

Psyker Disciplines

New Limitation: Discipline (-3/4)

A good number of these powers have the Discipline limitation at -3/4. This limitation causes nearby Psykers to detect the use of the power with a simple Power roll. What they do after that is up to them, but it is rarely a good thing...

Physical Manipulation

28 *Blood Boil*: RKA 2d6, NND ([Standard]; Not Having Blood; +1), Does BODY (+1) (90 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Beam (-1/4), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 9

18 *Choke*: EB 6d6, NND ([Standard]; Being Dead or LS; +1) (60 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Beam (-1/4), Gestures (-1/4), Concentration (1/2 DCV; -1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 6

13 3) *Enfeeble*: Drain STR 2d6, NND ([Standard]; Being Dead or LS; +1) (40 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 4

8 4) *Regenerate*: Healing 2 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (40 Active Points); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), Discipline (-3/4), Self Only (-1/2), Concentration (1/2 DCV; Character is totally unaware of nearby events; -1/2), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 0

2 5) *Hammerhand*: HA +2d6 (10 Active Points); Increased Endurance Cost (x4 END; -1 1/2), Discipline (-3/4), Hand-To-Hand Attack (-1/2), Requires A Power Roll (-1/2), Concentration (1/2 DCV; -1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 4

21 6) *Storm of Lightning*: RKA 1 1/2d6, Personal Immunity (+1/4), Armor Piercing (+1/2), Area Of Effect (4" Radius; +1), Selective (+1/4) (75 Active Points); Discipline (-3/4), No Range (-1/2), Requires A Power Roll (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 7

13 7) *Warp Strength*: Aid 4d6 (40 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect does a predefined amount of damage; Take 1dc for every point the Power Roll was missed by; -1 1/2), Requires A Psyker Roll (-1/2) 0

Daemonology

26 1) *Banishment*: Dispel Summon 12d6, BOECV (Mental Defense applies; +1) (72 Active Points);

Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 7

72 2) *Destroy Daemon*: RKA 3d6, Armor Piercing (+1/2), NND ([Extraordinarily Common Defense]; Not Being a Daemon; +1/2), Does BODY (+1), BOECV (Mental Defense applies; +1) (180 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 18

14 3) *Instability*: Desolidification (affected by Disciplines) (40 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4), Concentration (1/2 DCV; -1/4) 4

77 4) *Sanctuary*: RKA 2d6, Area Of Effect (One Hex; +1/2), NND ([Extraordinarily Common Defense]; Not Being a Daemon; +1/2), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Damage Shield (+1/2), Does BODY (+1) (135 Active Points); Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 0

11 5) *Teleport*: Teleportation 5", Usable As Attack (+1), BOECV (Mental Defense applies; +1) (30 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Concentration (1/2 DCV; -1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 3

9 6) *Vortex of Chaos*: Extra-Dimensional Movement (The Warp), Usable As Attack (+1), Area Of Effect Nonselective (12" Radius; +1), BOECV (Mental Defense applies; +1) (80 Active Points); Increased Endurance Cost (x10 END; -4), Limited Power Power loses almost all of its effectiveness (Affected Characters Can Roll vs STR 20 or Abort to Dodge to Escape Effect; -2), Discipline (-3/4), Requires A Power Roll (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 80

22 7) *Weaken Daemon*: Drain EGO 3d6, BOECV (Mental Defense applies; +1) (60 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Concentration (1/2 DCV; -1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 6

Pyrokinetic

4 1) *Fireball*: EB 2d6 (10 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 1

7 2) *Flame Blast*: EB 2d6, Area Of Effect (3" Cone; +1) (20 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 2

12 3) *Melta*: RKA 1 1/2d6, Armor Piercing (+1/2) (37 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Beam (-1/4), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 4

27 4) *Molten Man*: RKA 1 1/2d6, Armor Piercing (+1/2), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Damage Shield (+1/2) (75 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every

point Power Roll was missed by; -1/4) 0

35 5) *Spontaneous Combustion*: RKA 1 1/2d6, Armor Piercing (+1/2), NND ([Standard]; Non-living; +1), Does BODY (+1) (87 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4) 9

39 6) *Wall of Flame*: (Total: 104 Active Cost, 39 Real Cost) FW (3 PD/3 ED; 14" long and 2" tall) (Opaque Normal Sight) (48 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) (Real Cost: 17) plus RKA 1 1/2d6, Armor Piercing (+1/2), Area Of Effect Nonselective (14" Line; +3/4) (56 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4) (Real Cost: 22) 11

Telekinetics

11 1) *Assail*: EB 2d6, Area Of Effect Accurate (One Hex; +1/2), Autofire (3 shots; +1 1/4) (27 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 3

16 2) *Crush*: Telekinesis (30 STR) (45 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 4

16 3) *Impel*: Telekinesis (40 STR) (60 Active Points); Limited Power Power loses about half of its effectiveness (Only To Push Target; -1), Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 6

23 4) *Hail Storm*: HKA 1d6, Personal Immunity (+1/4), Armor Piercing (+1/2), Area Of Effect (3" Radius; +1) (41 Active Points); Discipline (-3/4) 4

8 5) *Psyker's Hand*: Telekinesis (10 STR), Fine Manipulation (25 Active Points); Discipline (-3/4), Gestures, throughout (-1/2), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 2

27 6) *Miasma*: RKA 1d6, Costs END Only To Activate (+1/4), Lingering up to 1 Minute (+3/4), NND ([Standard]; LS or Sealed Armor; +1), Does BODY (+1), Area Of Effect (6" Radius; +1) (75 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 7

5 7) *Psyker's Ward*: FW (3 PD/2 ED; 2" long and 1" tall) (15 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 1

10 8) *Psyker's Shield*: FW (6 PD/4 ED; 2" long and 1" tall) (27 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 3

27 9) *Storm of Destruction*: RKA 2d6, Armor Piercing (+1/2), Area Of Effect Nonselective (10" Radius; +1) (75 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed

by; -1/4) 7

Telepathy

15 1) *Psychic Invisibility*: Invisibility to Hearing Group, Mental Awareness, Normal Sight, Normal Smell, Normal Taste and Normal Touch , No Fringe (37 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 4

9 2) *Mind Read*: Telepathy 5d6 (25 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4), Concentration (1/2 DCV; -1/4) 2

6 3) *Distraction*: Negative Combat Skill Levels (-3 to opponent's DCV) (15 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 1

27 4) *Psychic Shriek*: RKA 2d6, Armor Piercing (+1/2), BOECV (Mental Defense applies; +1), Range Modifiers Apply (-1/4) (67 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 7

44 5) *Compel*: Entangle 6d6, 6 DEF, BOECV (Mental Defense applies; +1) (120 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 12

Warp Seer

8 1) *Predict*: +3 with All Combat (24 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4), Concentration (1/2 DCV; -1/4), Costs Endurance (Only Costs END to Activate; -1/4) 2

5 2) *Death Vision*: Precognitive Clairsentience (Sight Group) (40 Active Points); Extra Time (1 Hour, -3), Precognition/Retrocognition Only (-1), Discipline (-3/4), Vague and Unclear (-1/2), Requires A Power Roll (-1/2), Concentration (1/2 DCV; Character is totally unaware of nearby events; -1/2), Limited Power Power loses about a third of its effectiveness (Only to Divine Death of Subject; -1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 4

22 3) *Impossible Shot*: Naked Modifier: Armor Piercing (On one Ranged Attack of 3d6 or lower; +1/2); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) for up to 45 Active Points (22 Active Points) 2

Meta-Psyker

6 1) *Warp Recharge*: +30 END (15 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side

Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4)

10 2) *Dispel Discipline*: Dispel 10d6 (30 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 3

32 3) *Dead Zone*: Suppress Disciplines 10d6, Area Of Effect Nonselective (5" Radius; +3/4) (87 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 9

Farseer Powers

27 1) *Eldritch Storm*: RKA 2d6, Armor Piercing (+1/2), Area Of Effect Nonselective (10" Radius; +1) (75 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 7

6 2) *Fortune*: +3 with DCV, Usable By Other (+1/4) (19 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4), Gestures (-1/4), Costs Endurance (Only Costs END to Activate; -1/4) 2

8 3) *Guide*: +3 with All Combat (24 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4), Costs Endurance (Only Costs END to Activate; -1/4) 2

12 4) *Mind War*: RKA 1d6, BOECV (Mental Defense applies; +1) (30 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 3

Warlock Powers

8 1) *Conceal*: +3 with DCV, Usable By Other (+1/4) (19 Active Points); Discipline (-3/4), Gestures (-1/4), Costs Endurance (Only Costs END to Activate; -1/4) 2

12 2) *Destructor*: RKA 2d6-1 (25 Active Points); Discipline (-3/4), Gestures (-1/4) 2

13 3) *Embolden*: Aid PRE 3d6 (30 Active Points); Discipline (-3/4), Costs Endurance (-1/2) 3

11 4) *Enhance*: +4 with HTH Combat, Usable By Other (+1/4) (25 Active Points); Discipline (-3/4), Gestures (-1/4), Costs Endurance (Only Costs END to Activate; -1/4) 2

Chaos Powers

11 1) *Doom Bolt*: RKA 2d6-1, Autofire (3 shots; +1/4) (31 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 3

27 2) *Flames of Tzeentch*: RKA 3d6, Armor Piercing (+1/2) (67 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 7

44 3) *Fleshy Curse*: Major Transform 8d6 (Target into Chaos Spawn) (120 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 12

49 4) *Stream of Corruption*: RKA 2d6, Armor Piercing (+1/2), Area Of Effect (22" Cone; +1), NND ([Standard]; Being Unliving; +1), Does BODY (+1) (135 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 13

Marks of Chaos

10 1) *Mark of Khorne*: +10 STR 1

10 2) *Mark of Nurgle*: +5 CON

9 3) *Mark of Slaanesh*: +3 DEX

0 4) *Mark of Tzeentch*: Custom Power [Notes: Remove "Side Effects" and RSR from any one Discipline.

10 5) *Mark of Chaos Undivided*: +10 PRE

Weirdboy Powers

16 1) *Kop Dis!*: Telekinesis (40 STR) (60 Active Points); Limited Power Power loses about half of its effectiveness (Only To Push Target; -1), Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 6

32 2) *Squish*: EB 10d6, Area Of Effect Nonselective (5" Radius; Foot-shaped Area; +3/4) (87 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 9

19 3) *Da Krunch*: RKA 2d6, Area Of Effect Nonselective (3" Radius; +3/4) (52 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4), Gestures (-1/4) 5

45 4) *Death Wave*: RKA 2d6, Costs END Only To Activate (+1/4), Uncontrolled (+1/2), Area Of Effect Nonselective (32" Long, 1" Tall, 2" Wide Line; +1), Continuous (+1) (112 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) 10

33 5) *WAAAAGH!*: (Total: 91 Active Cost, 33 Real Cost) +10 PRE, Usable By Other (+1/4) (12 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4), Costs Endurance (Only Costs END to Activate; -1/4), Limited Power Power loses about a fourth of its effectiveness

(Bonus only applies to Nearby Greenskins; -1/4) (Real Cost: 4) plus Telekinesis (30 STR), Double Knockback (+3/4) (79 Active Points); Discipline (-3/4), Requires A Power Roll (-1/2), Gestures (-1/4), Side Effects (Side Effect does a predefined amount of damage; Take 1D6 EB for every point Power Roll was missed by; -1/4) (Real Cost: 29) 9

38 6) *'Eadbang!'*: HKA 3d6, Area Of Effect Nonselective (9" Radius; +3/4), Armor Piercing (x2; +1) (124 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect does a predefined amount of damage; -1 1/2), Discipline (-3/4) [Notes: Weirdboys can only use this 'Discipline' once.] 12

Acts of Faith

10 1) *Spirit of the Martyr*: Healing BODY 3d6 (30 Active Points); OAF (Holy Icon; -1), Requires A Faith Roll (-1/2), Self Only (-1/2) 3

14 2) *Divine Guidance*: Find Weakness 12- with All Attacks (35 Active Points); OAF (Holy Icon; -1), Requires A Faith Roll (-1/2) 0

11 3) *Light of the Emperor*: Aid 3d6 (30 Active Points); OAF (Holy Icon; -1), Requires A Faith Roll (-1/2), Cannot Be Used Again Until All Points Fade (-1/4) 0

18 4) *The Passion*: (Total: 46 Active Cost, 18 Real Cost) Running +3" (9" total) (Real Cost: 6) **plus** *Divine Strength* Aid STR 3d6 (30 Active Points); OAF (Holy Icon; -1), Self Only (-1/2), Requires A Faith Roll (-1/2), Side Effects (Automatically becomes Berserk, and cannot make 11- Recovery Roll until all points have faded; -1/2), Cannot Be Used Again Until All Points Fade (-1/4) (Real Cost: 8) **plus** *Divine Resistance* Physical Damage Reduction, 25% (10 Active Points); OAF (Holy Icon; -1), Side Effects (Automatically becomes Berserk, and cannot make 11- Recovery Roll until all points have faded; -1/2), Cannot Be Used Again Until All Points Fade (-1/4) (Real Cost: 4) 1

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