

FATE

When you Spend Fate, you temporarily reduce your Fate by 1 to gain a minor benefit.

- You recover spent Fate at the start of each session.
- When you Burn Fate, you permanently reduce your Fate by 1 to overcome dire circumstances.
- You can only recover burned Fate or increase your Fate through an act of great service to the Emperor or sacrifice in His name.

SPENDING FATE

- Reroll a failed Test.
- Add +1 SL to a Test after it is rolled.
- At the start of the round, choose when to act in that round, ignoring Initiative.
- Ignore all effects from all Critical Wounds until the beginning of your next turn, including Conditions and injuries.
- Remove one Condition; if you removed the Prone Condition, you regain 1 Wound.

BURNING FATE

- **Die Another Day:** Instead of dying, you are knocked out and left for dead, taken out of action and removed from immediate danger. You survive (still suffering from any Wounds and Critical Wounds you received, short of whatever would have killed you), but take no further part in the current encounter.
- **The Emperor Protects:** You completely avoid incoming Damage by some unlikely chance. You suffer no Damage or effects, but there is no guarantee you will survive later rounds.
- **Steel Your Soul:** You may choose not to develop a rolled mutation. Because you do not mutate, you do not lose any Corruption.
- **For the Emperor:** Rather than roll the result of a Test, you choose the number instead, allowing you to succeed in dire situations. You can even choose to do this on a Test already failed. In an Opposed Test, you always win by at least 1 SL. If you cause a Critical Hit, you can use this effect to choose the Hit Location struck rather than randomising it.
- **Turn the Tide:** You and your allies immediately gain 1 Superiority. If your Superiority is 0, you instead gain 2 Superiority.

ADVANCEMENT

- Each Advance in a Characteristic raises the Characteristic by 1. Unless stated otherwise, the Characteristics of a normal Human cannot rise above 60.
- Each Advance in a Skill increases the Skill by 5.
- You can have a maximum of four Advances in a Skill, and a maximum of four Advances in a Specialisation.

Purchasing new Talents costs 100 XP.

SKILL AND SPECIALISATION XP COST			
ADVANCES	SKILL TOTAL INCREASE	XP COST	CUMULATIVE XP COST
1	+5	50	50
2	+10	100	150
3	+15	150	300
4	+20	200	500

CHARACTERISTIC IMPROVEMENT XP COST	
NEW VALUE	COST PER ADVANCE
20-25	20
26-30	25
31-35	30
36-40	40
41-45	60
46-50	80
51-55	110
56-60	140
61-65	180
66-70	220
71-75	270
76-80	320

TESTS

Automatic Success and Failure:

- Rolling 96-00 is always a failure.
- Rolling 01-05 it is always a success.

Advantage and Disadvantage

- When you have Advantage, you can choose to reverse the tens and the units dice if it would be more beneficial for you.
- When you have Disadvantage, you must reverse the tens and the units dice if it would be worse for you.

If you have multiple sources of Advantage and Disadvantage, they cancel each other out on a one-for-one basis. If you would gain Advantage from multiple sources, each instance after the first grants you an additional +10 to a Test. Equally, each instance of Disadvantage after the first inflicts a -10 penalty to a Test.

Getting Help

When two or more characters are working together, the character with the highest Skill makes the Test with Advantage.

- To assist someone, you must usually have at least 1 Advance in the Skill being tested.
- Assisting characters must normally be adjacent to the character taking the Test.
- You may not assist on Tests made to resist disease, poison, fear, hazards, or anything else the GM deems inappropriate.

SUPERIORITY

You can use Superiority to gain an SL bonus to one Test of your choice each turn. This bonus is equal to the party's total Superiority. Once you have used this bonus on a Test, you can't use it again until the start of your next turn.

GAINING SUPERIORITY BEFORE COMBAT

The max amount of Superiority that can be gained before combat is +3.

- Know They Foe: Learn important info about your enemy.
- Know They Battlefield: Know where you are fighting.
- Know Thy Players: Unorthodox strategies or general creativity.

GAINING SUPERIORITY DURING COMBAT

- Defeating the enemy Leader
- Defeating an enemy Elite
- Defeating a number of Troops equal to or greater than their Resolve in a single turn

LOSING SUPERIORITY

- The first time each party member receives a Critical Wound.
- If a party member is defeated.
- If the party are taken by surprise by unexpected reinforcements or a sudden change in the battlefield, such as a ship's hanger suddenly being exposed to the void.

YOUR TURN

On your turn, you can Move and take an Action.

MOVING

Movement allows you to leave your current Zone and enter a new one. Repositioning within your current Zone isn't usually considered a Move. There are a number of things to consider when you Move:

- You can decide to Move before or after taking an Action.
- When you Move, you move into a Zone adjacent to your current Zone.
- If you need to cover more ground, you can use your Action to Run.
- If you must make a Test to reach difficult places, such as when climbing or jumping, you must spend an Action as well as your Move.
- Depending on the environment, you can use your Move to take cover.
- If you are Engaged with an opponent and Move away, the opponent may make an attack as a Reaction.

ACTIONS

Free Actions

Some of the things you'll do during combat don't require an Action. This includes drawing your weapon, opening a door, or moving anywhere within your Zone. The GM determines if what you are doing is a Free Action. As a rule of thumb, if something requires you to make a Test, it is an Action.

Reactions

A Reaction is something you do on someone else's turn. The most common form of Reaction is attempting to dodge a ranged attack, but Psykers may also use their Reaction to Deny the Witch. Unless a rule such as a Talent or item of gear specifies otherwise, you may only take one Reaction until the beginning of your next turn.

DETERMINE HIT LOCATION

To see where you hit your target, use the units number and consult the table

HIT LOCATIONS	
UNITS RESULT	LOCATION
1	Head
2	Left Arm
3	Right Arm
4	Left Leg
5	Right Leg
6-0	Body

RANGE AND MOVEMENT

- **Immediate Range** is anything within arms reach of a character. When you make a melee attack, manually manipulate an object such as a door or piece of machinery, or inspect an object, you are at Immediate Range.
- **Short Range** represents anything within the Zone you are in (typically between 5 to 10 metres). Moving anywhere within Short Range is a Free Action.
- **Medium Range** represents any Zone adjacent to your current Zone (up to around 15 or 20 metres). Moving to a point within Medium Range requires the use of your Move.
- **Long Range** represents a location or target two Zones away from your current Zone (up to 30 metres or more). To move to a point within Long Range, you must use your Move and take an additional Action to Run.
- **Extreme Range** is anything outside Long Range, and is three or more Zones away from your current Zone.

CRITICALS AND FUMBLES

- When you roll doubles on an attack with positive SL, you score a **Critical**. This happens even if the roll was opposed and your opponent scored more SL than you.
- When you roll doubles on an attack with negative SL, you **Fumble**. This happens even if the roll was opposed and your opponent scored less SL than you. In this case, you may both take Damage!

ACTIONS (PG 207)

- | | | | |
|-------------|-------------|------------------------|----------------------------|
| • Aim | • Flee | • Overwatch | • Shove |
| • Attack | • Grapple | • Reload | • Take Cover |
| • Charge | • Help | • Retreat | • Target Location |
| • Defend | • Hide | • Run | • Use an Object or Feature |
| • Disengage | • Improvise | • Search | |
| • Dodge | • Manifest | • Seize the Initiative | |

ENGAGED

When you attack or are attacked by a creature within Immediate Range, you are Engaged with the target. If you try to move away from a creature you are Engaged with, they can make an immediate melee attack as a Reaction if they have a weapon ready, or vice versa. You may use a Disengage Action to move away from an enemy you are Engaged with safely.

Range Weapons at Immediate Range: If you make a ranged attack against a target within Immediate Range, you have Disadvantage on your attack. A ranged weapon counts as an improvised weapon when used for a melee attack.

ATTACKS WHILE HIDDEN

When you attack an unaware enemy, you make the Test with Advantage. Additionally, any attack made whilst the enemy is unawares causes an automatic Critical Hit to the target.

OUTNUMBERING

When several creatures are Engaged in the same melee, and one side outnumberes the other at least 2:1, they have Advantage on Melee Tests.

TWO-WEAPON FIGHTING

The following applies when fighting with two weapons:

- You can use any one-handed melee weapon or pistol when fighting with two weapons.
- You can use either weapon to make an attack.
- You can attack with both weapons simultaneously. Both attacks are made at Disadvantage. If they are both melee attacks, the defender rolls to oppose both attacks separately.

PULLING YOUR BLOW

Before you make an Attack you can declare that you are pulling your blow. The attack deals Damage as normal, but does not generate a Critical Wound, even if a Critical Hit is rolled. If the target has reached their Maximum Wounds they do not suffer any further Wounds. However, they must make a Challenging (+0) Fortitude (Pain) Test or become Unconscious, exactly as if they had. Note that it is not possible to pull your blows with many weapons.

OUTCOMES TABLE		
SL	RESULT	HAVE YOU SUCCEEDED?
+5 or more	Astounding Success	Yes, perfectly!: The result is as good as it can be, perhaps with extra luck and fortunate coincidences thrown in!
+3 to +4	Impressive Success	Yes, and...: You achieve your goal with style, exceeding your expectations.
+1 to +2	Success	Yes: You achieve a solid success.
+0	Marginal Success	Yes, but...: You more or less achieve what you intend, but imperfectly, and perhaps with an unpredictable side effect.
-0	Marginal Failure	No, but...: You marginally fail, perhaps accomplishing a portion of what you intended.
-1 to -2	Failure	No: You just plain do it wrong.
-3 to -4	Impressive Failure	No, and...: Not only do you mess up, but you also cause additional things to go wrong.
-5 or less	Astounding Failure	No, not in any way!: Everything goes wrong in the worst possible way. The GM will likely add to your woes with unanticipated consequences.

DIFFICULTY TABLE		
DIFFICULTY	TEST MODIFIER	EXAMPLE TASK
Very Easy	+60	Waking up to an emergency klaxon, jumping a small gap
Easy	+40	Fixing a minor jam in a familiar weapon
Routine	+20	Using a cogitator to perform basic research
Challenging	+0	Shooting a target in a well lit room, climbing a stone wall
Difficult	-10	Recalling an obscure fact about the Planetary Governor
Hard	-20	Swimming upstream in a rapidly flowing sewer
Very Hard	-30	Convincing an Arbiters to let this one slide

HIT LOCATIONS	
UNITS RESULT	LOCATION
1	Head
2	Left Arm
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4	Left Leg
5	Right Leg
6-0	Body

CONDITIONS

A target can only benefit from one type of cover at a time.

☠ **Light Cover** is usually about chest-high, and is large enough for a character to crouch behind to cover most of their body. Light Cover grants +2 Armour to all Hit Locations for ranged attacks.

☠ **Medium Cover** can protect most of a character's body, but still leaves some areas exposed. Medium Cover grants +4 Armour to all Hit Locations for ranged attacks.

☠ **Heavy Cover** can protect a character's entire body, and is large enough to comfortably stand behind. Heavy Cover grants +6 Armour to all Hit Locations for ranged attacks.

If you start your turn in a Zone with the Cover Trait, you can use your Move to get into cover and immediately gain its benefit. If you enter a Zone with the Cover Trait, you must use the Take Cover Action to gain its benefit this turn.

CONDITIONS

Some Conditions have a Minor and a Major Effect. Unless stated otherwise, you suffer the Lesser Effect the first time you gain the Condition, and the Greater Effect if you gain the Condition again.

Ablaze

☠ **Ablaze (Minor):** You suffer 1d5 Damage at the start of your turn, which ignores armour.

☠ **Ablaze (Major):** You suffer 1d10 Damage at the start of your turn, which ignores armour.

While you are Ablaze, you automatically fail all Stealth Tests. Unless specified otherwise, you may remove an Ablaze condition by dropping Prone and using your Action to make a successful Challenging (+0) Athletics Test.

Bleeding

☠ **Bleeding (Minor):** You suffer 1 Damage at the end of your turn, which ignores Armour.

☠ **Bleeding (Major):** You suffer 3 Damage at the end of your turn, which ignores Armour.

If you exceed your Wound Maximum because of the Bleeding Condition, you suffer a Critical Wound as normal. Once this has occurred, you no longer suffer any damage due to Bleeding, but can't recover Wounds until the Bleeding has been treated.

Blinded

☠ You can only succeed on Tests that rely on sight, such as Awareness (Sight) and Ranged Tests, by rolling a 01-05.

☠ You have Disadvantage on Melee and Dodge (Reflexes) Tests.

Unless specified otherwise, a Blinded condition is lost after 1d10 rounds.

Deafened

☠ You can only succeed on Tests that rely on hearing, such as Awareness (Sound), by rolling a 01-05.

Unless specified otherwise, a Deafened condition is lost after 1d10 minutes.

Fatigued

☠ **Fatigued (Minor):** You have Disadvantage on all Tests.

☠ **Fatigued (Major):** All Tests you make have their difficulty increased to Very Hard (-30).

If you would gain Fatigued again while already under the effects of Fatigued (Major), you may continue to act for a number of minutes equal to your Toughness Bonus, after which you fall Unconscious.

Unless specified otherwise, you may remove a Fatigued Condition by undertaking six hours of rest.

Frightened

☠ **Frightened (Minor):** Due to your fear and heightened senses, you have Advantage on Awareness and Intuition Tests. However, you have Disadvantage on all Tests relating to confronting the source of your fear.

☠ **Frightened (Major):** You are terrified. You must run from the source of your fear in the most direct route possible, stopping only to open doors or otherwise free yourself from your current situation.

Unless specified otherwise, at the end of each round, you may make a Challenging (+0) Discipline (Fear) Test to remove this Condition.

Incapacitated

☠ You can't Move or take Actions.

☠ You can't defend yourself. Melee attacks against you automatically score a Critical Hit.

Overburdened

While Overburdened, you have Disadvantage on all Agility Tests and your Speed is reduced one step.

Poisoned

☠ **Poisoned (Minor):** You have Disadvantage on Strength and Toughness Tests. The maximum SL you can achieve on any Test is equal to your Toughness Bonus.

☠ **Poisoned (Major):** You become Prone and Incapacitated.

If the duration of a Poisoned condition is not specified, it lasts for 1d5 hours.

Prone

☠ A Prone creature can only move by crawling unless they use their Move to stand up.

☠ You have Disadvantage on Melee Tests.

☠ Creatures attacking you from within Immediate Range have Advantage on their attack Test.

☠ Creatures attacking you from outside Immediate Range have Disadvantage on their attack Test.

Restrained

☠ **Restrained (Minor):** You cannot take move Move actions. You have Disadvantage on Tests involving movement of any kind, including Athletics, Dexterity, Melee, Reflexes, and Ranged Tests.

☠ **Restrained (Major):** You become Incapacitated.

Stunned

☠ **Stunned (Minor):** You can take either a Move or an Action, but not both.

☠ **Stunned (Major):** Additionally, you have Disadvantage on all Tests.

If the duration of a Stunned condition is not specified, it lasts for 1d5 rounds.

Unconscious

☠ You immediately drop anything you are holding, fall Prone, and become Incapacitated.

Anyone within Immediate Range with a weapon that does not have the Ineffective Trait can kill you without needing to make a Test.

WEAPON AND ARMOUR TRAITS

BLAST

When you use a weapon with the Blast Trait to attack, target a Zone within range and make a single Ballistics Skill (Ordnance or Thrown) Test, depending on whether the weapon is a Launcher or a thrown Grenade. All characters in the target Zone must make an opposed Reflexes (Dodge) Test versus the result of your Test. If you win the Opposed Test, you deal Damage equal to your weapon Damage plus the difference in SL.

BURST

When you use a weapon with the Burst Trait, you may chose to declare that you are firing a burst rather than a single shot. If you do so, you may add +1 SL to your Ranged Test, and must reduce the weapons ammunition by 1. Weapons with Rapid Fire are always treating as having the Burst trait, though you cannot combine these two features.

CLOSE

Ranged weapons with this Trait can be used in Immediate Range without incurring Disadvantage on the attack roll.

DEFENSIVE

You have Advantage on Opposed Tests when defending from melee attacks (see page 211) with this weapon.

FLAMER

A Flamer weapon spews a stream of burning chemical liquid. The wielder can guide the flowing torrent of flame to set multiple foes ablaze. Attacks made with a Flamer ignore Cover. Instead of targeting a creature with the Flamer, you can choose to target a Zone within range. The Zone becomes a Major Hazard (see page 206) until the end of your next turn.

HEAVY (RATING)

Heavy equipment requires StrB equal to the rating to wield effectively. If you do not meet the requirement, you suffer the following penalty based on the type of wargear:

- ☛ Armour with this Trait impose Disadvantage on Agility Tests.
- ☛ Melee weapons with this Trait impose Disadvantage on WS Tests.
- ☛ Ranged weapons with this Trait impose Disadvantage on BS Tests.

Instead of moving, a character can brace a Heavy ranged weapon on a suitable terrain feature such as a piece of cover. If they do so, they may ignore the Heavy trait until they next take a move action.

INEFFECTIVE

All Armour is doubled against Ineffective weapons. Further, you do not automatically inflict a minimum of 1 Wound on a successful hit.

INFLECT (CONDITION)

If an attack with this weapon deals Wounds, the target suffers the Condition. If the weapon or attack does not list a damage rating, the attack only needs to hit to inflict the Condition. The Condition normally lasts until the end of the target's subsequent turn, but specific equipment or Conditions may stipulate specific durations, or requirements to end the Condition.

LOUD

A weapon with the Loud Trait alerts everyone within Long Range of your presence when used to make an attack. Armour with the Loud Trait imposes Disadvantage on Stealth Tests.

PENETRATING (RATING)

Attacks from this weapon ignore Armour equal to the rating.

RAPID FIRE (RATING)

When you fire this weapon, you can declare that you are Rapid Firing. If you do so, you may either choose to grant the weapon the Spread Trait, or you may gain Advantage on the attack roll and increase the weapon's damage by its Rapid Fire rating. In either case, reduce the weapon's magazine by its Rapid Fire rating. You cannot Rapid Fire if your magazine currently contains less ammunition than its Rapid Fire rating. Weapons with Rapid Fire are always treated as having the Burst trait, though you cannot combine these two features.

REACH

You can use a Reach weapon to attack any creature within your Zone without becoming Engaged with the target. When you are Engaged with an enemy, you have Disadvantage on Melee Tests to defend yourself with a Reach weapon.

RELIABLE

When using this weapon to attack, if you Fumble in combat roll 1d10. On a result of 4+, you ignore the Fumble result.

REND (RATING)

If you deal Wounds with this weapon, the Armour on the Hit Location is reduced by the rating until repaired.

SHIELD (RATING)

When you use this shield to brace against incoming fire, you gain additional Armour equal to the Rating.

SPREAD

All creatures within Immediate Range of the target, other than the attacker, must make a Challenging (+0) Reflexes (Dodge) Test or suffer half Damage from the attack. If a weapon already has the Spread Trait and would gain it in another way, such as by using Rapid Fire, creatures within Immediate Range who fail their Reflexes Test suffer full damage instead.

SUBTLE

Weapons with this Trait are quiet and may be easily hidden, imposing Disadvantage on Awareness Tests to detect the weapon's use or find it hidden on your person.

Armour with this Trait is not obviously defensive at first glance, imposing Disadvantage on Awareness Tests made to see if you are wearing armour. Additionally, Subtle Armour can be worn in addition to any other Armour that does not have the Subtle Trait. When worn in this way, add both Armour values together to determine total Armour in the appropriate location.

SUPERCARGE (RATING)

When you fire this weapon, you can choose to Supercharge it. Doing so adds additional Damage to the attack equal to the rating, at the cost of doubling the ammunition expended.

THROWN (RANGE)

A melee weapon with the Thrown Trait can be used to make a ranged attack by throwing it. Thrown weapons list the Range they can be thrown at in parentheses.

TWO-HANDED

A Two-handed weapon is large and requires two hands to wield.

UNSTABLE

When using this weapon to attack, if you Fumble in combat roll 1d10. On a result of 4+, the weapon detonates, dealing its Damage to the wielder's primary arm, or both if the weapon is Two-handed.

FUMBLE	
ROLL	RESULT
1-2	You catch a part of your anatomy. You suffer 1 Damage, which ignores Armour.
3-4	Your melee weapon is knocked from your hand, or your ranged weapon malfunctions or jams. In the next round, you will act last regardless of Initiative order, Talents, or special rules.
5-6	Your manoeuvre was misjudged, leaving you out of position, or you lose grip of a ranged weapon. You have Disadvantage on all Tests until the end of your next turn.
7	You stumble badly and fall <i>Prone</i> .
8	You mishandle your weapon, drop your ammunition, or otherwise cause yourself to become disoriented. You are <i>Stunned</i> until the end of your next turn.
9	You overextend yourself or stumble and twist your ankle. Your Speed is reduced to Slow for the duration of the current encounter. This does not count as a Critical Wound.
10	You completely mess up, hitting a random ally in range using your rolled units die to determine the SL of the hit. If that's not possible, you somehow hit yourself in the face and become <i>Stunned</i> .

TURN ORDER

Characters with the highest static Initiative act first, then in order. If multiple combatants have the same Initiative, they act in order of highest Reflexes Skill to lowest. If they have the same Reflexes Skill, they make an Opposed Test to see who acts first.

SURPRISE

When you have surprise, you gain the following benefits:

- ☛ You can use your Move and take an Action
- ☛ You have Advantage on Melee Tests, and the target can't oppose your attack.
- ☛ When the surprise round ends, the party gains +1 Superiority. If the party are Surprised, the above rules also apply, but after the surprise round they lose a point of Superiority, if applicable.

WOUNDS

Each time you suffer a point of Damage, you gain 1 Wound. If your Wounds equal your Maximum Wounds, your injuries get the better of you. You suffer the following effects:

- ☛ On your Turn you may Move or take an Action, but not both. This effect lasts until you heal at least 1 Wound.
- ☛ You must make a Challenging (+0) Fortitude(Pain) Test or fall Unconscious.

Repeat this Test each time you receive further Wounds. You don't regain consciousness until you heal at least 1 Wound. You never accumulate Wounds greater than your Maximum Wounds. Once you reach this threshold, every attack that would Wound you causes a Critical Wound. Determine the Hit Location and make a Severity Roll. To do so, roll 1d10 + the excess Damage and consult the appropriate Critical Wound Table for the Hit Location to determine the Critical Wound.

Critical Hit

If you roll a Critical on your attack Test, or successfully attack whilst hidden, the attack deals a Critical Hit. The target suffers a Critical Wound, even if they haven't exceeded their Maximum Wounds. After taking a Critical Hit, roll 1d10 to determine the Hit Location, then deal Damage from the attack as normal. After dealing Damage, make a Severity Roll, as above, but there is no need to add to the 1d10 roll unless the Damage exceeded the target's Maximum Wounds.

CRITICAL WOUNDS

If you have untreated Critical Wounds in excess of your Toughness Bonus, you are Dying.

Treatment

Each Critical Wound lists the Treatment required to heal it. The listed Difficulty assumes the Critical Wound is being treated during combat. When treating a Critical Wound outside of combat, the Difficulty decreases on step (Hard (-20) becomes Difficult (-10), Challenging (+0) becomes Routine (+20), etc). Entries that list 'Treatment: None' do not require treatment, and do not count towards untreated Critical Wounds for the purposes of Dying.

Injury

Some Critical Wounds cause Injuries, which take effect immediately but linger long after the Critical Wound has been treated. Injuries inflict long term penalties and may require medical care or surgery to fully heal, but by themselves do not count as Critical Wounds for the purposes of Dying.

DYING

There are a number of ways you can die in Imperium Maledictum.

- ☛ If your untreated Critical Wounds exceeds your Toughness Bonus, you succumb to your injuries and die at the end of the round.
- ☛ If you are Unconscious, anyone within Immediate Range with a weapon that does not have the Ineffective Trait can use an Action to kill you without making a Test.
- ☛ Certain results on the Critical Wounds Tables cause immediate death.

HEALING WOUNDS

Wounds will heal naturally over time, but medical attention can accelerate the process.

You can heal Wounds in the following ways:

- ☛ Once per day, after a good rest, you heal Wounds equal to your Toughness Bonus.
- ☛ If you rest for an entire day and do not undertake any strenuous activity, you heal Wounds equal to your Toughness Bonus × 2.
- ☛ An ally with at least 1 Advance in the Medicae Skill can make an Routine (+20) Medicae Test to treat your Wounds. During combat, this Test is Challenging (+0). If successful, you heal Wounds equal to the SL plus your ally's Intelligence Bonus. On a failure, you heal no Wounds but suffer no ill effects. You can only heal Wounds in this way once per day, and once again each time you suffer a Critical Wound.

CORRUPTION

You may resist some or all of the Corruption with a Fortitude or Discipline Test, as determined by the GM — usually physical influences are resisted with Fortitude, and spiritual corruption is resisted with Discipline. On a success, you may reduce the Corruption you gain by your SL, to a minimum of 0.

Minor Exposure (1 Corruption)

These relatively weak corrupting influences still endanger a feeble soul. Examples include:

- ☛ Witnessing a Lesser Daemon.
- ☛ Reading a few pages of a profane tome.
- ☛ Contact with a Chaos Mutant or Chaos tainted artefact. Momentarily giving in to a powerful emotion tied to a Chaos God, such as despair (Nurgle), rage (Khorne), excess (Slaanesh), or curiosity about forbidden lore (Tzeentch).
- ☛ Prolonged exposure to Chaos worshippers, Chaos Temples, Mutant Lairs, and similar.

Moderate Exposure (2 Corruption)

Moderate corrupting influences are a danger to every soul and should be avoided under all circumstances. Examples include:

- ☛ Witnessing multiple Demons.
- ☛ Contact with a Daemon or profane artefact.
- ☛ Embracing a powerful emotion tied to a Chaos God, such as despair (Nurgle), rage (Khorne), excess (Slaanesh), or curiosity for forbidden lore (Tzeentch).
- ☛ Brief exposure to a place where a Chaos ritual was held. Reading a profane tome.

Major Exposure(4 Corruption)

If confronted with a major corrupting influence, flee. Stay for too long, and you may never be the same again. Examples include:

- ☛ Witnessing a Greater Daemon.
- ☛ Taking the time to truly study or obsess over profane tome.
- ☛ Prolonged contact with a Daemon or profane artefact.
- ☛ Making a deal with a Daemon.
- ☛ Prolonged exposure to an environment steeped in warp energy.

SUCCUMBING TO CORRUPTION

Should you ever gain more Corruption than your Willpower Bonus plus your Toughness Bonus, you are in danger of succumbing to Chaos. During the next adventure (at an appropriate point determined by your GM), attempt a Challenging (+0) Fortitude or Discipline Test. If successful, you have managed to hold off your corruption for now, but will have to Test again the next time you gain Corruption. If you fail, first remove Corruption equal to your Willpower Bonus. Next, roll 1d10. If the result is an even number, roll 1d100 on the Mutations Table; if odd, roll on the Malignancies Table. You gain the resulting Mutation or Malignancy. If you would gain a Mutation or Malignancy you already have, reroll on the table until you receive a result that you don't have. If you gain more mutations than your Toughness Bonus, or more Malignancies than your Willpower Bonus, then your character becomes a Chaos Spawn under the GM's control.

HEAD CRITICAL WOUNDS				ARM CRITICAL WOUNDS			
Roll	Descr	Additional Effect	Treatment	Roll	Descr	Additional Effect	Treatment
1	Black Eye	You are struck in the eye. You have Disadvantage on Awareness (Sight) and Ranged Tests for 1 hour.	None.	1	Jolted Wrist	You are struck in the wrist, jarring your hand. Drop any item held in the hand.	None.
2	Rattling Blow	The blow floods your vision with flashing lights. You are <i>Stunned</i> until the end of your next turn.	None.	2	Dead Arm	You are struck by a rattling blow in your arm, causing it to temporarily go numb. You have Disadvantage on all Tests using the arm for 1 minute.	None.
3	Laceration	You suffer a laceration to the cheek. You are <i>Bleeding</i> .	A Routine (+20) Medicine Test to stop the <i>Bleeding</i> ; application of bandages; or the laceration will close naturally after 1 hour.	3	Laceration	You suffer a laceration to the arm. You are <i>Bleeding</i> .	A Routine (+20) Medicine Test to stop the <i>Bleeding</i> ; application of bandages; or the laceration will close naturally after 1 hour.
4	Sliced Ear	The attack slices your ear, leaving your ears ringing. You are <i>Deafened</i> until the end of your next turn, and are <i>Bleeding</i> .	A Challenging (+0) Medicine Test to stop the <i>Bleeding</i> ; application of bandages; or the laceration will close naturally after 1 hour.	4	Sliced Hand	Your hand is sliced open, sending jolts of pain through your arm. You are <i>Bleeding</i> and drop any item held in the hand.	A Challenging (+0) Medicine Test to stop the <i>Bleeding</i> ; application of bandages; or the laceration will close naturally after 1 hour.
5	Dislocated Jaw	The blow strikes you in the face, dislocating your jaw. You are <i>Stunned</i> until the end of your next turn, and have Disadvantage on Rapport Tests and Tests that rely on speech. Injury: Your jaw is cracked. You suffer a <i>Broken Bone (Minor)</i> Injury to your jaw.	A Challenging (+0) Medicine Test to relocate the jaw.	5	Dislocated Shoulder	The strike dislocates your shoulder from the socket. The arm is useless until popped back into place. At the start of each turn while you have a dislocated shoulder you must make a Challenging (+0) Fortitude (Pain) Test. On a failure, you are <i>Stunned</i> until the start of your next turn.	A Challenging (+0) Medicine Test to pop the shoulder back into place.
6	Struck Forehead	You are struck in the head, causing blood to run down your face and impair your vision. You are <i>Blinded</i> and <i>Bleeding</i> .	A Challenging (+0) Medicine Test to stop the <i>Bleeding</i> ; application of bandages; or the laceration will close naturally after 1 hour.	6	Severed Finger	The attack tears off one of your fingers. You are <i>Bleeding (Major)</i> . Injury: One of your fingers is torn off. You suffer the <i>Amputation (Finger)</i> Injury.	A Challenging (+0) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent.
7	Major Eye Wound	You are hit in the eye, causing serious damage. You are <i>Bleeding</i> , and have Disadvantage on Awareness (Sight) Tests. If you only have one eye, you are <i>Blinded</i> . Injury: Your orbital bone is shattered. You suffer a <i>Broken Bone (Major)</i> Injury to your eye.	A Difficult (–10) Medicine Test to treat the eye and stop the <i>Bleeding</i> .	7	Clean Break	The attack fractures a bone in your arm. Your arm is completely useless, and you drop any item held. You must make a Challenging (+0) Fortitude (Pain) Test or be <i>Stunned</i> for one minute. Injury: Your arm is broken. You suffer the <i>Broken Bone (Minor)</i> Injury to your arm.	A Difficult (–10) Medicine Test to treat shock. This Test does not treat the break.
8	Major Ear Wound	The blow strikes you in the ear or otherwise damages your ear drums. You are <i>Deafened</i> . If you suffer this result again, your hearing is permanently lost.	A Difficult (–10) Medicine Test, usually using drugs to reduce swelling and inflammation in the ear.	8	Deep Cut	You suffer a deep gash on your arm, reducing your effectiveness. You are <i>Bleeding (Major)</i> and have Disadvantage on all Tests using the arm.	A Difficult (–10) Medicine Test using a <i>Chirurgeon's</i> kit to stop the <i>Bleeding</i> .
9	Smashed Mouth	The blow smashes out several teeth. You are <i>Bleeding</i> and must make a Challenging (+0) Fortitude (Pain) Test or also fall <i>Prone</i> . Injury: You lose 1d10 teeth. You suffer the <i>Amputation (Teeth)</i> Injury.	A Difficult (–10) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise.	9	Mangled Hand	The blow devastates your hand, breaking bones and potentially severing fingers. You are <i>Bleeding (Major)</i> and immediately drop any item held. Injury: Your hand is crushed. You suffer the <i>Broken Bone (Major)</i> Injury to your hand. Additionally, you lose 1d10 – 5 fingers. If your result is 0, you manage to keep all of your digits. Otherwise, you suffer the <i>Amputation (Fingers)</i> Injury.	A Difficult (–10) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent.
10	Broken Nose	You are struck in the nose, shattering the bone and filling your eyes with tears. You also gain the <i>Bleeding (Major)</i> Condition. Additionally, you are <i>Blinded</i> until the end of your next turn, and must make a Challenging (+0) Fortitude (Pain) Test or become <i>Stunned</i> until the end of your next turn. Injury: Your nose is shattered. You suffer a <i>Broken Bone (Major)</i> Injury to your nose.	A Hard (–20) Medicine Test using a <i>Chirurgeon's</i> kit to stop the <i>Bleeding</i> .	10	Shattered Elbow	The attack shatters the bones in your elbow. Your arm is completely useless, and you immediately drop any item held in the hand. Additionally, you must make a Difficult (–10) Fortitude (Pain) Test or be <i>Stunned</i> for one minute. Injury: Your arm is broken. You suffer the <i>Broken Bone (Major)</i> Injury to your arm.	A Hard (–20) Medicine Test to treat shock. This Test does not count as treating the broken bone.
11	Mangled Ear	The blow tears your ear apart. You are <i>Deafened</i> and <i>Bleeding (Major)</i> . You must make a Challenging (+0) Fortitude (Pain) Test or also gain the <i>Stunned</i> Condition until the end of your next turn. Injury: Your ear is torn off. You suffer the <i>Amputation (Ear)</i> Injury.	A Hard (–20) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise.	11-12	Cleft Hand	Your hand is splayed apart, causing a major injury and severing fingers. You are <i>Bleeding (Major)</i> and immediately drop any item held in the hand. Additionally, you must make a Difficult (–10) Fortitude (Pain) Test or be <i>Stunned</i> for one minute. Injury: You lose a finger. You suffer the <i>Amputation (Finger)</i> Injury. For each minute the Critical Wound is untreated, you lose an additional finger. If you lose all fingers on the hand, you instead gain the <i>Amputation (Hand)</i> Injury.	A Hard (–20) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise.
12	Concussive Blow	You take a concussive blow to the head. You are <i>Deafened</i> and <i>Stunned</i> for 1 minute, and are <i>Bleeding</i> . Injury: You are concussed, and are <i>Fatigued</i> for 1d10 days regardless of how much rest you take.	A Hard (–20) Medicine Test using a <i>Chirurgeon's</i> kit to stop the <i>Bleeding</i> and restore hearing.	13-14	Sliced Artery	You suffer a serious wound to a major artery. You are <i>Bleeding (Major)</i> , <i>Fatigued</i> from blood loss, your arm is completely useless, and you immediately drop any item held in the hand. Injury: Due to blood loss, you are <i>Fatigued</i> for 1d10 days regardless of how much rest you take.	A Hard (–20) Medicine Test using a <i>Chirurgeon's</i> kit to stop the <i>Bleeding</i> .
13	Devastated Eye	A strike to your eye causes it to burst. You are <i>Bleeding (Major)</i> , and have Disadvantage on Awareness (Sight) Tests. If you only have one eye, you are <i>Blinded</i> . Injury: You lose your eye. You suffer the <i>Amputation (Eye)</i> Injury.	A Very Hard (–30) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise.	15-16	Severed Hand	Your hand is taken clean off. You are <i>Bleeding (Major)</i> and <i>Stunned</i> for 1 hour. Injury: You lose a hand. You suffer the <i>Amputation (Hand)</i> Injury.	A Very Hard (–30) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise.
14	Mangled Jaw	The blow shatters your jaw and destroys your tongue, sending teeth flying. You are <i>Bleeding (Major)</i> . You must make a Challenging (+0) Fortitude (Pain) Test. On a success you are <i>Stunned</i> until the end of your next turn; on a failure you are <i>Incapacitated</i> until the end of your next turn and fall <i>Prone</i> . Injury: You lose 1d10 teeth, and suffer the <i>Amputation (Teeth)</i> Injury. Additionally, your jaw is shattered, and you suffer the <i>Broken Bone (Major)</i> Injury to your jaw.	A Very Hard (–30) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise.	17-19	Ruined Arm	Your arm is mangled and torn apart, with only the barest piece of flesh attaching it to your body. Your arm is completely useless, and you immediately drop any item held in the hand. You are <i>Bleeding (Major)</i> and <i>Stunned</i> for 1 hour. If you suffer any further Damage to the arm, you automatically suffer the Brutal Dismemberment Critical Wound and die. Injury: Your arm is hanging on by a thread and must be amputated. You suffer the <i>Amputation (Arm)</i> Injury.	A Very Hard (–30) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise to fully remove the arm.
15+	Shattered Skull	Your head is caved in or erupts in a shower of bone and gore. You are dead.		20+	Brutal Dismemberment	Your arm is completely destroyed and torn from your body, causing shock and catastrophic blood loss. You are dead.	

BODY CRITICAL WOUNDS				LEG CRITICAL WOUNDS			
Roll	Descr	Additional Effect	Treatment	Roll	Descr	Additional Effect	Treatment
1	Winded	The blow knocks the wind out of you. You are <i>Stunned</i> until the end of your next turn.	None.	1	Twisted Ankle	You twist your ankle, causing you to stumble. You fall <i>Prone</i> .	None.
2	Low Blow	You are struck in a sensitive area. You must make a Challenging (+0) Fortitude (Pain) Test or fall <i>Prone</i> .	None.	2	Dead Leg	You are struck by a rattling blow in your leg, causing it to temporarily go numb. Your Speed is reduced one step for 1 minute.	None.
3	Laceration	You suffer a laceration to the body. You are <i>Bleeding</i> .	A Routine (+20) Medicine Test to stop the bleeding; application of bandages; or the laceration will close naturally after 1 hour.	3	Laceration	You suffer a laceration to the leg. You are <i>Bleeding</i> .	A Routine (+20) Medicine Test to stop the <i>Bleeding</i> ; application of bandages; or the laceration will close naturally after 1 hour.
4	Gut Shot	You are hit hard in the stomach. You are <i>Bleeding</i> and knocked <i>Prone</i> .	A Challenging (+0) Medicine Test to stop the bleeding; application of bandages; or the laceration will close naturally after 1 hour.	4	Sliced Calf	Your calf is sliced open, sending jolts of pain through your leg. You are <i>Bleeding</i> and fall <i>Prone</i> .	A Challenging (+0) Medicine Test to stop the <i>Bleeding</i> ; apply bandages; or wait 1 hour.
5	Cracked Rib	The attack cracks one of your ribs. You have Disadvantage on Strength and Agility Tests, and your Move is reduced one step. Injury: You have a cracked rib. You suffer the <i>Broken Bone (Minor)</i> Injury to your torso.	None.	5	Dislocated Knee	The strike dislocates your knee. You have Disadvantage on Tests that rely on mobility, and your Move is reduced one step. At the start of each turn while you have a dislocated knee you must make a Challenging (+0) Fortitude (Pain) Test. On a failure, you are <i>Stunned</i> until the start of your next turn.	A Challenging (+0) Medicine Test to pop the knee back into place.
6	Hammering Blow	You are thrown back by the force of the blow. You are <i>Stunned</i> for 1 minute and are <i>Bleeding</i> .	A Challenging (+0) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent.	6	Severed Toe	The attack tears off one of your toes. You are <i>Bleeding (Major)</i> . Injury: One of your toes is torn off. You suffer the <i>Amputation (Toe)</i> Injury.	A Challenging (+0) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent.
7	Broken Collarbone	You suffer a crunching blow to your collarbone — determine randomly if this is on your left or right. You drop any item held in the hand on that side and have Disadvantage on all Tests using the arm. Additionally, you must make a Challenging (+0) Fortitude (Pain) Test or be <i>Stunned</i> for one minute. Injury: Your collarbone is broken. You suffer the <i>Broken Bone (Minor)</i> Injury to your collarbone, which is treated as a broken arm.	A Difficult (–10) Medicine Test to treat shock. This Test does not count as treating the broken bone.	7	Clean Break	The attack fractures a bone in your leg. Your leg is completely useless, you immediately fall <i>Prone</i> , you have Disadvantage on Tests that rely on mobility, and your Move is reduced one step. Additionally, you must make a Challenging (+0) Fortitude (Pain) Test or be <i>Stunned</i> for one minute. Injury: Your leg is broken. You suffer the <i>Broken Bone (Minor)</i> Injury to your leg.	A Difficult (–10) Medicine Test to treat shock. This Test does not count as treating the broken bone.
8	Deep Cut	You suffer a deep cut on your lower abdomen, which makes it difficult to move. You are <i>Bleeding (Major)</i> , and your Speed is reduced one step.	A Difficult (–10) Medicine Test using a <i>Chirurgeon's</i> kit to stop the bleeding.	8	Deep Cut	You suffer a deep gash on your leg, reducing your effectiveness. You are <i>Bleeding (Major)</i> and have Disadvantage on all Tests using the leg, such as jumping or climbing.	A Difficult (–10) Medicine Test using a <i>Chirurgeon's</i> kit to stop the <i>Bleeding</i> .
9	Fractured Hip	You are hit in the hip, causing the bone to fracture. You are knocked <i>Prone</i> , have Disadvantage on Tests that rely on mobility, and your Move is reduced one step. Additionally, you must make a Challenging (+0) Fortitude (Pain) Test or be <i>Stunned</i> for one minute. Injury: Your hip is fractured. You suffer the <i>Broken Bone (Minor)</i> Injury to your hip, which is treated as a broken leg.	A Difficult (–10) Medicine Test to treat shock. This Test does not count as treating the broken bone.	9	Mangled Foot	The blow devastates your foot, breaking bones and potentially severing toes. You are <i>Bleeding (Major)</i> , immediately fall <i>Prone</i> , and your Move is reduced one step. Injury: Your foot is crushed. You suffer the <i>Broken Bone (Major)</i> Injury to your foot. Additionally, you lose 1d10 – 5 toes. If your result is 0, you manage to keep all of your digits. Otherwise, you suffer the <i>Amputation (Toes)</i> Injury.	A Difficult (–10) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent.
10	Shattered Ribs	The attack shatters multiple ribs, leaving shards of bone peppered throughout your flesh. You have Disadvantage on any physical Test, and your Move is reduced two steps to a minimum of Slow. Injury: You suffer a <i>Broken Bone (Major)</i> Injury to your torso.	A Difficult (–10) Medicine Test to treat shock. This Test does not count as treating the broken bone.	10	Shattered Knee	The attack shatters the bones in your knee. Your leg is completely useless, you immediately fall <i>Prone</i> , your Move is reduced one step, you have Disadvantage on Tests that rely on mobility. You must make a Difficult (–10) Fortitude (Pain) Test or be <i>Stunned</i> for one minute. Injury: Your leg is broken. You suffer the <i>Broken Bone (Major)</i> Injury to your leg.	A Hard (–20) Medicine Test to treat shock. This Test does not count as treating the broken bone.
11	Punctured Lung	The attack punctures your lung, perhaps embedding shrapnel, a bullet, or a fragment of your own bone. You gain a <i>Fatigued</i> Condition and a <i>Bleeding (Minor)</i> Condition. Injury: Your lung is badly damaged and partially filled with fluids. A Difficult (–10) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent is required to repair the damaged tissue and remove the <i>Fatigued</i> Condition.	A Difficult (–10) Medicine Test to patch up the wound and remove the <i>Bleeding</i> Condition.	11-12	Cleft Foot	You lose a toe. You suffer the <i>Amputation (Toe)</i> Injury. For each minute the Critical Wound is untreated, you lose an additional toe. If you lose all toes on the foot, you instead gain the <i>Amputation (Foot)</i> Injury.	A Hard (–20) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise.
12-13	Sliced Artery	You suffer a serious wound to a major artery. You are <i>Bleeding (Major)</i> , <i>Fatigued</i> from blood loss, have Disadvantage on Tests that rely on mobility, your Move is reduced one step, and you fall <i>Prone</i> . Injury: Due to blood loss, you are <i>Fatigued</i> for 1d10 days regardless of how much rest you take.	A Hard (–20) Medicine Test using a <i>Chirurgeon's</i> kit to stop the bleeding.	13-14	Sliced Artery	You suffer a serious wound to a major artery. You are <i>Bleeding (Major)</i> , <i>Fatigued</i> from blood loss, have Disadvantage on Tests that rely on mobility, your Move is reduced one step, and you fall <i>Prone</i> . Injury: Due to blood loss, you are <i>Fatigued</i> for 1d10 days regardless of how much rest you take.	A Hard (–20) Medicine Test using a <i>Chirurgeon's</i> kit to stop the <i>Bleeding</i> .
14-15	Flayed Flesh	A chunk of the flesh of your torso is blasted away, leaving an ugly, open wound that exposes the bones and organs beneath. You are <i>Bleeding (Major)</i> and <i>Prone</i> . Additionally, you are <i>Stunned</i> for 1 hour. Injury: A Difficult (–10) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent is required to repair the damaged tissue.	A Very Hard (–30) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise.	15-16	Severed Foot	Your foot is taken clean off. You are <i>Bleeding (Major)</i> and <i>Prone</i> . Additionally, you are <i>Stunned</i> for 1 hour. Injury: You lose a foot. You suffer the <i>Amputation (Foot)</i> Injury.	A Very Hard (–30) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent.
16-17	Injured Spine	You suffer a substantial injury to your spine, making it difficult to stand and leaves you in terrible pain. You are <i>Bleeding (Major)</i> and <i>Prone</i> . Injury: Your spine is cracked or broken. You suffer the <i>Broken Bone (Major)</i> Injury to your torso.	A Very Hard (–30) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise.	17-19	Ruined Leg	Your leg is mangled and torn apart, with only the barest piece of flesh attaching it to your body. Your leg is completely useless, you fall <i>Prone</i> , your Move is reduced one step, and have Disadvantage on Tests that rely on mobility. You are <i>Bleeding (Major)</i> and <i>Stunned</i> for 1 hour. If you suffer any further Damage to the leg, you automatically suffer the Brutal Dismemberment Critical Wound and die. Injury: Your leg is hanging on by a thread and must be amputated. You suffer the <i>Amputation (Leg)</i> Injury.	A Very Hard (–30) Medicine Test performed by someone with the <i>Chirurgeon</i> Talent or similar expertise to fully remove the leg.
18+	Torn Apart	You are split in two or otherwise torn apart. Creatures within Short Range are showered in blood and gore. You are dead.		20+	Brutal Dismemberment	Your leg is completely destroyed and torn from your body, causing shock and catastrophic blood loss. You are dead.	