

# ROGUE TRADER

Character Name: Argastes Girad

Species / Archetype: Human / Average      Desire: Service (Emperor)      Fear: Failure

Career: Astropath Transcendent      Strength: Spiritual      Flaw: Intolerance

Player: Daniel (SHONZ)      Homeworld: Death World

<b>3</b> BRAWN	<b>3</b> AGILITY	<b>3</b> INTELLECT	<b>3</b> CUNNING	<b>4</b> WILLPOWER	<b>1</b> PRESENCE
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SOAK	WOUNDS (15)	STRAIN (14)	DEFENSE	NOTES
4				Guard Flak Armor

COMBAT SKILLS	Career?	Rank
Ranged (AG)	✓	
Melee (BR)	✓	
Gunnery (AG/IN)		

SOCIAL SKILLS	Career?	Rank
Charm (PR)		
Command (PR)		
Deceive (CU)		
Inquiry (CU/PR)		
Interrogation (CU/PR)		
Intimidation (CU/PR)		
Negotiation (PR)		
Perform (PR)		

LORE SKILLS	Career?	Rank
[C] Adeptus Astra Telepathica	✓	
[C] Imperial Creed	✓	
[F] Psykers	✓	
[F] The Warp	✓	
[S] Cryptology	✓	

GENERAL SKILLS	Career?	Rank
Athletics (BR)		
Awareness (WL)	✓	
Cipher (IN)		
Commerce (IN/CU)		
Demolition (IN)		
Discipline (WL)	✓	
Drive (AG)		
Evaluate (IN/CU)		
Gamble (CU)		
Logic (IN)		
Medicae (IN)		
Navigation (IN) (Warp)		
Operate (IN)		
Pilot (AG)		
Resilience (BR)		
Scrutiny (CU)		
Security (IN/CU)		
Stealth (AG)		
Survival (WL)	✓	
Tech Use (IN)	✓	
Trade (*)		

SPECIAL SKILLS	Career?	Rank
Invoke (WL)	✓	
Psyniscience (WL)	✓	

WEAPONS	Damage	Pen	Clip	Reload	Crit	Range	Enc	Rarity	RoF
Unarmed									
Shock Staff	1	0			4		1	7	
Bolt Pistol	10	4	8	1	4	Short	4	7	S/2

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**Archetype Ability:**

Once per session as an out-of-turn incidental, move one Story Point from the GM pool to the player pool

Talent	Effect
Language	Speak Low Gothic, High Gothic
Weapon Training	Melee (Universal), Pistols (Universal)
Heightened Sense	Always gain 1 Boost die when relying on hearing for anything
Death Worlder	Gain +2 starting wounds, 1 Setback die when interacting in formal environment
Jaded	You never gain Insanity Points from ordinary horrors
Armor of Contempt	When gaining Corruption Points, reduce the amount gained by 1
Single-Minded Duty	Gain 1 Setback die when interacting with non-imperial NPCs
Resistance (Psychic) [2]	Gain 2 Boost dice when resisting psyker powers
Light Sleeper	Count as awake for awareness and surprise tests. You tend to be more grumpy.
Unshakeable Faith	Reroll any failed Willpower-based fear-resistance test once
Soul Binding	Gain 2 Boost dice to resist Possession, a Willpower-based test against a Daemon or any Talent, Psychic Power or Special Ability or other effect originating from a Daemon. Roll an additional 1d10 to determine Perils of the Warp and discard any one of the dice.
See Without Eyes	Functionally treated as being able to see normally. Not affected by effects that target vision, such as blind grenades or cameleoline. Incapable of seeing Untouchables.

Specialist Gear	Effect
Psy Focus	Gain 1 Boost die on Invocation tests

**Normal Gear Listing**  
 Voidsuit, Micro-Bead, Charm


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Notes and Permanent Effects:

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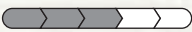
<b>PSY RATING</b> <b>2</b>	Power Use Mode	Psy Rating	Effect
	Fettered	Half	Require no checks to activate powers
	Unfettered	Full	When rolling disadvantage or failure, roll Psychic Phen.
	Push	+1/+2/+3	Forced roll on Psychic Phenomena, +5 on table per +1

**Empowering Fettered Techniques**      **Invocation**  (Gain 1 Boost die from Psy Focus item)

This action takes one full turn, in which you cleanse your mind of external influences and distractions and focus your power, granting you a +1 bonus to your final Psy Rating for any **Fettered Power** the next turn only.

**Detect Psychic Techniques**      **Psyniscience** 

You can detect Psychic Techniques in use by using Psyniscience to determine source of the technique.

**PSYCHIC TECHNIQUES**      **Discipline** 

**The Telepathy Discipline**

Activation Time:	Free Action	At Psy Rating 1-2, send/receive verbal communications without images.
Maintainable:	Yes	At Psy rating 3-4, send/receive visual communications in black/white with a dreamlike quality. At 5-6, images will be crisp, clear, in color and be accompanied by other sensory input. At 7+ any communication above Fettered strength will come across as "shouting" and may hurt receivers.
Range:	1 km × Psy Rating	
Focus Test:	No	

Basic Technique: Thought Sending

Send your thoughts into the minds of those around you. Can be either to individuals you can see, minds you are familiar with within range or every mind within range indiscriminately. If no shared language is present, take 3 Setback die. Minds who do not wish to be open to such communication can resist with Discipline + Willpower tests.

**Special Power: Astral Telepathy**

Focus Test: Discipline

Enables transmission and reception of astropathic messages. Requires time, careful concentration, meditation and freedom from distractions and thus cannot be done "on the move". Transmitting over interstellar distances takes 1d5 hours (may be longer, depending on GM's discretion and length/complexity of message).

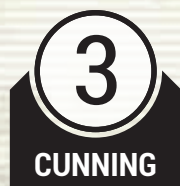
"Signal Strength" based on is determined by Psy Rating, see table below. After determined distance, unless relayed by other Astropaths, the message degrades sharply (imposing 2 Setback dice to understand the message per range bracket). Picking up a communication by intended target within clear range is an Easy (♦) Psyniscience test for a meditating astropath ready and waiting to receive. When going about daily life, the difficulty is Average (♦♦), and during straining situations (such as combat) a Daunting (♦♦♦) test. Increase range bracket by one per Astropathic Choir member.

Distance	Time	Req. Psy Rating	Base Difficulty
Orbit	Instant	2	Routine (no difficulty dice)
Nearby Solar	1d5 Rounds	2	Easy (♦)
Distant Solar	1d10 Rounds	3	Average (♦♦)
Nearby System	1d10 Minutes	6	Hard (♦♦♦)
Sub Sector	1d5 Hours	10	Daunting (♦♦♦♦)
Sector	1d5 Weeks	15	Formidable (♦♦♦♦♦)
Segmentum	1d5 Months	18	Formidable (♦♦♦♦♦)

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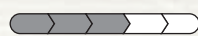
Notes and Permanent Effects:



Power Use Mode	Psy Rating	Effect
Fettered	Half	Require no checks to activate powers
Unfettered	Full	When rolling disadvantage or failure, roll Psychic Phen.
Push	+1/+2/+3	Forced roll on Psychic Phenomena, +5 on table per +1

## PSYCHIC TECHNIQUES

Discipline



### Mind's Eye

Focus Test: No

This Technique allows you to increase the range of all Telepathic communications (except Astro-Telepathy) by a factor of 10. Thus, standard Telepathy would have a range of 10km × Psy Rating, Short Range Telepathy would be 100 × Psy Rating, and so forth.

### Mind Probe

Focus Test: Opposed Discipline + Willpower

Range: 1km × Psy Rating

Allows you to peel back the layers of another's mind and read basic surface thoughts and beyond.

5 rounds of sustained effort to complete. Win opposed Discipline + Willpower test to establish the forced link. Each round digs deeper and requires another opposed test, which either grants you the knowledge of the given level (see below) or inflicts one Strain per failure and one Strain per two Disadvantages. Trying to perform the Probe without the target's knowledge inflicts 3 Setback dice to the opposed tests and locks you to Fettered Strength.

Round One (Contact) Learn basic information such as name, mood, Insanity level and physical health

Round Two (Surface) Sense thoughts, immediate fears/concerns, conscious lies. Corruption level revealed

Round Three (Short Mem.) Sort through target's memories of last 12 hours. Less casual hidden info may become known

Round Four (Subconsc.) Gain detailed info about people, places or objects target considers important. Beliefs, motivations, personal goals become known. Know pivotal life moments from target memory

Round Five (Broken) Plunder target's mind at will. Can also use this technique to identify implanted memories or personalities.

### Psychic Scream

Focus Test: Opposed Discipline + Willpower

Range: 5m × Psy Rating

Injure or stun an opponent with a focussed psychic scream. Must pass focus test to hit target and deal 5 damage, +1 per Psy Rating with the Shocking quality. The target suffers 1 Setback die per 2 Psy Rating, stunning them for a number of rounds equal to half your Psy Rating (round up) on a failed test.

Spend successes and advantages to increase power:

1 Success +1 damage

2 Advantage +1 damage (can only be taken once)

1 Advantage +1 round of stun-time on success