are real. They dwell within the Warp, seeking to invade material reality to enact their will upon it. Such knowledge is almost as dangerous as ignorance, for to hold knowledge of such creatures risks a path obsession; revelation; and utter damnation.

It is said that the Imperium once executed or mind-wiped any who had first-hand experience of such things, even among the mightiest of lords and most powerful of generals. For the great multitudes any exposure deemed to risk contamination is still a death sentence, for the risk such witnesses present is judged to outweigh the value of their lives. For the powerful, or for those distant from central authority, meaningful knowledge of such things is becoming more common.

#### **Design Note**

No Rest for the Wicked is a swashbuckling game based on the lives of Rogue Traders, it is not a grimdark fight against the forces of Chaos.

Nevertheless, the forces of Chaos are ever-present in-setting, and Temptation and the temptation track are key game mechanics. As not all participants have the same level of understanding of the setting, it is important a base level of understanding is presented in order to inform roleplay.

Some would think this more lenient attitude represents rationality and wisdom, that senseless waste of life has at least been moderated. Others understand that the Imperium cares little for the lives of individual humans, even individual worlds, and fear that incursions by these entities has reached the point that total containment is simply no longer viable.

Rogue Traders and their crews will soon have innocence and ignorance ripped from them, if they had these luxuries to begin with. For them, Chaos is real.

While player characters may use dubious methodologies, and some may hold a level of knowledge that would make most Inquisitors look blissfully naive, the full embrace of Chaos is unsuitable for player characters. There is also a very strong taboo against mentioning the true names of the Dark Gods, as thought to risk invoking their attention (or, perhaps worse, invite the attention of the Storytellers should a victim for a “random” event be needed).

Players should also remember that the cursory knowledge they might gain by browsing a wiki or Codex is usually presented from the viewpoint of dedicated followers of Chaos. Even more so than for other parts of the universe, your character will likely know far less than you do.

## 11.3 Aspects of Chaos

### 11.3.1 The Dark Gods

The following entities are known to be by far the most powerful, with each having legions of daemons both lesser and greater at their command. They also claim innumerable cults and bands of mortal followers, often cultivated by a subservient daemoniac entity. Many of these followers are ignorant of the nature of their true masters, damned no less surely for their ignorance.

#### ***The Blood God***

Khorne, the Lord of Rage, Taker of Skulls and the Lord of Battle. His followers are beings of massacre and butchery, of martial excess or of wanton murder. The strongest of the Dark Gods scorns magic as the work of cowards, delighting instead in red slaughter.

Adherents of the Lord of Rage are seldom subtle, most often appearing as great hordes clad in bloodied brass armour or armies of half-feral soldiers. The wary will note that seldom is not the same as never, and no few assassins and strategists court the favour of the Hound of War.

#### ***The Plague God***

Nurgle, the Rotting King, the Master of Pestilence and Lord of Decay. To his followers he is sometimes Grandfather Nurgle or the Plague Father, and the corruption that he embodies envelops body and mind both.

The Great Corruptor represents the greatest risk of physical contamination. Toxins and disease flow from them, carelessly shed or deliberately planted. Rotting prophets may also find favour among the most downtrodden, for the love of Papa Nurgle they find solace and the strength to endure any hardship.

#### ***The Prince of Excess***

Slaanesh, the Mistress of Ecstasy, the Lord of Pleasure, known to the Eldar as She who Thirsts. He embraces hedonists, epicures and voluptuaries, but also perfectionist artists; obsessive duellists; and indulgent seekers of knowledge.

The Serpent Queen’s followers should not be dismissed as indulgent wastrels, though no few such have been seduced into the cults that flourish in his favour. Many embrace the clamour of the battlefield, finding ecstasy



in pain both suffered and inflicted, and no few adherents turn to the way of reavers and become pirates of the worst sort.

### ***The Changer of Ways***

Tzeentch, the Architect of Fate, the Great Conspirator, the Scintillating Flame. The greatest of sorcerers, and the essence of mutation, the Grand Corruptor wears uncounted faces and unnumbered names. It is said that every plot is a misdirection, every loss a gain, and the righteous can never be quite sure if they are anything more than puppets dancing to an ever-shifting tune.

Those who follow the Master of Fortune are often Psykers, either seeking to augment their talents with their new patron's power or granted such power as a dubious gift. Mutation and warp-flame are seen in abundance among Tzeentch's followers when they chose to reveal themselves, though by that time it is often far too late.

### ***Undivided and Unnumbered – the Primordial Truth and the Thousand Gods***

For some Chaos is a pantheon, gods greater and lesser to be appeased or abjured by turn – to deny the gods is folly, but to embrace one singly is to bind and limit oneself to a single destiny. For others, it is a single primordial entity with uncounted facets – all is Chaos, and Chaos is all.

Some swear themselves to one of the armies of lesser powers. The adherents of the outcast Malal, known as Malice or the Hierarch of Anarchy and Terror, are said to have fought the servants of the Great Gods with as much fervour as they battle the Imperium. Be'lakor, sometimes the First Prince or the One Who Heralds Conquerors, is speculated to have ruled over mortal empires since the dawn of time. Other names surface – the Raptor Lord; Pharaz-Etar; Necoho; the Thrice-Born – but which are Gods in truth, which are masks, which are servants or ascended mortals, which are mere legends... to study such things is to invite madness and damnation.

## 12 Rituals

### 12.1 An Introduction to Rituals

Rituals are a mechanic used in the game to manage those occasions where players wish for their characters to be able to bend existing rules. The term 'ritual' is used as a catch-all term for any involved roleplay which grants an effect not covered by other existing rules in the game mechanics.

#### 12.1.1 Themes Underpinning Rituals

Rituals can range from acts of sorcery, to the application of mathematics, to simply hitting something until it works. The in-character representation of how a character roleplays the Ritual Skill is not dictated by the system. It's entirely possible for the roleplaying representation of Ritual Skill to be entirely specific to a character. That having been said, in general terms, rituals may be categorised into two groups:

- **Heroic Acts:** The majority of rituals fall into this category, and are simply the character pushing their existing, already possessed abilities that have been gained through Race, Trait, or XP expenditure and gaining new mechanical advantages based on those abilities.
- **Warp Sorcery:** Breaking the laws of reality.

#### 12.1.2 Why Rituals Exist

Rituals exist to allow you to stretch the current abilities of your character, and to further explore the themes you use to define your character. Rituals exist to allow Medics to be even better at being Medics. They exist to allow Pilots to be even better at piloting. At their heart, rituals are about adding gameplay, and ensuring that if you as a player have an incredibly cool idea to stretch your character beyond the limits defined by the rules, the Referees have a mechanism that accommodates that.

Rituals are not, and should not, be about removing gameplay from other players. If there is something that must be done in game, for whatever reason, you as Players should go and seek out the Characters in the player base capable of doing the thing that must be done.

Rituals are not, and should not, be about bypassing the expenditure of experience points. Rituals are not the solution to all problems. Spending experience points on the Rituals skill is about giving a character build flexibility, and not efficiency. Rituals can have limited use to cover for absent characters, or abilities not yet purchased by a character in attendance at the event, but the costings have been deliberately designed to be a very expensive way to get any given ability.

### 12.2 The Obvious Alternative: Money

Rituals exist for relatively niche uses, and there is a clear alternative to rituals that is available to all players that may be more appropriate to use depending on the situation: *Money*.

As a rule of thumb, if the problem is an environmental effect, or anything that can be logically solved with a widget that could be bought with cash, there is no reason to improvise a complicated ritual.

Members of Rogue Trader dynasties have phenomenal wealth at their disposal, and (with the notable exception of Wargear), are assumed to have access to almost any kind of basic equipment imaginable. If you are trying to achieve a result that could be resolved by talking to your ship's quartermaster, and you are not in a situation where access to supplies is limited for plot reasons, just radio your voidship and have them send

down the rebreather masks, tranquilliser guns, sandbags, void suits, mag boots, or shock mauls you need to get the job done.

If, for any reason, you are in a situation where access to basic equipment is limited for plot reasons, characters with the Technical skill are able spend a hero point to fabricate temporary equivalents of any basic equipment you or your Dynasty might require.

## 12.3 Types of Rituals

Rituals, as defined by the skill, may be placed into one of three categories.

### ***Codified Rituals***

Codified rituals are openly listed in the Codified Rituals Deck and may be used by any character with the Rituals skill.

Codified rituals are kept on Ritual Cards. A hardcopy of the relevant ritual card is required to conduct the ritual. The Ritual Card is the physical representation of the notes and reference materials your character requires to correctly conduct the ritual.

### ***Recorded Rituals***

Recorded rituals are rituals that *that character* knows or are known only to a limited number of characters. Ritual Cards for Recorded Rituals may be discovered as loot on Linears, either as a full or partial ritual card, and can be studied by characters with the Analyst knack or mimicked by characters with the Innovator knack.

Recorded rituals are kept on Ritual Cards. A hardcopy of the relevant Ritual Card is required to conduct the ritual. The Ritual Card is the physical representation of the notes and reference materials your character requires to correctly conduct the ritual.

Recorded Rituals cost more to use than rituals that have been codified.

### **Starting Rituals**

Every character that enters play with the Rituals skill also enters play with a single recorded ritual agreed in advance with the Referees. This 'free' Recorded Ritual is not available if the skill is purchased after character creation.

### ***Improvised Rituals***

Almost all rituals start as improvised rituals. Somebody has an idea and asks a Referee at an event what it would cost to do. The Referee uses this guide to cost up the ritual, gives the player the draft costing, and the character can use the improvised ritual at that event only. The player may submit the Improvised Ritual to the referees for recording or codification in the following downtime.

Improvised rituals do not require an associated Ritual Card.

Rituals that have been improvised cost more to use than rituals that have been codified.

## 12.4 The Basics

### ***The Ritual Skill***

The Rituals skill is designed to supplement other skills. Any character can take it and any character may use it in conjunction with other skills on their sheet to achieve an effect. All such effects are at Referee discretion and must be appropriate to the skill being used.

If a Player wishes to improvise a ritual, they are strongly encouraged to form a clear idea in their mind of what they wish the ritual to achieve before they attempt to use the text in this chapter to determine its proposed cost. If a ritual is being improvised, the proposed ritual must be reviewed by a Referee (ideally a Rules Referee) to confirm the cost and effects of the ritual.

### ***Ritual Participants***

Rituals are conducted by *Ritualists* or groups of ritualists and have *Targets*. A *Ritualist* is any character who contributes at least one Ritual Point to the cost of a ritual. A *Target* is any character who is directly mechanically affected by the ritual, either positively or negatively. Ritualists and Targets may be collectively referred to as *Participants*.

### ***Ritual Points***

Ritual Points are granted by the **Rituals** skill and are used to “power” rituals. At its most basic, Ritual Points are spent to temporarily enhance an already possessed ability, knack or call for a limited time, although they may be used to achieve other effects at Referee Discretion, as set out in this chapter.

*Ritual points exist on a per-event basis. Characters start every event at time-in at full Ritual Points, but there is no way to regenerate Ritual Points during an event.*

## **12.5 Creating Rituals**

There are three sources for rituals:

- Starting characters with the Rituals Skill may create a Recorded Ritual for their character
- Characters with the Innovator Knack may improvise a new ritual in uptime. If the improvised Ritual was used in-game, it can then be sent to the Referees in downtime to be checked and recorded or codified.
- Characters with the Analyst Knack may develop rituals in downtime based on rituals they have seen in use or encountered Ritual Cards for in the preceding game.

All rituals must be emailed to the Event Team for formal review and costing and will become recorded or codified, depending on the Player’s wishes. The team will respond with what changes they wish to make (if any). If approved, the ritual(s) will be returned as a Ritual Card for printing by the player, and/or added to the Codified Ritual Deck, as appropriate. The Referees reserve the right to refuse rituals.

### **12.5.1 On Designing Rituals**

Rituals are evaluated by Referees with the following principles in mind:

#### ***Principle 1: Parsimony***

*If something seems too good to be true, then it is.*

No ritual should be allowed that replicates an existing game effect in a way that is cheaper than currently available to characters.

**Principle 2: Equity**

*Better to Buff than Nerf.*

Rituals are intended to let players go on tangents from or improve things they can already do themselves - they should not easily duplicate abilities that the players could otherwise access by spending XP or involving another player who *has* spent that XP. For example, a Psyker should not be able to remove Scrapcode from a Tech-Priest.

The Referee must always consider the broader impact of the ritual on the game world and the worst-case scenario when costing a ritual and deciding if it is balanced.

If the ritual is to create an effect not easily costed by comparing against existing skills/knacks/abilities then it is recommended to err on the side of caution and cost higher - when reviewed post-game for codification with the benefit of time to consider, these can always be reduced.

**Principle 3: Sympathetic Link**

*Like produces Like, Effects resemble their Cause.*

The ritual should have a clear and obvious thematic link to the Skills, Knacks and Abilities possessed by the Ritualists performing it. While they do not necessarily need to possess the exact effect that the ritual is granting to the target, they should be able to justify the effect with the Skills, Knacks, and/or Abilities they do possess.

Final say on if a link is acceptable is at the discretion of the Referees.

## 12.6 Basic Ritual Costing

An unmodified ritual takes 5 minutes to perform, grants an instantaneous effect, and affects either the Ritualist or a single target defined by touch.

**Step 1: Hard Prerequisites**

At least one Ritualist in the Ritual must possess any prerequisite Skill, Trait, or Race for the ability or knack that the Ritual is attempting to reproduce. A character must contribute RP to the ritual to be considered a ritualist for the sake of this requirement.

- If you want to remove scrapcode, you need a Tech-Priest. If you want to mimic surgery, you need a Medicae, etc. This is non-negotiable.

**Step 2: Mimic Costs (Ritualists)**

If none of the Ritualists in the Ritual possess the Knack/Ability/Power that they are attempting to reproduce in the ritual, there is a 1:1 cost in RP per XP being mimicked. This cost is not incurred if one of the Ritualists does possess the Skill/Knack/Ability being replicated.

For example, if you want to mimic Surgical Healing...

- ...and you have Surgical Healing, this is a 0 RP cost
- ...and you only have Field Medic, this is a 2 RP cost
- ...and you only have Medicae, this is a 4 RP cost
- ...and you don't have the Medicae Skill, you can't do it.

**Step 3: Mimic Costs (Target)**

If the *target* of the Ritual does not possess the Skill/Knack/Ability/Power that the ritual is attempting to reproduce, there is a 1:1 cost in RP per XP being mimicked. This cost is not incurred if ALL the targets of the ritual possess the Skill/Knack/Ability being replicated.

For example, if you want to mimic Surgical Healing...

- ...and your target has Surgical Healing, this is a 0 RP cost
- ...and your target only has Field Medic, this is a 2 RP cost
- ...and your target only has Medicae, this is a 4 RP cost
- ...and your target doesn't have the Medicae Skill, this is a 7 RP cost.

*Note 1: This is intended to come into play for rituals that are "give target ability" This does not come into play when it gives the ritualist a power that then targets others. To follow the surgery example, if the ritualist gives themselves Surgical Healing, the patient is not required to also have Surgical Healing. If the ritualist gives somebody Surgical Healing, then this will cost more.*

*Note 2: The unspoken assumption used is that when an ability is granted, it is only that specific ability that is granted. For example, if 7 RP is spent to grant the Surgical Healing knack, the target cannot also make use of the abilities of the prerequisites such as Field Medic or Medicae. This is the same with Psychic and Tech-Priest Abilities - only the individual ability is granted, not the discipline, even though the ritual costing is based on the full XP cost of the discipline.*

*If the ritual requires an ability with effects that are limited to a specific Trait or Race, the targets of the ritual must be of the same Trait or Race.*

For example, a Tech-Priest doing a ritual to extend the range of his *Purification Protocol* ability can still only remove scrapcode from other Tech-Priests, as the power is already limited to Tech-Priest Only, whereas a Faithful character doing a similar ritual to extend the range of *Deliverance* to remove Temptation would not be limited to only Targets with the Faith Trait.

**Step 4: Mimic Hero Point Cost**

If you wish to grant a 'free' use of an ability that normally costs HP to activate, this costs +3 Ritual Point cost for the first HP, increasing by +1 point for each additional.

For example,

- A free use of a 1 HP ability costs 3 RP
- A free use of a 2 HP ability costs 7 RP
- A free use of a 3 HP ability costs 12 RP
- etc...

### Step 5: Removing Limitations

If you wish to remove a limitation, this has a variable cost between 1 to 3 RP. This cost depends on what limitation is being removed. Current examples of this are:

- +1 RP for a minor limitation (letting a Ritualist use 'Not on my Watch' on a character already in their bleed count)
- +2 RP for removing the trait limitation for the target of an ability (letting a Ritualist remove scrapcode from a character who does not have the Tech-Priest trait).

Note: Limitations as defined above by Step 1: Hard Prerequisites, can never be removed.

### Step 6: Other Modifiers

It is possible to further modify the basic cost of the ritual through the use of additional cost modifiers. See **Additional Cost Modifiers**, below.

If a ritual is intended to mimic more than one ability, then the basic cost should be calculated for each mimicked ability and added together before any additional cost modifiers are applied to the Ritual as a whole.

## 12.7 Example Ritual Card

### Fast Talk

<b>Type:</b>	Codified	<b>Known By:</b>	Generally Known
<b>Cost:</b>	4 Ritual Points 1 Hero Point	<b>Time to perform:</b>	30 Seconds
<b>Duration:</b>	Instantaneous	<b>Effect Range:</b>	MASS (all people within 3m)
<b>Restrictions:</b>	Ritualist must possess the Charm knack.		
<b>Description:</b>	After 30 seconds of positive roleplay preamble, this ritual allows the Ritualist to call MASS CREW WOULD YOU KINDLY. The call must relate to the preceding roleplay.		
<b>Maths:</b>	+2 (30 sec) +1 (MASS) +0 (Instantaneous) +0 (Ritualist possesses Charm Knack) +2 (remove limitation: 5 minutes of positive roleplay) -1 (Codified) = 4 RP		

## 12.8 Cost Modifier Tables

### 12.8.1 Basic Cost Modifiers

Unless otherwise stated, no modifier can be used to reduce a ritual cost below 1 RP.

TIME TO PERFORM RITUAL*	COST MODIFIER
10 Minutes	-1 RP
5 Minutes`	+0 RP
1 Minute	+1 RP
30 Seconds	+2 RP

\*If the ability being mimicked has a time cost associated with it, this time is added to the time to perform the ritual.

RITUAL EFFECT RANGE	COST MODIFIER
Other, in continual 'touch' contact with Ritualist	-1 RP
Self	+0 RP
Other, Touch	+0 RP
MASS (defined circle no larger than 10ft/3m diameter)	+1 RP
GLOBAL (all those who can hear)	+2 RP

EFFECT DURATION*	COST MODIFIER
Instantaneous	+0 RP
1 Linear / 1 Hour	+1 RP
Until End of Day	+3 RP
Until End of Event	+5 RP

\*Duration is measured from the time the ritual is completed, not the time the ritual began.



## 12.8.2 Additional Cost Modifiers

Unlike the tables above, it is possible to select more than one option from the table below. Most of these options may be taken more than once. For example, if you want to take three temptation cards for a -3 RP modifier, feel free!

Unless otherwise stated, no modifier can be used to reduce a ritual cost below 1 RP.

ADDITIONAL COST COMPONENT	COST MODIFIER
Additional Ritualist(s) (for Improvised Rituals) <i>Note: A ritualist must contribute RP to be an additional ritualist</i>	+1 RP per add. ritualist
Additional Ritualist(s) (for Recorded/Codified Rituals) <i>Note: A ritualist must contribute RP to be an additional ritualist</i>	+0 RP per add. ritualist
Participants* all take a Trauma Card	-1 RP
Participants* all take a Temptation Card <i>Note: This represents willingly accepting temptation, and as such may not be resisted with Blind Faith or similar abilities.</i>	-1 RP
Participants* all take a draw from a Perils of the Warp deck <i>Note: Only available if all participants can make Perils draws.</i>	-1 RP
Participants* all take a draw from a Scrapcode deck <i>Note: Only available if all participants can make Scrapcode draws.</i>	-1 RP
Invoke the name of the Emperor, Omnissiah, or another god or warp entity <i>Note 1: A ritual can only get this discount once</i> <i>Note 2: Deliberately invoking the names of warp entities is a PvP flag and a breach of the Arkangel Code. (I.E.: other characters may try to kill you, and the ritualist and/or their Dynasty will get a black mark if the Station Authority finds out about the ritual)</i>	-1 RP
Ritual is Codified <i>Note: A ritual can only get this discount once</i>	-1 RP
Memory Sacrifice: Ritualist permanently sacrifices an appropriate Skill or Knack. Sacrifice of this skill or knack does not return the XP to the player. The sacrificed skill or knack cannot be re-purchased later for the character using new XP. <i>Note: This can reduce the cost of a Ritual to 0 RP.</i>	1:1 XP value to RP discount
"Human" Sacrifice: Ritualist permanently sacrifices a character or NPC to power the ritual. The sacrificed character is dead. <i>Note 1: When calculating the discount, remember to include the 20 XP from basic character generation.</i> <i>Note 2: This can reduce the cost of a Ritual to 0 RP.</i> <i>Note 3: Unless you are sacrificing yourself, this is a PvP flag, and a breach of the Arkangel Code. (I.E: Dynasty will get a black mark if the Station Authority finds out, and other characters may PvP you.)</i>	1:1 XP value to RP discount

\*Participants includes Ritualists and Targets.

## 13 Out of Character Information

### 13.1 At Events

#### 13.1.1 Linears (Missions at events)

##### **Linear Basics**

Events are written as a collection of Linear encounters, generally referred to as Linears. No Rest Linears are generally written for 5-6 players, which will be encountered or made available to players over the course of an event. Certain abilities will allow some characters to gain limited information about a Linear in advance. Dynasties are actively encouraged to trade information about potential Linears, work together to complete Linears, hire characters from other groups to make up skill shortfalls, etc:

In addition to those Linears discovered or made known to the players generally, each Dynasty receives an Event Dynasty Pack of Linears, which is discussed in more detail in **Advanced Intelligence** in Chapter 8.

##### **Linear Management**

A Referee in the base camp maintains a "Lander Order," which is a running list of which Dynasties have most recently been on Linears.

When your Dynasty has gone on a Linear, your Dynasty will drop to the bottom of the Lander Order and next Dynasty in the Lander Order will be offered the chance to go on (or lead) the next Linear. If for whatever reason they are not ready to go on a Linear, then the second Dynasty on the list will be approached, and so on. If a group of players not defined by a common Dynasty wants to go on a Linear, please approach the base camp Referee and have your group added to the list.

*Please Note: At the end of the day, all we as a Referee team can do is ensure that every Dynasty is offered the opportunity to go on Linears. If you feel you have not been on a Linear "in ages," don't sit in the corner! Go hawk your skills to the next Dynasty getting ready to go out on a Linear. They probably have a space for you.*

#### 13.1.2 Ticketing

##### **Ticket Availability**

Events are announced via the Facebook group, and announcements are made on Facebook to inform players when tickets will become available to purchase for an event. People who crewed the previous event are given early access to buy Player tickets for the following event.

##### **Refund Policy**

Tickets purchased for all No Rest for the Wicked events will be refundable up to 2 full weeks prior to the event commencing, including the week prior to the event. Any requests for refunds after this window will be tendered at the discretion of the Event Team.

Event attendees can, at their own discretion, transfer tickets to other attendees however they should inform the NRFTW S2 team via the mailbox (s2.nrftw@gmail.com) prior to any transaction. For clarity, please see below in a visual table:

Week:	> Event + 2	Event +1	Event
Refundable Ticket:	Yes	At team discretion	At team discretion

### 13.1.3 Event Brief and Crew Hut

At the beginning of every NRFTW event, prior to time-in being called, the event team will hold an event briefing for all participants. The time of the event briefing will be published prior to the event via the Facebook group so you can aim to arrive in time to attend. If you are on-site at the time, then you will be expected to attend the briefing. Those arriving later should make sure they contact the event referees for a personal briefing.

The briefing will run down the general out of character information that is specific to that event such as (*but not limited to*):

- Identify the Event Referees and inform you where the Crew Hut and Out of Character areas are located.
- Basic site health and safety briefing, identifying areas that are out of bounds or dangerous, as well as fire drill and site evacuation procedures.
- Identify any physical and/or mental health first aiders, as well as other specialists such as designated weapon checkers.
- Go through the basic premise for the event and any special rules that will apply for the current event.
- The Event Storytellers will provide a briefing on expected event timings, the event premise, and any in-character information available prior to time-in being called.

The Crew Hut is a physical area where players may go during the event to contact the Event Team. It may not always be manned, but it will be a central point of contact where messages can be left or where a member of the event team may be requested during time-out periods.

### 13.1.4 Out of Character Areas and Time-In

The specifics of the Time-In hours for the event will be announced at the Event Briefing. During Time-In periods, any costumed participant should be considered to be in character and should be interacted with as such, unless they are in a designated out of character area.

The Event Team may extend “Time-in” hours at their discretion during the event, and participants are welcome to remain in character for as long as they like after Time-out is called, however, Referee support is not to be expected after Time-out.

If you have a pressing need to go out of character during the event, you may at any time put on a yellow armband – all individuals wearing a yellow armband are considered out of character.

Certain areas identified at the Event Briefing will always be out of character. Unless otherwise stated the brief, this automatically includes any kitchens, toilets, showers and/or wash blocks.

Any bedrooms or participant tents used for sleeping are also out of character areas unless the owning players or referees choose to state otherwise at the Event Briefing.

Where the site allows, out of character sleeping tents will be placed in a designated camping area to make this distinction easier. The Crew Hut is always an out of character area, as is any area or item that is marked with yellow tape or ribbon.

If you feel a participant has gone out of character to deliberately obstruct plot or avoid consequences for their actions, please contact an Event Referee who will mediate the situation.

### 13.1.5 Time Mechanics

Various time scales are used in No Rest for the Wicked.

- **Combat.** From the beginning of combat until the end of combat. A member of the Event Team will generally signal the end of combat with the call COMBAT ENDS. If COMBAT ENDS is not called by a Referee on a Linear, consider it called when you return to the 'base camp' at the end of the Linear.
- **Linear.** From when you leave the base camp until you return on a specific mission. The end of a Linear and therefore Combat ends is when you return to base camp unless otherwise called by a Referee. When not engaged in such a mission, consider abilities usable a certain number of times per Linear to be usable that number of times per hour.
- **Day.** From time-in on any specific day until time-out. Per day abilities refresh at time-in the next day.
- **Event.** The period of an event, be it for several days or several hours. Per event abilities refresh at the first time-in of an event.
- **Downtime.** Represents the time that passes between 'mainline' events.

### 13.1.6 Event Crew

The event crew will contain the organisers, the event Referees and those who are simply portraying NPCs for the event. The organisers and event Referees will identify themselves to all participants at the event briefing. They will also make it clear where the Crew Hut is located.

- The Organisers can answer any question about the running of the event and all such questions should be directed to them.
- The Event Referees are the only crew members that can answer questions relating to the in-character actions and plots taking place at the event, all such questions should be directed to them.
- The crew have no special knowledge or responsibilities unless otherwise identified at the event briefing, for example as a designated weapon checker.

#### **Crewing**

Those who crew a full event can claim XP as though they were playing.

We will ask every player to crew part of a game occasionally, this is to help the enjoyment of everyone. For Linears, we use a system where we have an ordered list of the Dynasties who are due to go out next, and this should make knowing when you could crew easier. We would ask that if you are at the bottom of the list that you offer to crew a Linear while your character is in R&R.

#### **R&R Guidelines**

R&R is a privilege to crew and referees so they can socialise after time-out. If you are in a position where you are in R&R then we request that you do nothing that will require actions with a Referee. This includes any Player vs Player actions, as described in the Conduct section. Basically, any situation where you think someone might want to respond beyond chatting should not be done by anyone who will not then be playing when Referees are present. Now there is a caveat to this – if you can convince a Referee to sit there with you in a high vis vest, then you can engage in PvP during R&R or Soft Roleplay.

If players come to the Referees and tell us that an R&R character has engaged in some action or activity that they wish to respond to with a Referee present, the Referees will ask the crew member to time-in that character so that the situation can be resolved. Please note – we will not necessarily ask your crew to time-in with you.

## 13.2 Participant Safety

NRFTW is a contact combat live-action role-play system, and as such ensuring the safety of yourself and other participants is paramount. The following rules are intended to safeguard everyone, and it is important that you are aware of them and follow them whenever at a NRFTW event. Failure to follow these guidelines will result in action being taken by the organisers and could see you ejected from an event so please read them.

If you are new to Live Action Role Play combat of the type used in NRFTW, then please mention this to the organisers and they will ensure that you are given the chance to take part in a combat training session that will go through the practical skills you'll be expected to be familiar with.

### 13.2.1 Weapon and Armour Checks

NRFTW allows for the use of foam core, latex covered weapon props for melee as well as suitable Nerf and similar type toy guns for ranged combat. You are also allowed to use armour where appropriate. To ensure that all weapon props being used at an event are safe, every weapon prop must be checked by an Event Team member or designated NRFTW weapon checker each event prior to it being used - ideally at sign in. You are not required to have armour checked at the start of the event, but it must be line with the general guidelines listed below:

All weapons and shields must be checked at every event by a NRFTW designated weapon checker.

- Weapons must meet our safety requirements.
- Thrusting weapons such as spears and javelins must have thrust-safe tips.
- Weapons intended for throwing must be coreless.
- Armour must not have edges or surfaces that could damage LARP-safe weapons.
- Non-LARP-Safe prop items may be carried but must never be used in combat.

For further advice and information about the types of weapon props recommended for NRFTW, please see ***Prop Appearance*** in the Weapons section of Chapter 9.

### 13.2.2 Fighting Safely

The first rule of fighting safely is: "If something looks like it's dangerous or unsafe, don't do it". We expect participants to use common sense. **All participants are empowered to call TIME FREEZE for safety reasons at any time.** Time freezes can be used, for example, to move the combat away from uneven ground.

The following of guidelines for safe fighting is list not intended to be exhaustive.

- You must pull all attacks so that they land with as little force as possible, to avoid injuries to players or crew.
- You must not thrust or stab with any weapon other than a spear or javelin with a collapsible tip.
- You must avoid aiming for the groin, breasts, neck or face where possible. NRFTW does not use the head as a damage location, so there is no need to aim to hit your target above the shoulders.

If you do not wish any player to make physical contact or hit you with a weapon, you may declare yourself to be a Non-Combatant player. It is recommended that you do this at the Event Brief, to ensure that all players and crew are aware that you should be considered a Non-Combatant. See ***Non-Combatant Characters and Players*** in Chapter 10 for more information.

### ***Grappling and Body Contact***

You must not grapple, trip or make bodily contact with another player while fighting.

You must not grab an opponent's weapon or shield.

Prior to a set piece fight, you and your opponent might agree to allow grappling or other techniques. You must personally have explicit permission from your opponent beforehand, and you are both responsible for ensuring your own safety in such circumstances. This is not suitable during a mass combat.

### ***Man Down***

You should only call MAN DOWN if you see anyone suffer a real injury, not a merely one suffered by a character. This call alerts all participants to the fact that someone is potentially seriously hurt. You should alert the nearest member of the crew if necessary, and all combat should cease immediately upon a MAN DOWN call being used. If you are able, please drop to one knee to show you are abiding by the MAN DOWN call.

### ***Accidents***

Despite our best efforts, accidents may occasionally occur. If you have an accident whilst at a NRFTW event, please ensure that you report it to a Referee at the earliest convenient time. If you have an accident but do not report it to a Referee whilst at the event, then it may not be covered by the event insurance should complications arise as a result. Please do report near-misses, as the crew would like to intervene before someone is hurt wherever possible.

## **13.3 Conduct**

### **13.3.1 General Conduct**

#### ***We Look After Each Other***

This is a game and we want everyone to enjoy themselves. We do ask that everyone, as responsible adults, keep an eye out for each other. If you see someone who seems to be struggling, or something that you feel is inappropriate, then please let someone know. We want everyone to feel safe to roleplay in this game and will help where we can to this end.

Please be considerate of the needs of the other participants at the event, especially during out of character time when people may be trying to sleep or eat.

Should at any point you feel uncomfortable with behaviour going on around you or being aimed at you at a NRFTW event, then please contact any member of the Event Team. Should you feel more comfortable speaking with someone else and are happy to have them speak to the Event Team on your behalf, then please do so.

#### ***We Look After the Site***

All participants are expected to police their own litter and also contribute to keeping the event venue clean and tidy, this will reduce the need for the crew to spend their time tidying up when they could be providing you with entertainment instead. If you spot any damage to the site, please make the Event Crew aware of it.

All participants are asked to contribute an hour of their time at each event to admin tasks that help look after the venue. This can include litter picking, helping wash up in the kitchen, etc. A list of suggested tasks will be posted in the Player hut at each event, along with a sign-off sheet to put your name on once you have completed your hour of help. At the end of the event, it would be much appreciated if people could stay for a short while to help with site tidying. If any players need to leave early, for reasons such as travel, we would ask them to contribute to cleaning earlier in the event.

### **13.3.2 Considerate Behaviour**

***Don't be an Arse.***

All participants, whether Players, Crew, or Referees, are here as part of a hobby and have paid for the privilege, and they all want to enjoy their event as much as you do.

No Rest for the Wicked want to create a sense of community amongst those attending so that all participants at a NRFTW event have a fun time. Please remember this in all your interactions with other participants and help them to enjoy themselves.

We require all participants to always be civil towards each other and the Event staff. It is in the nature of the Warhammer 40,000 setting that many ***characters*** may be belligerent, intolerant, aggressive, and even bigoted. We will not, however, tolerate any such behaviour from ***players***, and players in the system need to be careful of the player-character divide. This is not intended to eliminate conflict from the setting, but in the heightened emotional atmosphere of the game, there is a danger of ignoring social cues.

It is first and foremost *your* responsibility to be mindful of your impact on other players when embodying the more negative aspects of the 40K setting such as totalitarianism, xenophobia, hyper-machismo, etc. You must be prepared to “put a brake on” if you are making someone uncomfortable, even at the cost of immersion. Conversely, should you be uncomfortable with another participant's in character behaviour, you are encouraged and empowered to call TIME FREEZE and request out of character that they take it down a notch or take a step back.

***Spoiler Alert!***

Many players prefer to discover information in character without knowing it out of character first, so you should not discuss in-character information with other players out of character unless you know they are happy for you to do so.

### **13.3.3 Player versus Player (PvP)**

The tone of this game is “Co-operative survival and competitive profit” - we expect players to compete for resources, seek to outdo each other's characters, and to try to establish the biggest “legend” they can. However, characters are also in a dangerous situation that requires cooperation to flourish and are part of a social structure with its own rituals and laws.

This is a fancy way of us saying that we don't expect characters to literally knife each other in the back because someone has spilt their drink. We've been asked to define what we'd consider “suitable” or reasonable player versus player actions, and what we'd consider to be unreasonable or against our setting. Remember that if you engage in reasonable PvP, the other side always has the liberty to respond in kind.

Basically speaking - we are asking you to not act in a way that will ruin someone's game or prevent them from playing without good reason. This is a game that is meant to be fun for everyone involved, we accept that at times something happens that you may not like, someone getting left behind in the dark to die for example, but this should be a rare occurrence and not the norm. Challenges, conflict and difficulties are good roleplay opportunities and don't need to be met with death - being dead is rarely fun roleplay. Dramatic duels, long-term vendettas and in character ill-will are thematic and setting building. Just knifing someone is not.

Below are examples and are in no way a complete list. If you are ever unsure as to whether an action you want to take is reasonable - please talk to the Referees. We would always encourage you to speak to a Referee prior to considering a PvP character kill - there is an in-character covenant to support and define at which time such an action would be reasonable.



### **Reasonable PvP**

- A character may make an agreement with a Dynasty which is then violated by either party. Reasonable responses may be - Getting a Malakhim black mark against them or getting the other Dynasties to refuse to work with them or stealing their trade goods.
- Stealing in character items from each other. The theft of equipment is not encouraged. If an item of equipment is stolen, the Player that stole it is required to log the theft with the Referees by email, and also as soon as possible attend the crew hut and hand the stolen item to the Referees, so that the out of character prop for the in-character item that was stolen may be returned to its rightful owner.
- Refusing to work with or for someone - or charging higher prices if you do.
- Reacting to use of skills, knacks or powers on a character by another character. We would prefer that killing the character is not the first reaction.
- Killing a Character who has become Corrupt - please note that Corrupt is a distinct state in this system, and it is not reversible in any way in which the character can remain as a player character. It is possible to reverse the Corrupt state in the long term, while the character remains out of play.

### **Unreasonable PvP**

- Killing another character without just cause (such as "I am killing you because you are Tau and I dislike Tau" - note that in a different 40k this would be acceptable, but in our Rogue Trader game it is not).
- Killing a character because they have gained Temptation Cards. Temptation Cards and similar effects such as Perils of the Warp and Scrapcode are removable and gaining at least some level of Temptation is considered in character to be an occupational hazard for those who travel beyond Imperial space. It is also a legitimate roleplay choice for a player to not be aware, as a character, of their Temptation level. Note that encouraging or forcing someone to get help is not considered unreasonable PVP provided it is done in a way the players involved are comfortable with.
- Anything that prevents a **player** playing the game such as deliberately blocking all their Linear opportunities or ensuring someone is blanked through the game.

### **Soft Roleplay Guidelines**

Soft roleplay is any roleplay which is enacted during Time-Out (ie: non-Refereed time). This assumed to be from midnight until 11 am or after time-out on Sunday unless you are told otherwise or are on a Linear with a Referee.

During this time, you may engage in social activities which do not break any other policy in this Rules document. You MAY NOT engage in player versus player or character versus character conflict. To be clear this includes, but is not limited to:

- Any combat.
- Any theft, destruction or damage of other characters' property.
- Any other action that is likely to end in an action that requires a Referee.

If you do end up having an argument or other PvP possible action in Soft Roleplay then please ensure all parties are willing to take part without a Referee present.

**If either party are not willing, leave it until time-in and get a Referee.**

**If you are unsure, leave it until time-in and get a Referee.**

**If you are in any doubt, leave it until time-in and get a Referee.**

### **13.3.4 Alcohol Use**

Unless the Event Team has said otherwise then alcohol is permitted to be brought to and consumed at NRFTW events, however, please consume it in moderation and with consideration for other participants. Drunken behaviour will not be tolerated by NRFTW and may result in you being required to sit out sections of the event or even being ejected from the event if they determine that you are too inebriated to safely take part. In such cases, the judgement of the Event team will be final.

The event team hold the right to ask someone to leave the game and site should their behaviour justify this. Should any laws be broken, then the police will be called.

### **13.3.5 Equality and Diversity Statement**

Real-world discrimination is as unacceptable at Conflict Resolution's games as real-world violence. We will not tolerate discrimination or harassment at our events.

#### ***Acceptable Behaviour at Our Events***

Our games include adult themes, and In-Character verbal, and physical conflict. It is perfectly acceptable to insult another character on the basis of an In-Character attribute at any time during events, it is not acceptable to insult another participant on the basis of any Out-Of-Character attribute.

This means that participants are not allowed to discriminate on grounds of real-world gender, biological sex, relationship status, race, ethnic origin, colour, nationality, national origin, disability, sexuality, transgender status, religion, or age, or any similar distinction.

These rules apply to all games and events managed by us so that we can promote equality and fairness for all involved. If you are unclear on whether something violates the rules then err on the side of caution.

We deliberately create settings in which we try not to include themes of real-world discrimination. It is against the spirit of our games to play a character who is prejudiced against others for any real-world characteristics such as gender, sexuality, or skin colour at our games. Please note that, while parts of the game and setting may draw on real world history and cultures for inspiration, this is not an excuse for bigotry by proxy.

#### ***Gender***

There are very few character types in our settings that are restricted by gender or are stereotyped as belonging to any particular gender. For example: soldiers, Kroot, mutants, navigators, and rogue traders are all equally as likely to be women, non-binary, or men. We are not interested in exploring themes of real-world gender discrimination, and we want our games to be welcoming to players of all genders, or no gender.

#### ***Acceptable Behaviour Online***

Conflict Resolutions has an online presence in the form of Facebook groups, a wiki, and various IC forums. We ask everyone using these platforms to be courteous to each other and we require users to abide by the spirit of these rules on discrimination, in text as well as in person. Our official forum and Facebook group are strongly moderated and posts that violate these rules will be deleted.

If you are experiencing harassment or abuse online in relation with one of our games then please contact us. Breaches of this policy online may lead to disciplinary action, regardless of whether it happens online or in the field.

### ***Sexual Harassment***

Socializing is an important part of live action role-play, but nobody attending an event should have to tolerate sexual harassment. We encourage any individual who experiences sexual harassment from another participant to report the incident to us at the earliest available opportunity, so that we can deal appropriately with the matter.

Unwelcome actions such as the following are inappropriate and, depending on the circumstances, may in and of themselves meet the definition of sexual harassment or contribute to a hostile game environment. We do not consider this list to be exhaustive:

- Sexual pranks, or repeated sexual teasing, jokes, or innuendo with an unwilling participant.
- Verbal abuse, touching or grabbing of a sexual nature.
- Repeatedly standing too close to or brushing up against a person against their will.
- Acts of a sexual nature that occur in a public or shared space (i.e. shared sleeping areas, shower facilities, etc.).
- Repeatedly asking a person to socialize Out-Of-Character when the person has said no or has indicated they are not interested.

A victim of sexual harassment can be of any gender or sex. The victim can be of the same gender or sex as the harasser. The harasser can be any participant, player, or member of crew.

Many sexual harassment issues in live action role-play occur when participants use their character to justify what would clearly be inappropriate when not roleplaying. Participants should take care to ensure that if their behaviour involves conversation or physical contact in a sexual or intimate manner that they do not do so in a way that causes the recipient to feel uncomfortable Out-Of-Character, regardless of any In-Character considerations.

In particular, please note that although our games include themes of mind-influencing magic, drugs and addiction, human sacrifice, in-character racism and prejudice towards non-real world traits, prostitution, violence, robbery, torture, and murder - they do not include non-consensual sex, or sex with minors, animals, or those who lack the ability to give active, informed consent for whatever reason. It is not possible to know what real life experiences other participants have suffered, so all participants must avoid In-Character references to either of these two subjects in play.

### ***Our Behaviour***

Conflict Resolutions is committed to creating an environment where there is mutual respect and equality of opportunity for all participants. We want our games to be inclusive - where everyone can take part and everyone is welcome - and we oppose all forms of unlawful and unfair discrimination. If any of our participants require specific adjustments they should feel comfortable to discuss these with us directly.

We will:

- Make all reasonable efforts and adjustments to ensure that our games are inclusive.
- Promote equality of opportunity and encourage staff and players from all backgrounds to participate fully in Conflict Resolutions events.

- Respond promptly to harassment and equality issues, including those relating to race, gender, disability and sexual orientation, and to recognise the complexities of the interrelations between them.
- Treat all complaints seriously and respond appropriately.
- To maintain confidentiality in all circumstances in which we have been given sensitive information about participants.

### **13.3.6 Complaints Procedure**

Opposing discrimination and harassment is not causing trouble - it is helping to build a better event for everyone.

It is not possible for Conflict Resolutions, or our game teams, to create an environment that is free from discrimination or harassment by ourselves. It can only be accomplished if everyone who participates in the game works towards that goal. Challenging inappropriate behaviour by other participants is helpful, but not everyone is comfortable or confident to do that. We want all participants to be confident that they can bring complaints to us and that we will deal with them promptly, respectfully, and appropriately. All complaints made to us are treated confidentially, and we do not discuss details of these complaints or their resolutions with those not directly involved in the process. We will always ensure that only parties actively involved in running the game, i.e. the ST-Team, will have access to these details; guest writers and other volunteer staff do not have access to these records, even if these complaints occurred at events they were helping to run.

The nature of complaints in Live Action Role-Play is that there is usually only hearsay evidence. Giving the accused a single warning gives a reasonable balance; giving them a chance to avoid making a similar mistake in future and avoiding the more onerous requirement to make a judgement beyond reasonable doubt. In cases where an incident is particularly serious, we may issue an immediate ban for a first offence. Smaller offences are treated on a 3 Strikes basis comprising of: a verbal warning, a written warning, and then a suspension or ban from our games and online resources.

If a participant wishes to report an incident but wishes to remain anonymous, then we adjust our complaints process to reflect their wishes. The issue is discussed in detail with the complainant and we investigate it as thoroughly as we are able to without compromising their anonymity.

All incidents are logged on the accused participant's record; if there are additional complaints in the future against the same party then we will use the history of previous incidents in determining the outcome of subsequent complaints. These records are confidential, and access to them is only given to parties actively involved in the running of the game, i.e. the ST-Team; guest writers and other volunteer staff do not have access to these records.

If you have a complaint regarding the administration of the event, such as site facilities or out of character conduct outside of time-in, please contact the Event Admin.

If you are not happy with the way the Event Team or Referees have dealt with a complaint, then please contact Conflict Resolution.

Any issues with the Event Team or Referees may be raised directly with Conflict Resolution.

## 13.4 Communication with Referees

### 13.4.1 Everything by Email if Possible

The referees are all unpaid volunteers who, like you, have paid to attend the event. NRFTW Referees pay for their Crew ticket just like any other participant in the Crew Hut.

At the end of the day, the Referees are human and will make mistakes. To ensure that we can at least track our statements, and to try to be consistent in our interpretations of the rules, anything that requires more than an immediate interpretation should be emailed to the Referees at **S2.NRFTW@gmail.com** and will be replied to by return email. This would include, for example, requests for new codified or recorded rituals, asking for a rule to be reconsidered, or for an ongoing ruling on a particular situation.

We're not trying to say that we'll forget what we say, but there's a decent chance that we will, especially if it is mid-event, when we're running in six directions at once - so it's best for everyone if we track "Binding decisions" by email rather than in people's memories. This creates a paper trail in the case of Referees changing, or people just flat out forgetting. If we can't remember agreeing to something, and there's no record of it, we reserve the right to remove it from play.

We aim to answer queries within a week of receipt. While we will answer general queries outside of emails, for something to be an official rule call that will last beyond that point, it will need to be emailed.

### 13.4.2 Referee Rules Calls in Uptime

If possible and if one is available, please approach a Rules Referee in the first instance with any rules query.

When a Referee is asked to interpret the rules and make a rule call in uptime (for example, on a Linear), they will make an on-the-spot decision. That on-the-spot decision will be used for that situation but is not binding as a future policy decision.

## 13.5 Rules Change Policy

We reserve the right to make changes to our rules at any point for the benefit of the game as a whole, and to bring the rules in line with our vision of the way the game should work. Where we have made a change to the rules, we will inform our players about it via our main communication networks.

Should a loophole in our rules be noted, or an abuse of the rules found, we will seek to resolve the problem in a fashion that closes the loophole and is fair to all people affected. If you think you see a rule result that seems unusual or outside the theme, setting, or expected power result then please draw a Referee's attention to it, ideally by email.

### 13.5.1 Rules Interpretations

We have endeavoured to make the spirit of the rules and what they are trying to achieve clear and ask that people play the game in accordance with that spirit. These rules are not intended to be treated as a legal document, full of loopholes and exploits. If at any point the spirit of the rules is unclear, please ask a Referee so that it can be clarified, both for you, and for a rules revision to amend the rulebook for everyone.

## 13.6 Level Playing Field Policy

### 13.6.1 Level Playing Field for Rules

The rules exist as written, and custom rules or mechanics are not developed for individual characters/players for any reason. Players can request the development of additional rules elements to rectify gaps they have identified in the rules set, but any new rules or mechanics developed in response to the request are added to the rulebook and are available to all players.

This policy does not extend to two things: Recorded Rituals and Wargear. This is because each is generated using a defined rule set that is already available to all players, either through the expenditure of XP (in the case of Recorded Rituals), or the use of downtime actions to request Linears that may result in the acquisition of Wargear. This means that all “custom” elements are easily duplicated by a character once they are aware of its existence.

### 13.6.2 Player Characters for Referees

No Rest for the Wicked Referees can have and play their own player character on the same terms as any other player, with the exception that Referees may not play events that they have written. Referees gain experience points for events that they run, crew, or attend in the same way as any other player, and must have any XP spends recorded in the usual manner.

On this basis, “Plot Referees,” i.e.: those Referees that write the metaplot for the season, may also not interact with the metaplot as a player. Any player character of a Plot Referee is of course allowed their own private interests and quests, but they must have no interest in the metaplot that their Player has helped write. To that end, the player characters of Plot Referees are prohibited from being Rogue Traders.

## 13.7 Rulebook Revision History

Date	Version	Summary of Change	Changed By:
2020-02-17	4.0	Full Overhaul with Errata and FAQ	RC, AN, CT, JW
2018-05-21	3.3	Further Post-E1 Tweaks	RM
2018-04-20	3.2	Clarification and Errata	RC
2018-04-19	3.1	Post-E1 Tweaks	KR
2018-02-03	3.0	Rewrite 3.0	KR, OD, JM, MW
2018-02-17	2.1	Clarification and Errata	KR, OD, JM
2108-02-12	2.0	Rewrite 2.0	KR, OD, JM
2018-02-05	1.0	Initial Publication	KR

## 14 *Advanced Options: Abhumans*

### 14.1 General Information

In the long years since humanity scattered across the Galaxy, the stock has strayed far from its original phenotype. The occurrence of consistent and stable abhuman strains on multiple physically isolated worlds has led some savants to speculate that it is the work of the dark science of gene-craft during the forgotten past that gave rise to these peoples, rather than natural adaptation. Regardless, they are declared to be free from the taint of mutation by Imperial decree and are allowed to serve the Emperor as their capabilities allow.

Choose a race from the list provided. Each race has a different flavour in mechanics, gameplay and prop requirements. Each race has a unique racial ability and other appropriate benefits.

Non-human characters have higher roleplaying and physical representation requirements than human characters. Non-human characters are unable to be the Rogue Trader of a Dynasty, nor can more than 50% of the Dynasty be non-human.

In addition to these limits, No Rest has a hard limit of 3 'in-play' characters of each non-human race. This means, for example, there can only ever be 3 Squat characters in play. This cap is in place to preserve the theme of the setting and to preserve the feeling that Xenos and Abhuman characters are exotic and different.

#### 14.1.1 Basic Starting Characteristics

All characters start with the Melee and Ranged combat skills and the Etiquette ability for their own people. All characters speak the language of their people and Low Gothic. In addition, all characters start the game with:

- **Starting Body Hits:** 8 body hits
- **XP for Character Creation:** 20 experience points
- **Starting Hero Points:** 5 hero points
- **Starting Bleed Count:** 3 minutes before death
- **Starting Temptation Track:** 3 cards maximum
- **Starting Wargear Limit:** 2 items of Wargear maximum

These starting characteristics may be modified by your Race, Trait, or other considerations such as Skills, Knacks, or your Dynasty's Voidship Components.

### 14.2 Beastmen

#### 14.2.1 Beastman Racial Advantages

Beastmen space-minotaur Abhumans. Bestial and inhuman, they judge their own comparative status and strength by the size and magnificence of their horns.

- **Starting Bleed Count:** +3
- **Bonus Abilities:** Gain Cloven Hooves, Thickened Hide, Heightened Senses, and Hard Head from the Mutant Ability Table. You may not purchase further Mutant Abilities without also purchasing the Mutant Trait.
- **Beast in the Blood:** You do not take Consequences from an opened Temptation card until you have used the Gift 10 times instead of the normal 5.

## 14.2.2 Beastman Trait Options

- Faithful
- Mutant
- No Trait

Characters that do not choose a trait gain an additional 10 Hero Points at character creation.

## 14.2.3 Beastman Roleplay and Costuming

**Beastmen** (*Homo sapiens variatus*) are, perhaps obviously, a bestial form of abhuman. They possess ungulate features such as horns and hooves and resemble minotaurs or goat-men.

The Imperium has little tolerance for Beastmen, even in comparison to other abhuman types, and persecution is widespread. There are some who claim that they are a cursed or failed strain, and others who decry them as unclean mutants that the Adeptus Terra are fools to tolerate. That many populations of Beastmen have turned from the light of the Emperor is perhaps not surprising, but certainly does not redeem their reputation.

Despite what their animalistic features might suggest, they are by nature omnivorous or even obligate carnivores, often displaying sharp teeth, or even descending into a frenzied state known as bloodgreed when faced with extreme stress or hunger.

Many Beastmen employed by the Imperium, often as expendable cannon-fodder or in other disposable roles, take to a harsh and penitent interpretation of the Imperial creed and seek to atone for the sin of their births by unstinting labour or with the sacrifice of their foes.

Beastmen move in an animalistic way, and much of their vocalisation is bestial. While more intelligent than Ogryns, they tend to be laconic and use short, terse sentences when they must speak, their animalistic mouths not well suited to human language. They possess brutal, feral appetites, but this will be no excuse for inappropriate behaviour on the part of players.

Beastmen require fairly extensive costuming. While the division between the impressively-horned bestial “Gor” and short-horned and more human-seeming “Ungor” from Warhammer Fantasy is not as significant in this setting, there is a varying level of divergence from baseline human present, with some closer to classical fauns or satyrs in appearance, however all are instantly recognisable as “other”.

The cloven hooves are of particular note, as players will need to represent these while maintaining a safe footing on grass, bare earth and muddy floors. More elaborate but less stable footwear, while giving an excellent look, is not usually suitable. If the player is not able to comfortably and safely represent these they can be omitted, as long as other costume elements clearly telegraph their identity.

## 14.3 Ogryns

### 14.3.1 Ogryn Racial Advantages

Ogryns are space-ogre abhumans. They are tough and powerful, but mentally simple, with a childlike sense of logic, reasoning, and faith in the Emperor.

- **Starting Body Hits:** +4
- **Bonus Abilities:** Gain the Heavy Weapons and Bulging Biceps knacks for free.
- **Too Dumb to Fall:** Immune to knockdown. May call NO EFFECT to calls of KNOCKDOWN. Ogryns are big and dumb, they are not smart enough to realise when to fall over.



### 14.3.2 Ogryn Trait Options

- Faithful
- Mutant
- No Trait

Characters that do not choose a trait gain an additional 10 Hero Points at character creation.

### 14.3.3 Ogryn Roleplay and Costuming

**Ogryns** (*Homo Sapiens Gigantus*) are the largest and most physically powerful of abhumans, similar to the archetypal fantasy ogre. Their worlds are harsh, high-gravity worlds. Costuming and presentation should add as much bulk as possible to represent these massive abhumans.

They are dim of wit and lacking in manual dexterity and are commonly used by the Imperium either as manual labourers or as heavy assault troops, wielding weapons and armour ruggedized to cope with the poor treatment it will doubtless receive.

The cybernetic process known as Biochemical Ogryn Neural Enhancement is applied to the more intelligent Ogryns used by the Imperial Guard, and these Bone 'eads will often be employed as squad leaders or as bodyguards. Able to achieve staggering mental feats such as writing their own names or even reading, these exceptional individuals are prime candidates for membership in Rogue Trader crews. Such augmentation often includes the grafting of obvious cranial cybernetics, which may include a single bionic eye; skull plating; or externally visible wires and tubes.

Imperial Ogryns often express a truly admirable faith in the Emperor. While the fine points of theology are lost on them, a childlike devotion is instilled wherever possible. That the Emperor is often presented in the garb of an Imperial Guard **Commissar** or other officer is no accident – the intent is to exploit their to instil unwavering loyalty and obedience, leaving them keen to fulfil their part in His plan and deeply flattered that His chosen representatives take such interest in them.

Roleplaying an Ogryn requires the player to embrace the fact that they will be taking on the role of something of a one-trick pony. While they sound much like Orks in many sources, they lack the keen cunning which underlies much of the Orkish bluster. Ogryns really are that stupid and lack much in the way of creativity or initiative. Ogryns should not possess technical or scholarly skills and are not known to manifest as full Psykers.

## 14.4 Squats

### 14.4.1 Squat Racial Advantages

The Squats are space-dwarf abhumans, highly skilled in technology with elements of a biker theme.

- **Racial Bonuses:** Gain the Toughness and Technical skills for free. Gain the Mechanic knack for free. Remember that Toughness adds towards your bleed count.
- **Master Technician:** Start any technical challenge with your first success already achieved. This may be used to reduce the difficulty to zero successes.

### 14.4.2 Squat Trait Options

- Faithful
- Mutant
- Psyker

- Tech-Priest
- No Trait

Characters that do not choose a trait gain an additional 10 Hero Points at character creation.

### 14.4.3 Squat Roleplay and Costuming

**Squats** (*Homo Sapiens Rotundus*) originate from high-gravity planets and are stereotypically similar to traditional Dwarfs in stature and bearing. They are generally smaller than humans, so players wishing to portray one should consider costume and perhaps posture which downplays their size. League, **guild** and clan are of paramount importance to most Squats, with self-reliance; industriousness; respect for both living and departed ancestors and a capacity for self-defence being widely-held virtues.

Those squats within the Imperium proper, rather than their own isolated worlds, often find roles as technicians; mercenaries or miners. Few embrace more than a passing observance of the Imperial Creed, and those who join the Adeptus Mechanicus tend more to physical practicalities than matters of techno-theology. While they are not always embraced by the lords of the Imperium, the virtues of loyalty and xenocidal hatred of the alien, combined with useful skills and the mineral wealth offered up from their worlds, are enough to see them tolerated.

#### ***Living Ancestors***

**Living Ancestors** are an unusual phenomenon, more often observed among the Squat Homeworlds than among the Imperial diaspora. After many centuries, some who have not previously displayed significant psionic abilities blossom into full Psykers. This is tied to extraordinarily long unaugmented lifespans and affords great respect from their fellows. That these are technically unsanctioned Psykers is often politely ignored by the agents of Imperial law.

# 15 Advanced Options: Xenos

## 15.1 General Information

Choose a race from the list provided. Each race has a different flavour in mechanics, gameplay and prop requirements. Each race has a unique racial ability and other appropriate benefits.

Non-human characters have higher roleplaying and physical representation requirements than human characters. Non-human characters are unable to be the Rogue Trader of a Dynasty, nor can more than 50% of the Dynasty be non-human.

In addition to these limits, No Rest has a hard limit of 3 'in-play' characters of each non-human race. This means, for example, there can only ever be 3 Eldar characters in play. This cap is in place to preserve the theme of the setting and to preserve the feeling that Xenos and Abhuman characters are exotic and different.

### *Moral Threats to Xenos*

Xenos fall to chaos the exact same way as followers of the Imperial Cult, as per *Chaos and Temptation* in Chapter 11, above. While their attempts to guard themselves against the predations of Chaos are different, and players are encouraged to view any roleplay effects through the lens of their unique culture, the mechanical effects remain the same.

### 15.1.1 Basic Starting Characteristics

All characters start with the Melee and Ranged combat skills and the Etiquette ability with knacks for their own people and for Imperial humans. All characters speak the language of their people and Low Gothic. In addition, all characters start the game with:

- **Starting Body Hits:** 8 body hits
- **XP for Character Creation:** 20 experience points
- **Starting Hero Points:** 5 hero points
- **Starting Bleed Count:** 3 minutes before death
- **Starting Temptation Track:** 3 cards maximum
- **Starting Wargear Limit:** 2 items of Wargear maximum

These starting characteristics may be modified by your Race, Trait, or other considerations such as Skills, Knacks, or your Dynasty's Voidship Components.

Characters that do not choose a trait gain an additional 10 Hero Points at character creation.

## 15.2 Eldar

### 15.2.1 Eldar Racial Advantages

Eldar are ancient and aloof space-elves. Finely tuned senses and incredible agility make them fierce combatants, and they have significant experience protecting their own souls from peril.

- **Starting Hero Points:** +2
- **Racial Bonuses:** Gain the Exploration and Integrity skills for free.
- **Wisdom of Infinity:** You may remove a Perils of the Warp or unopened Temptation card from your temptation track. You must spend 1 minute of appropriate roleplay and 2 Hero Points per card removed. However, once a Temptation card has been opened, it cannot be removed by any ability.

### 15.2.2 Eldar Trait Options

- Mutant
- Psyker (May not choose Sanctioned Psyker Discipline)
- No Trait

Characters that do not choose a trait gain an additional 10 Hero Points at character creation.

### 15.2.3 Eldar Roleplay and Costuming

**Eldar**, also known as Aeldari or sometimes Eladrith, are an ancient race who have both aided and opposed humanity as cast by the tides of fate. They are similar in many respects to fantasy elves, with the pointed ears being a required part of their representation. While they are the closest in appearance to humans of the commonly encountered xenos, they move with an utterly inhuman grace, and their biology and mindset are utterly alien. Eldar are deeply divided into a number of peoples or sub-races, and internecine conflict is not unknown.

The Eldar are an ancient people, and no few of their kind have inherited enmities with beings and races from long before the Imperium. The threat of the Devourer of Souls, though, eclipses all others. Slaanesh was the doom of their empire, devouring their homeworlds and splintering their race. That this god was created by their own decadence, that their doom is ultimately of their own making, is almost as much a burden as the efforts they must now take to ward their souls against being devoured by this Dark God.

#### ***Craftworld Eldar***

**Craftworld Eldar**, also known as Craftworlders or Asuryani (followers of the Eldar god Asuryan) dwell on the vast **Craftworlds** from which they take their common name. They adhere to a strict system by which they embrace a single discipline and focus themselves on its mastery, before beginning anew with another facet of their existence. These **Paths** are numerous and arcane to human eyes.

Perhaps the most aberrant is the best known – those on what is sometimes called the Path of Wandering or the Path of the Outcast are known to leave their Craftworlds and explore the galaxy on their own terms, often interacting with other races on much closer terms than their fellows. Some become the scouts known as **Rangers**, while others form piratical bands of **Corsairs**.

Craftworld technology is usually wrought of the psycho-plastic **Wraithbone**, possessing a bone-like texture and colour unless painted, and is characterised by a smooth and elegant design. Close-fitting bodysuits are common, often in combination with flowing robes and sashes which reflect the traditional colours of the home Craftworld. The **Spirit Stone** that each Craftworlder carries, which will allow their soul to be returned to their home upon their death, should be represented as a prominent gem.

A stripe of blue face paint over the eyes, combined with the characteristic pointed ears, is often used as a visual shorthand for Craftworlder characters.

#### ***Eldar Exodites***

**Eldar Exodites** populate a number of **colony worlds** throughout the galaxy, removed from their Craftworld kin but often finding close alliance. While they maintain the use of the same technological base, they have embraced a semi-feudal society of warrior clans heavily tied to the reptilian megafauna they know as “dragons”.

Exodites use the same **Wraithbone** artifice as their cousins, and much the same design philosophy. They should likewise wear a **Spirit Stone**, and place the same great import on it. Their clothing, however, can include

elements which lean far more on their feudal culture. Cloaks or other adornments made from the hides of dragons or exotic beasts are far more common and worked natural materials such as bone or stone will often appear as ornamentation.

A stripe of green face paint over the eyes, combined with the characteristic pointed ears, is often used as a visual shorthand for Exodite characters.

### ***Dark Eldar***

The **Dark Eldar**, known variously as Drukhari; Eladrith Ynneas; Commorrites or simply Eldar Reavers, are the most infamous of their race. From Commorrah, the Dark City which exists in a strange realm beyond normal space, they emerge to prey on the lesser races of the galaxy. They take resources and treasures aplenty, but the main toll they claim is far darker. The society of the Dark City relies on slaves not only for labour and entertainments, but for the soul-stealing tortures that sustain their very existence.

Competition and internecine conflict is rife, with each **Kabal**, **Wych Cult**, **Haemonculi Coven** and **other, stranger, groups** existing in an endless cycle of betrayal and bloodshed. Their attrition is only sustained by the use of cloning, a practice unviable for other Eldar peoples, though the resulting half-born are of lower status than the rarer **Trubeorn**.

Dark Eldar technology is, in a word, pointy. The plethora of razor-sharp blades and needle points should, obviously, be restrained for the sake of player safety, but should still be represented. Notably Dark Eldar technology does not use the Wraithbone of other factions, instead being made from advanced but mundane metals or plastics for the most part.

Despite their name they do not have the universally dark skin of some settings' dark elves. Their clothing and equipment usually display allegiance to their faction by sigil and colour, with blacks; dark tones and bloody reds being popular choices.

A stripe of black face paint over the eyes, combined with the characteristic pointed ears, is often used as a visual shorthand for Dark Eldar characters.

### ***Harlequins***

The **Harlequins**, or Rillietann, are followers of the Eldar Laughing God **Cegorach**, and appoint themselves the custodians of the ancient tales and histories of their race. Performers and warriors both, they see the deadly dance of the battlefield as an extension of their performances on stage. While they flit between the splintered Eldar peoples, acting as a tenuous thread between factions whose antipathy sometimes reaches murderous heights, they have also been known to grave the wider Galaxy with their performances. To what extent their assistance may be considered guidance or exploitation is a question that is seldom answered.

The soul-lost **Solitaires** stand apart from even their fellows, and are unsuitable as player characters.

The masks of the Harlequins, known as Agaith or false-faces, are a core part of their representation. Beyond that, Harlequins truly wear *costume*, and their flamboyant dress is for the most part a riot of colour and contrast. Flowing scarves, sashes and coats are common, to better accentuate movement, and the "harlequin pattern" of diamonds in alternating contrasting colours is (perhaps predictably) a recurring motif.

The morbid **Death Jesters**, or Margorach, are a departure in fighting style and costuming, favouring heavy weaponry and sombre dress. The bones that adorn their armour are traditionally fashioned from their predecessors in the role.

The masks of the Harlequins are usually used as a visual shorthand, rather than face paint.

## Ynnari

The **Ynnari** are a new order of the Eldar, an assemblage of the hopeful and the desperate from across the splintered factions of their race who have bound themselves to bring the god Ynnead to form. Whether they represent doomed folly or a last chance at glory is a matter of great contention, but they are certainly a destabilising force.

The Ynnari are esoteric figures who are involved with the ongoing plot of No Rest for the Wicked, and interested players are advised to confer with the Storytellers on the current state of play. In particular, the events depicted in the *Gathering Storm: Fracture of Biel-Tan* and *Psychic Awakening: Phoenix Rising* sourcebooks for Warhammer 40,000 have not yet taken place. Ynnead is yet to take physical form.

A stripe of white face paint over the eyes, combined with the characteristic pointed ears, is often used as a visual shorthand for Ynnari characters.

## 15.3 Kroot

### 15.3.1 Kroot Racial Advantages

Kroot are a race of avian humanoid Xenos with vestigial beaks and a mane of elongated quills. Barbaric and mercenary, they have close ties to the Tau and a tendency to cannibalism.

- **Racial Bonuses:** Gain the Exploration and Toughness skills for free. Gain the Resilient knack for free. Remember that these add towards your bleed count.
- **Eaters of the Dead:** Once per Linear may take 10 seconds roleplay to eat from the corpse of a defeated enemy to remove one trauma card. At the referee's discretion, this may be unavailable for mechanical or daemonic entities.

### 15.3.2 Kroot Trait Options

- Mutant
- No Trait

Characters that do not choose a trait gain an additional 10 Hero Points at character creation.

### 15.3.3 Kroot Roleplay and Costuming

**Kroot**, also known as Kroot Carnivores or catalogued as Krotis aviana, are a fearsome and preternaturally predatory breed. Originating from the jungle world of Pech within the Tau sphere of influence, they are frequently encountered in nomadic mercenary kindreds, or as larger migratory clans housed on their strange "**Warsphere**" voidcraft.

The limited technology that the Kroot chose to implement gives the impression of being deliberately primitive yet is remarkably effective. The signature **Kroot rifle**, though appearing a simple black powder weapon adorned with various blades, utilises esoteric pulse charges. The extent to which this is a deliberate choice, and to which it represents a limited or incomplete knowledge base, is not something that they have been known to discuss with outsiders.

The profession of mercenary is a common one among the Kroot, whether in the large numbers they provide to the Tau Empire as auxiliaries or the various kindreds who roam the galaxy. They make expert scouts and light infantry, as well as ferocious close assault troops, with few scruples about who their employers may be. While they will accept payment in hard currency they generally prefer equipment they are able to use directly, but the abiding reason for seeking out mercenary work is one humans generally consider rather more grisly.

Kroot eat the dead, both their own and those they have slain, and do so raw. While there is a ritualistic component to this, as well as the obvious nutritional benefit, Kroot also somehow incorporate the traits of those consumed into their own genetic structure, literally passing on the strengths of their prey to future generations. The consumption of Tau flesh is strongly taboo, a gesture of fealty and gratitude for past assistance.

Kroot are very tall but move at a half-crouch, which conveniently places them in roughly the right height range for a player character. Nevertheless, there are distinctive traits that should be represented, such as the prominent beak and distinctive “mane” of quills which will likely involve a mask or extensive prosthetics. Kroot colouration is extremely variable, though browns; greens and greys are common. Players wishing to use the signature Kroot rifle will note that this will need to be subject to the full weapon checks process if designed for use in melee. Handily, Kroot also make extensive use of equipment purchased or looted from the other races they have had dealings with. The number of digits on a Kroot hand can vary, usually three and occasionally four, but due to their mutability it is quite acceptable for players to settle on five.

The Kroot mindset is closer to human than the likes of the Orks or Eldar are – closer than most Imperial humans are comfortable admitting given their outwardly savage habits. They tend towards a dark or morbid sense of humour, with their laughter analogue being an odd clicking sound. Kroot are extremely loyal to their own kindreds and can form fierce friendships with individuals of other races who have earned their respect.

### ***Shapers***

A leadership caste among their people, **Shapers** are not only military and familial leaders but also literal shapers of their kindred – seeking out strong prey whose traits might be selected and passed on to future generations. Some are also attributed with strange abilities channelled through shamanistic rites, which should be represented by the Ritualist skill with appropriate roleplay elements.

Shapers have judged a few alien races inedible, a far more meaningful and horrible term than the human translation would imply, and those who are aware of such entities will endeavour to reign in their kindred from consuming such entities. As mentioned above this includes the Tau for cultural reasons, but **Tyranid** bio-constructs and those infected by their gene-spoor; beings twisted by the Dark Gods or otherwise mutated by the Warp; and other, stranger, things have been so marked.

## **15.4 Orks**

### **15.4.1 Ork Racial Advantages**

Orks are a primitive, brutal race with green skin. Fungal in nature, they arm themselves with crude but deadly weapons and are incredibly hard to kill, in part due to their regenerative nature.

- **Starting Body Hits:** +2
- **Racial Bonuses:** Gain the Toughness skill for free. Gain the Juggernaut knack for free. Remember that Toughness adds towards your bleed count.
- **Orks is made for Fightin’:** Take two fewer successes per trauma card to heal. This may reduce the number of successes required to zero. Any kind of “treatment” - even if it’s drinking with people to make the pain go away - counts as medical supervision for the purposes of natural healing.

### **15.4.2 Ork Trait Options**

- Mutant
- Psyker (May not choose Sanctioned Psyker Discipline)
- No Trait

Characters that do not choose a trait gain an additional 10 Hero Points at character creation.

### 15.4.3 Ork Roleplay and Costuming

The **Orks**, known collectively with their servant races as Greenskins, have two **gods**, who encapsulate all that they find of import in life - Gork is cunningly brutal, whereas by contrast Mork is brutally cunning. This encapsulates the Ork mindset. That they are also known as Orkz or Greenskinz encapsulates their approach to spelling.

Orks are burly creatures, and despite their typically stooped posture will often equal or far exceed humans in height. Muscle suits, padded clothing and other elements to add physical bulk are recommended. Ork skin is also universally green, ranging in tone and shade, though some will adorn themselves with body paint or crude tattoos. The Orks' great tusk-like **Teef**, which they also use as currency, are not a requirement in their representation. Ork physiology is robust to the point of scarce believability, with their **Painboy** surgeons enacting truly horrific surgery and expecting full recovery.

Though the Ork language is characterised as a mix of grunts, mangled Low Gothic loanwords and yelling with punctuation usually provided by either physical abuse or gunfire, players are reminded of the conduct rules regarding physical contact and PVP combat. Orks who speak Low Gothic are not often noted for their verbosity, tending to favour volume, and are usually portrayed with a thick accent which vaguely resembles Cockney (or perhaps stereotypical "English football hooligan") with added guttural tone.

Ork equipment gives the impression of being crude, inelegant and unreliable. This impression is correct. However, at least in the hands of Orks, it seems to function far more effectively than it has any business doing. While reports of guns made of nothing more than a box filled with a handful of scrap springs and unconnected cables are exaggeration, clearly the crude contraptions function with greater efficacy than logic would indicate. Some Adeptus Mechanicus savants attribute this to a gestalt psychic field enacting a form of probability manipulation, others merely weep for the tortured machine spirits of looted human devices subjected to brutal technological necromancy. Ork **Mekboys** merely scoff at those who lack their know-wotz.

While they are generally coded as male to human viewers, Orks are agender and reproduce **via the release of spores**. The closest to romantic pairing that an Ork can be said to hold to is encapsulated by the word "grod", which translates as "best friend" or "favourite enemy" depending on context or mood.

The Orks are split into innumerable warbands, tribes, mobs and crews, but the Clans are present across the galaxy. Each emphasise certain elements of Ork Kultur. The Freebooters exist apart from this structure and are generally considered strange even by other Orks.

#### ***Bad Moons***

**Bad Moons** are the best of all Ork clans because they are the richest, have the best gear, and shoot the snazziest guns with the most enthusiasm. Orks use their own Teef as currency, and Bad Moons not only shed and regrow theirs faster than other Orks but are skilled at swindling even more wealth from their less financially savvy customers. Bad Moons are characterised by yellow clothing or armour, often decorated with flame designs in black or blue. Their symbol is a grinning yellow moon.

#### ***Blood Axes***

**Blood Axes** are the best of all Ork clans because they are the most cunnin', with a great grasp of tactics and sneakiness. They have adopted many aspects of human culture, along with being particularly keen adopters of human equipment, and have even been known to work as mercenaries for the Imperium at times. Though a few have missed the point of the camouflage they wear, choosing colours that contrast as much as possible with the environment in order to look as camouflaged as possible from as far away as possible, others are far



stealthier than something of their size and bulk has any right to be. Blood Axe leaders often appropriate Imperial military symbology or rank insignia, sometimes almost correctly, and their clan symbol is a pair of crossed axes dripping blood.

### ***Deathskulls***

**Deathskulls** are the best of all Ork clans because they are the luckiest, because they are the best at lootin', and because they always have something to hand that might come in useful later. They are enthusiastic thieves, not stopping at everything not nailed down but instead taking prybars with them as a matter of course. Deathskull garb and equipment frequently looks suspiciously like someone else's that has been painted or dyed blue, and they similarly adorn themselves with blue paint and tattoos for luck. They are never without an array of gewgaws; knick-knacks and good luck charms, and their clan symbol is a blue skull.

### ***Evil Suns***

**Evil Suns** are the best of all Ork clans because they are the fastest – on foot or in their many, many vehicles they run rings around the slowpokes, getting into fights faster and generally ridin' around looking impressive. Evil Suns are overrepresented among the speed-addicts of the **Kult of Speed** and the deranged aviators known as **Flyboyz**. Their clan colour is red, because as all Orks know “red wunz go fasta”, and their clan symbol is a red sun with a leering face.

### ***Goffs***

**Goffs** are the best of all Ork clans because they are the largest and strongest. Even by the standards of their fellows they are very keen on fightin', and distain muckin' about. They are identified by black clothing, favour black and white check patterns as trim or decoration and are particularly fond of horns and skulls as adornments. Their symbol is a horned skull, usually that of a bull or similar beast.

### ***Snakebites***

**Snakebites** are the best of all Ork clans because they keep to the old wayz, making the best use of the **Squigs** who inevitably appear alongside them as everything from foodstuffs to massive attack-beasts. Snakebites undertake a ritual initiation into the clan where they are bitten by a poisonous snake, and they will generally carry a supply of such creatures with them in case a new world's natives are insufficiently bitey. Snakebite garb is left undyed, being left natural furs and leathers, and their clan symbol is, predictably, a snake.

### ***Freebooters***

**Freebooters** are better than all the Ork clans, having decided to forsake their former homes for a life of adventure alongside their fellow eccentrics. Most prominent are those who have chosen the piratical lifestyle and sail the void in search of a good fight and plenty of loot, the most successful of these becoming the over-equipped and extremely smug **Flash Gits**. Freebooters often embrace symbols of piracy from human renegades, such as extravagant hats and gaudy jewellery, and their most common symbol is the Ork-skull and crossed bones they know as the **Jolly Ork**, although the sight of it adorning a **Kill Kroozer** bearing down upon its victim is seldom a cause for much jolliness in others.

## **15.5 Tau**

### **15.5.1 Tau Racial Advantages**

Tau are a young, technologically advanced, race with blue skin and flat noses. They have only a minimal presence in the warp, and routinely use highly advances armour and ranged weaponry.

- **Racial Bonuses:** Gain the Integrity and Technical skills for free. Gain a 2XP Technical knack for free.

- **Soul Dead:** Tau do not receive Temptation cards. Instead, they take a trauma card for each temptation card they would have received.

### 15.5.2 Tau Trait Options

- Mutant
- No Trait

Characters that do not choose a trait gain an additional 10 Hero Points at character creation.

### 15.5.3 Tau Roleplay and Costuming

The **Tau** are a young race, sure that their unity of purpose and innovative technology will see their **empire** grow from a relatively minor xenohold on the Eastern Fringe to a galaxy-encompassing force.

Remarkably their philosophy of the **Greater Good**, or “Tau’Va”, embraces the assimilation of other races into their empire. Though inevitably assigned a subservient position, these races have are encouraged to contribute to the furtherance of the Tau ambitions to the best of their abilities. Even some humans have forsaken the Imperium for this philosophy, though the so-called “**Gue’vesa**” who do so are considered abominable by their close-minded fellows.

The Tau have grey-blue (or blue-grey) skin. Their nasal slits are notably different from human noses and should be represented if possible. Tau also have four-fingered hands and feet best described as hooved, which should again be represented as much as practicality and safety allow. Tau technology is far closer to standard “sci-fi” or “futuristic” stylings, with inspiration from various anime being suitable. Tau civilian and unarmoured garb tends towards lightweight robes or baggy clothing.

While characterised as naive and ignorant of the Imperium and wider galaxy at the cultural level, they are by no means idiots. Individuals and groups can and do learn about local threats and opportunities, and they are often far less blinkered when doing so than more doctrinal humans. Tau are generally atheistic in their worldview, preferring to view the denizens of the Warp as “extradimensional aliens” rather than “daemons” for example, and they regard technological advancement and science as keys to the future. While sometimes seen as a more enlightened and “good” force than the “bad” Imperium, the reality is somewhat grimier – they are a hegemonizing empire with all the exploitation that entails, just one that is not inherently xecidal.

The Tau are a **caste based society**, and members of any of the four main castes are suitable for players. The choice of caste should greatly inform character creation, both mechanically and in terms of background. The ruling Ethereal caste are not suitable for players.

#### ***Air Caste***

The **Air Caste**, “Kor”, are few in number, often dwelling on starbases and orbital cities. They are the pilots and crews for **aircraft** and **spaceships**, as well as ground and support crews for the same.

The Air Caste are uncomfortable dwelling on the ground for long periods, and player characters will inevitably be pilots of some sort or another, whether hired for their skills or separated from their people by circumstance.

#### ***Earth Caste***

The **Earth Caste**, “Fio”, are the largest of the Tau castes, though by no means subservient. They are builders and farmers, engineers and scientists. It is they who design the omnipresent **drones** who underpin so much of their empire’s capacity, and unlike the Adeptus Mechanicus they have an extensive understanding of technology unclouded by mysticism and superstition.

Player characters are likely to be technical observers, seeking to understand the potential and weaknesses of alien technology, or else engineers hired at great expense to provide technical support while circumventing more dogmatic options.

### ***Fire Caste***

The **Fire Caste**, “Shas”, are the soldiers of their race. Compared to the Imperial Guard they are impressively well trained and equipped, though comparatively lacking in both temperament and training when it comes to melee. Their **Battlesuits** and **Grav Tanks** are particularly impressive.

Player characters are likely to be **Pathfinder** scouts or other “consultants” and “training assistants” detailed to both observe their Imperial “allies” and gather information on the myriad dangers and possibilities that Rogue Traders encounter.

### ***Water Caste***

The **Water Caste**, “Por”, represent the bureaucracy of the Tau empire. As merchants and negotiators, they are well respected, with the offers of friendship and technological “gifts” they bring seeming a small price for closer ties to the Tau Empire.

Water Caste player characters are there to exploit opportunities and should be aware of both short-term possibilities to garner wealth and longer-term opportunities to annex worlds and peoples to their empire. Such players should remember that they are the face of the Greater Good, and bear in mind that a trade partner who thinks (or perhaps realises) they have been swindled is one who may refuse to deal with the Tau next time.

### ***Ethereal Caste***

The **Ethereal Caste**, “Aun”, also translatable as Celestial Caste, are the rulers of the Tau Empire. Enlightened philosopher-monarchs, their word is unbreakable law.

The Imperium has seldom encountered the Ethereal Caste, and they would never risk travelling as part of a Rogue Trader expedition. Player Characters may not be from the Ethereal caste.

# 16 Calls

## 16.1 Out of Character Calls

### Safety Calls

This is a list of calls you MUST comply with upon hearing. They are Referee and Safety calls.

Call	Effect
MAN DOWN	MAN DOWN indicates a real out-of-character injury. You must stop acting and drop to a knee if possible. Please pass the call along until all have stopped.
NON-COM	NON-COM is used by players to indicate they are not taking part in in-character combat. Do not engage them in melee combat. See <b>Non-Combat Characters and Players</b> in Chapter 10.
TIME FREEZE	<p>TIME FREEZE is used to indicate in-character time has been paused. You must stop as you are and shut your eyes if it is safe to do so, unless informed otherwise by a referee.</p> <p><i>Most frequently used by Referees but may be used by Players to pause a combat for safety reasons – for example to move combat away from mud on sloped ground. It can also be used to hold player actions while narration is provided, or allow things to happen “instantly”.</i></p>

### Referee Calls

Call	Effect
COMBAT ENDS	COMBAT ENDS indicates the end of a Linear or combat. When Combat Ends is called, all per Linear abilities refresh for characters that were in the combat/Linear. Players who have earned Trauma Cards, Temptation Cards and similar should contact a Referee at this time.
SECOND WIND	<p>SECOND WIND immediately restores all player characters who can hear it to their full starting Hero Points.</p> <p><i>This call will not be used at every event, and when used it will usually be for a mass combat or other suitably dramatic moment. Note that Body Hits, abilities available a certain number of times per Linear and various other resources are not affected.</i></p>

## 16.2 In-Character Calls

This is a list of calls that are made available to characters through the purchase of Skills, Knacks, or other Abilities.

### Target-Specifying Calls

Target Descriptor	Specified Target
CREW	CREW indicates that the call targets all hostile non player characters who can hear it.
GLOBAL	GLOBAL indicates that the call targets all characters who can hear it.
MASS	MASS indicates that the call targets all characters within 3 metres of you, or within 3 metres of a specific target that you must indicate.
PLAYER	PLAYER indicates that the call targets the characters of all players who can hear it.

### Reactive Calls

Call	Effect
COUNTER	COUNTER is used by characters to indicate they have countered a PSYCHIC ability, stopping it from activating. If called at activation, the character must indicate the PSYCHIC ability being countered. May also be used to dismiss ongoing Psychic effects such as PSYCHIC DOMINATE
DODGE	DODGE is used by characters to indicate that an attack has been dodged, and the character has taken no damage or special call from the attack. <i>Note: All Characters have this. Costs 1 Hero Point per use.</i> <i>See <b>Dodge</b> in Chapter 10 for details.</i>
RESIST	RESIST is used by characters to indicate that a power or ability has been resisted.
NO EFFECT	NO EFFECT is used by characters to indicate that the attack, power, or ability has had no effect on them.

### Combat-Only Calls

Call	Effect
AUTOMATIC FIRE	AUTOMATIC FIRE causes <u>everyone</u> in the defined field of fire to take 1 Body Hit per call, unless they are behind cover where it is 1 every other call (1st, 3rd, 5th and so on). If a

	target in the field of fire is behind cover AND lying prone taking no action, they may ignore damage from this call. <i>See <b>Automatic Fire and Covering Fire</b> in Chapter 10 for details.</i>
AS ONE	AS ONE protects members of a designated group (typically a Dynasty) who are making a charge from damage and special calls until they reach the enemy. The charge may last no more than 20 seconds. Requires 5 seconds motivational roleplay. This does not protect characters from AUTOMATIC FIRE, STRAFING RUN, or environmental effects.
COVERING FIRE	COVERING FIRE causes all <i>enemies</i> in the defined field of fire to take 1 Body Hit per call, unless they are behind cover where it is 1 every other call (1st, 3rd, 5th and so on). If a target in the field of fire is behind cover AND lying prone taking no action, they may ignore damage from this call. <i>See <b>Automatic Fire and Covering Fire</b> in Chapter 10 for details.</i>
EXECUTE	EXECUTE is used to prematurely end the bleed count of a targeted character, ensuring their immediate death. The targeted character must be at 0 Body Hits and 5 seconds of relevant uninterrupted roleplay must occur before the call may be made. This call may be used with Ranged weapons, but only within Melee range.
JUGGERNAUT	JUGGERNAUT protects a charging character from calls of KNOCKDOWN and STUN until they reach the enemy. The charge may last no more than 20 seconds.
LAST STAND	LAST STAND announces the intention of a character to stand and fight to the death, in order to allow other characters to retreat. <i>See <b>Last Stand</b> in Chapter 10 for details.</i>
LET'S FINISH THIS	LET'S FINISH THIS is used by important NPCs to that subsequent combat is purely cinematic. This is intended to allow for fun, dramatic death scenes for major villains. <i>See <b>Let's Finish This</b> in Chapter 10 for details.</i>
RANGED	RANGED deals one Body Hit of damage to the Target, in addition to any special call.
SUBDUE	SUBDUE is an attack modifier. If used on the final attack that drops the targeted character to 0 body hits, they fall unconscious instead of starting their bleed count. This may not be used to stop a bleed count that has already started. A subdued character will remain unconscious for 5 minutes, at which point they will have healed 1 body hit and will regain consciousness. <i>See <b>Natural Healing</b> in Chapter 10 for details.</i> <i><u>Note: All Characters have this. It is free to use.</u></i>
UNSTOPPABLE	UNSTOPPABLE restores to full the body hits of the character making the call, at the cost of one Trauma Card, which must be collected from a Referee at the end of combat. The character does not need to be conscious to make this call.
ZERO	ZERO is an attack modifier. If used on an attack, it denotes that the attack deals no damage instead of the usual single Body Hit of damage.

### Vehicle Combat Calls

Call	Effect
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HEAVY	HEAVY is a ranged special call that indicates that the attack deals Vehicle Hit damage to Landers. Characters hit by a HEAVY call take no special effect from the call, just normal damage.
RAMMING SPEED	RAMMING SPEED is a 'melee' combat call that drops the targeted Lander to 0 Vehicle Hits, at the cost of one Vehicle Hit of damage inflicted to your own Lander.
STRAFING RUN	STRAFING RUN causes <u>anyone</u> in the defined field of fire to take MASS FATAL. Targets in the field of fire may <u>not</u> call DODGE to avoid a strafing run, they must physically move out of the way. <i>See <b>Air-to-Ground Combat</b> in Chapter 8 for details.</i>

### Other In-Character Calls

Call	Effect
DOMINATE	DOMINATE compels the targeted character to obey a command of 10 words or less. This effect lasts for ten seconds unless Resisted (or Countered if Psychic). The command itself must be audibly spoken in-character.  The effect of the call is obvious. The Target may roleplay obviously fighting the compulsion. This can include trying to hold back limbs, yelling at the top of their voice that they don't want to do what they are doing, etc. A Dominated Target may not use Calls or spend Hero Points except to Resist this Call.
FEAR	FEAR compels the targeted character to run away in fear, and only return after 15 seconds. Characters under this effect may defend themselves whilst fleeing. Fear may be resisted by spending a Hero Point.  See <b>Fear</b> in Chapter 10 for details.
HEAL	HEAL restores 1 Body Hit to the targeted character and stops their bleed count.
INSPIRE	INSPIRE restores 2 Hero Points to the targeted character. A target may only receive the benefits of an INSPIRE call once per Linear, or once per hour out of combat.
I'VE STUDIED YOUR PEOPLE...	I'VE STUDIED YOUR PEOPLE... indicates to an NPC that your character is acting in a way that follows the customary etiquette for their people.
PSYCHIC	PSYCHIC is attached to other calls to indicate Psychic or Warp calls.
RALLY	RALLY clears the targeted character of the effect of a FEAR call.
STOP BLEED	STOP BLEED stops the bleed count of the targeted character and also resets the count to full. If for any reason the count is started again, it starts from the beginning.  See <b>Bleed Count</b> in Chapter 10 for details.
TERROR	TERROR compels the targeted character to run away in fear, and only return after 30 seconds. Characters under this effect may defend themselves whilst fleeing.

	<p>May be downgraded to FEAR by spending a Hero Point.</p> <p>See <b>Terror</b> in Chapter 10 for details.</p>
VANISH	<p>VANISH conceals the user and allows them to move invisibly for up to 10 steps or 10 seconds, whichever is shorter. This is intended as a purchasable alternative to hard-skilled stealth. Unless otherwise stated, must be in semi-cover to activate.</p>
WOULD YOU KINDLY...	<p>WOULD YOU KINDLY... persuades the targeted character to comply with a request made by the character making the call. This is intended as a purchasable alternative to hard-skilled persuasion.</p> <p>The effect is persistent while dramatically appropriate but can be broken by the target being attacked, being asked to do something that is utterly against their nature, being put in undue immediate danger, or if a trusted associate points out their unusual behaviour.</p> <p>This call is not obvious to the target unless resisted or dismissed.</p>

## Design Note

The Would You Kindly call is in the system to provide a purchasable alternative to hard skill charisma, much like vanish allows for an alternative to hard skill stealth. It's not mind control, it's a very persuasive argument. If you are targeted by this call, consider if the request is something your character could reasonably be persuaded to do by someone who knew just how to ask for it in the right way. If the request fits that, great. If it's not something they'd ever do, then the call didn't work - you couldn't be persuaded. Also, if this is used to ask you to do something that makes you as a player uncomfortable, disregard this call or ask for a Referee to be present.









## 16.3 Special Calls List

Calls on the special calls list can be purchased for either Melee or Ranged combat. When used with weapons, check the Section on **Weapons** in Chapter 10 for any prerequisites.

Call	Purchase Cost	Hero Point Cost	Effect
BREAK	Melee: 3xp	1	BREAK breaks the item targeted. Broken weapons and shields may not be used to parry or block weapon strikes. A BREAK can be repaired using the Technical skill. If this Call is used on a multi-weapon, it is broken and cannot be used in either ranged or melee. If an attack with this Call is parried in melee, the parrying weapon takes the effects of the Call.
	Ranged: 3xp		
DISARM	Melee: 2xp	1	DISARM causes the targeted character to drop a targeted item to the floor or render a targeted limb unusable for 10 seconds. If using RANGED DISARM, the target should also be mentioned in the call made. (e.g. RANGED DISARM SWORD) If an attack with this Call is parried in melee, the parrying weapon takes the effects of the Call.
	Ranged: 2xp		
FATAL	Melee: 5xp	3	FATAL drops the targeted character to 0 Body Hits.
	Ranged: 5xp		
HEAVY	<i>Ranged Only</i>	1	HEAVY indicates that the attack deals Vehicle Hit damage to Landers. Characters hit by a HEAVY call take no special effect from the call, just normal damage.
	Ranged: 2xp		
KNOCKDOWN	Melee: 2xp	2	KNOCKDOWN indicates the target is knocked to the ground. The target should fall to the ground and their shoulders should contact the ground. If the target cannot do this, then the target must 'take a knee' without defending themselves for 10 seconds. If an attack with this Call is parried in melee, the character must still take the effects of the Call (though not the associated damage).
	Ranged: 2xp		
MAIM	Melee: 2xp	2	MAIM causes the targeted character to lose the targeted limb. If using RANGED MAIM, the target limb should also be mentioned in the call made. (e.g. RANGED MAIM LEFT ARM)
	Ranged: 2xp		
REPEL	Melee: 2xp	1	REPEL causes the targeted character to be pushed back 10 steps.
	Ranged: 2xp		
STUN	Melee: 2xp	2	STUN causes the targeted character to be unable to take any action for 10 seconds as they stand there dazed. A stunned character may still defend themselves by parrying or by calls of DODGE.
	Ranged: 2xp		
TOXIC	Melee: 3xp	2	TOXIC causes the targeted character to suffer from the <i>Poisoned Condition</i> , which is an ongoing effect. Every 30

	Ranged: 3xp		seconds after the initial hit, the poisoned character takes a further Body Hit of damage. This effect remains and continues until the <i>Poisoned Condition</i> has been lifted.
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## 16.4 Non-Verbal “Calls”

	<p><b>One hand making the letter “L”</b></p> <p>Speaking in a language that is not Low Gothic. All players and most NPCs speak Low Gothic. At the start of the conversation, and if queried out of character, the player should state which language is being spoken.</p>		<p><b>One hand with fingers crossed</b></p> <p>Speaking out of character.</p>
	<p><b>Wearing a yellow hi-vis jacket</b></p> <p>Worn by the event team. This person “isn’t here” as far as your character is concerned. However, they are usually a Referee, so pay attention if they talk to you!</p>		<p><b>Wearing a yellow armband</b></p> <p>Worn by players during time-in to show they are Out-of-Character. This person “isn’t here” as far as your character is concerned.</p>
	<p><b>One fist in the air with an arm at roughly 90 degrees</b></p> <p>This character cannot be seen. Your character cannot see this person. This may be used:</p> <ul style="list-style-type: none"> <li>• To show a player is Out-of-Character.</li> <li>• When a character is using the VANISH call.</li> </ul>		
	<p><b>Both arms outstretched parallel to the ground</b></p> <p>This character is piloting a Lander.</p>		

# 17 Appendices

## 17.1 The Market Price List

Name	Mechanics	Purchase (Marks)	Resale (Marks)	Description
Holy Banner	When calling Resist Fear, can add GLOBAL PLAYER. Useable 1/day <b><u>Requires the Faithful Trait</u></b>	90	36	Banner proudly on display
Auto Suture	STOP BLEED (self) 1/day	120	48	Armour Upgrade
Auto Surgeon	Grants surgeon working on the wearer of this armour one automatic success (1/day)	370	148	
Shield Generator	DODGE 1/day	130	52	
Armour Reinforcement	Armour grants +2 Body Hits	200	80	
Weapon Upgrade	One additional call choice from the grid for this weapon type	50	20	Weapon Upgrade.
Weapon Upgrade	BREAK 1/day	130	52	Weapon Upgrade.  May only be applied to a weapon that already allows uses of the call.
Weapon Upgrade	DISARM 1/day	90	36	
Weapon Upgrade	FATAL 1/day	230	92	
Weapon Upgrade	HEAVY 1/day	90	36	
Weapon Upgrade	KNOCKDOWN 1/day	100	40	
Weapon Upgrade	MAIM 1/day	100	40	
Weapon Upgrade	REPEL 1/day	90	36	
Weapon Upgrade	STUN 1/day	100	40	
Weapon Upgrade	TOXIC 1/day	140	56	

## 17.2 The Consumables List

See Consumable file for up to date list of available consumables

### UPDATES

**3.1.4 – Characters without a trait now gain +5Pts of extra Consumables at the start of each Event**

**4.2 - Weapons Specialist now grants +10Pts of Ranged/Melee/General Consumables**

**4.4 - Scout now grants +10Pts of Exploration/General Consumables**

**4.5 - Bombardier now grants +10Pts of Explosives/General Consumables**

**4.7 - Supplicant now grants +10Pts of Integrity/General Consumables**

**4.9 - Research now grants +10Pts of Medicae/General Consumables**

**4.12- Technician now grants +10Pts of Technical/General Consumables**

**18.3– Consumables are now stored on external Consumables document**

**Updates (29/06/23)**

**4.9 – Combat Doctor no longer causes Trauma card**

**4.9 – Foraged Medicine now grants +5 Pts of consumables**

**4.12 – Make It Look Easy cannot reduce challenge difficulty below 50% rounded up**

**5.5.2 – Technical Knock Novice cannot reduce challenge difficulty below 50% rounded up**

**5.5.2 – Technical Knock Expert cannot reduce challenge difficulty below 50% rounded up**

**5.5.2 – Technical Knock Master cannot reduce challenge difficulty to zero**