

Dancing In the Ashes Preview
Psychic Disciplines

CHAPTER VII: PSYCHIC POWERS

Psyched prowess is programmed gene-deep into the Aeldari. All of the eldar are told of the arts that they were capable of at the height of their power, even capable of reincarnating after their death instead of having their weak souls thrown back into the Sea of Souls. Even the Drukhari, as degenerated and atrophied as their psychic senses have become, have souls that contain a great amount of power compared to most other species in the galaxy, if tainted and gnawed upon.

The Mythic Cycle of the Aeldari tells that it is through the lineage all of their kind draw from Eldanesh and his godly parentage that their psychic domination was assured. This power was tempered by Asuryan's wisdom, Vaul's inspiration, and Morai-Heg's foresight, along with the desires, joys, and love granted by their other divine patrons. To be psychic was not to be a mutant or danger but to truly be alive.

Compared to the Imperium, the Aeldari see their psykers in a far brighter light. They are leaders, protectors of their future, core to their very existence. Only the Dark Eldar hold them in ill repute, fearing their presence will draw the attention of She-Who-Thirsts all the more. No matter where they come from, Aeldari psykers find the means to practice their superior abilities and put them to direct, impressive use.

AELDARI PSYKERS

"THEY ARE LIKE CHILDREN GIVEN ACCESS TO A FUSION BOMB. INEVITABLY, SOMEBODY IS GOING TO BE HARMED, ALONG WITH EVERYTHING AROUND THEM."

-Way Seeker Asthail, on human psykers

All Aeldari, even the Drukhari, have the capacity to develop psychic abilities, but all practice them in different ways. The following is an exploration of these differences along with the mechanical changes that represent them.

ANH RATHE: SEEKERS AND WEAVERS

Most Corsairs with psychic abilities originally come from the Craftworlds and of those psykers many will have served on a vessel previously. The rarer few are the born Anhrathe, who, spending more time in the Webway, are more likely to be born as psykers themselves. In the fleet, they might take any role but the most common are the Soul Weavers, who protect the spiritual essences of their crew, and Way Seekers, acting as guides through stellar, Webway, and even Warp environs, the greatest of them joining the ranks of the Void Dreamers.

Unless the psyker completes an Asuryani Path that grants Psy Rating at any point, Anhrathe psykers count as an Unbound psyker, their reckless use of powers likely to lead to some misfortune.

ASURYANI: SEERS

Making up the majority of Aeldari psykers, the Asuryani carefully cultivate their population of seers. Every one will eventually find their place in the Craftworld, either aiding in civilian industry, fighting for their species' survival, or joining the ranks of the seer councils. Most Asuryani psykers will try their hand at divination, the greatest and most dedicated of them losing themselves to the Path and becoming farseers.

All Asuryani psykers count as Bound psykers, their upbringing in a pro-psyhic society and training in the runes granting them greater stability than other psykers.

DRUKHARI: SECRETS

There are no psykers in Commorragh. That is the law of the Tyrant Vect, enforced as one of the few sacrosanct dictates, seeing gifted vatborn purged in their tubes and trueborn heirs hidden away. Only the psychic troopers of the Harlequins may step foot on those dark streets and only the Shadowseers officially. Most that survive are those that dwell in satellite branches of the Dark City or the freeports at the Webway's exists, practising their strange psykana moulded from secrets only found in the eldritch dimensions between the Warp and reality.

Unless the psyker completes an Asuryani Path that grants Psy Rating at any point, Drukhari psykers count as an Unbound psyker, the greater attention of She-Who-Thirsts always a risk to them until they control themselves.

EXODITES: SINGERS

Despite having the most room to range and make home, Exodite populations are rarely larger than those of the Craftworlds and in that population fewer psykers are born. Those that are may fill similar roles as Asuryani seers, acting as diviners for the mood of their world spirit or acting as battle-witches in their inter-clan wars. Of these psykers, the Worldsingers reign supreme, each taken to the crystal heart of their world to feel the pulse of the world spirit directly. This connection gives them a spiritual purity few souls ever spawned possess.

All Exodite psykers count as Bound psykers, their connection to the world spirit of their home granting them both the safety to practice their abilities and the guidance to do so safely.

RILLIETANN: SHADOWS

Many believe that all psykers that join the Masques of the Harlequins become Shadowseers. As with much of the understanding of the Rillietann, this is a purposeful misdirection. Every player in the dances of the Harlequins is exactly where they should be: some roles require a psychic touch to fulfil their narrative. As with all things about the Rillietann, one should not assume that just because they wear the morose mask of the Death Jester or Solitaire that they will not summon a gout of psychic flame or force, making you ever more the fool.

Upon completing a Rillietann path, all psykers become the Bound class, their soul forever touched by the Laughing God and becoming an instrument of his will. If a Rillietann reaches Psy Rating 8, however, the Laughing God chooses them to be a direct instrument of his schemes, granting the psyker the Daemonic class instead.

HIGHLY ATTUNED

Thanks to their natural attunement to psychic forces, it is easier for an Aeldari to become powerful in the arcane ways, especially if they are Bound. As such, the cost to increase Psy Rating is decreased to 100 times the new psy rating for Bound and Daemonic Aeldari and 150 times the new psy rating for Unbound Aeldari.

In addition, the mind of an eldar makes for a particularly stable portal for warp essence, a stability that can be broken to unleash a flood of power. See TABLE 7-1: AELDARI PSYCHIC STRENGTH for the difference in how Bound, Unbound, and Daemonic Aeldari differ mechanically from each other as well as psykers of different species.

No matter what class of psyker an Aeldari is, they only ever receive a -10 penalty when they choose to Push a psychic power. However, any roll of Perils of the Warp that results in a Daemon being summoned also summons a Daemon of Slaanesh.

TABLE 7-1: AELDARI PSYCHIC STRENGTH

CLASS OF PSYKER	NORMAL STRENGTH (PSY RATING OR LOWER)	PUSH (PSY RATING +3/4/5)	SUSTAINING POWERS
Bound: Asuryani Seers, Exodite Singers, Rillietann Players	If the psyker rolls doubles during a Focus Power test, they must roll 1d100. On a second doubles result, they must roll on the Psychic Phenomena table.	Can add +3 PR. If the psyker rolls doubles during the Focus Power test, roll on the Psychic Phenomena table.	+10 to all rolls on Psychic Phenomena, decrease PR by 1 per power. Gains one additional Half action per turn to sustain a psychic power.
Unbound: Fleet-born Anhrathe, Drukhari Crones, Chaos Eldar	If the psyker rolls doubles during a Focus Power test, they must roll on the Psychic Phenomena table.	Can add +4 PR. Roll on the Psychic Phenomena table and add +30 to the result.	+10 to all rolls on Psychic Phenomena, decrease PR by 1 per power.
Daemonic: Mandrake Kings, Psykana Ascendants	If the psyker rolls doubles during a Focus Power test, they must roll 1d100. On a second doubles result, they must roll on the Psychic Phenomena table.	Can add +5 PR. If the psyker rolls doubles during the Focus Power test, roll on the Psychic Phenomena table with +30 to the result. The psyker is not affected unless it causes Perils of the Warp	+10 to all rolls on Psychic Phenomena, decrease PR by 1 per power. Gains one additional Half action per turn to sustain a psychic power. The psyker is not affected unless it causes Perils of the Warp

AETHYRMANCY

"OUR PATH IS THROUGH MADNESS ITSELF, WHO BETTER TO GUIDE US THAN ONE HALF-WILD THEMSELVES?"

-Baron Vloinir, "defending" their Void Dreamer

Some seers baulk at the practice of Aethyrmancy, the practice of the the Void Dreamers, proclaiming it to be a practice of 'narseeing' compared to their more refined divination. The *Kilithikadya*, alternatively, see the irony in those that look so far ahead often miss the paths directly before them. Either path may eventually lead to a crystalline form but the practitioners of Aethyrmancy are less likely to find themselves dying to sudden quirks of their immediate fate.

AETHERSENSE

As mortals pass through the world, they leave behind a psychic trail in their wake, and the Dreamer can pick up on their trail of those with powerful fates in the Warp as a hunter might follow their prey's spoor.

Value: 300xp

Prerequisite: Psy Rating 5

Action: Extended Action (1 hour)

Focus Power: Difficult (-10) Psyniscience

Range: Special

Sustained: Half Action

Subtype: Concentration

Effect: When casting this power, the psyker may name a character with the Touched by Fate trait or an Artifact they are aware of. They may detect if the named character or Artifact has been in the star system or Webway branch the psyker is currently within in a certain time frame, gaining more accurate details on where they have been or where they were depending on the psyker's effective psy rating (see TABLE 7-2: AETHERSENSE RESULTS). If the target has travelled a significant amount through the area in range, the player can make a Challenging (+0) Logic test to determine key locations relevant to their hunt.

If the psyker detects their target is still within range of the power, they may continue to sustain the power, able to divine the location of the target with the same level of accuracy that their psy rating allows.

BRILLIANT RADIANCE

Drawing forth the kaleidoscopic sights of the Immaterium into reality, the Dreamer exposes the enemies before them to refined warp essence, not unlike an Imperial Navigator opening their third eye.

Value: 400xp

Prerequisite: Psy Rating 7

Action: Full Action

Focus Power: Difficult (-10) Perception

Range: 10 meters x psy rating

Sustained: No

Subtype: Attack, Concentration

Effect: When manifesting this psychic power, the psyker chooses one of the following options to add to the Brilliant Radiance attack: Beam, Blast (†), Spray. Damage dealt by this psychic power deals Willpower Damage instead of Wounds

BRILLIANT RADIANCE		PSYCHIC BLAST
RNG 10m x PR	DMG †d10 (E)	PEN 0
SPECIAL: WARP WEAPON		
† = Half effective psy rating		

EBB AND FLOW

Opening up their perception of the Well of Eternity's shallows, the Dreamer feels the currents of fate around themselves and the tides around their enemies, urging the flow to hasten in their foe's disadvantage.

Value: 150xp

Prerequisite: Void Dreamer Elite Advance

Action: Half Action

Focus Power: Ordinary (+10) Psyniscience

Range: 5 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: For the duration of the power, enemy characters within range suffer a -10 to Evasion actions and increase force field overload chance by 10.

TABLE 7-2: AETHERSENSE RESULTS

EFFECTIVE PR	TIMING ACCURACY	DISTANCE ACCURACY
1-4	If the target has been in range in the past century, the psyker is aware of how many years ago the target left the area.	The psyker is aware the target has ever been in the star system or Webway branch or if they are currently in the area.
5-6	If the target has been in range in the past year, the psyker is aware of how many months ago the target left the area.	The psyker knows which planets or stellar features the target spent significant time, or knows which feature the target is currently residing.
7-8	If the target has been in range in the past week, the psyker is aware of how many days ago the target left the area.	The psyker can determine significant areas (i.e. a hive city, a geographical feature, a space station, etc) the target has spent significant time in or current resides within.
9+	If the target has ever been in range, the psyker is aware of when it was last in the area.	The psyker knows what significant locations (i.e. a temple, a 10km geographical area, a space station deck, etc) the target has spent significant time in or which location the currently is.

PASS UNSCATHED

Gazing into the crux of fate is taxing to a psyker's spiritual essence, especially when finding the safest path through the Warp. The Dreamer enforces their subjective reality around themselves, reinforcing the veil between real and unreal to protect themselves and their allies.

Value: 200xp

Prerequisite: Strong Minded

Action: Full Action

Focus Power: Challenging (+0) Perception

Range: 3 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: While concentrating on the power, whenever the psyker or a friendly character within range would gain Corruption points or Insanity points caused by perceiving Warp entities or phenomena, they may reduce the amount gained by an amount equal to half of the psyker's effective psy rating (rounded up).

SHEER SUBJECTIVITY

With the psychic architecture of the near-Warp crafted by mortal minds clear to the Dreamer, the psyker can summon a piercing glaive of psy-light, cleaving through the psy-constructs to strike their target's soul directly.

Value: 400xp

Prerequisite: Psy Rating 5

Action: Half Action

Focus Power: Challenging (+0) Willpower

Range: Self

Sustained: Free Action

Subtype: Attack, Concentration

Effect: The psyker manifests a Shearing Glaive weapon in a free hand or replacing the profile of a Force weapon they are wielding while they sustain the power. This weapon has the following profile and may make a Standard attack action when first cast:

SHEARING GLAIVE				CLASS: <i>MELEE</i>	
RNG <i>2M</i>	RoF -		DMG <i>1d10 + PR (R)</i>		
PEN <i>0</i>	CLIP -	RLD -	WT -	AVL -	
SPECIAL: <i>SANCTIFIED, TEARING, WARP WEAPON</i>					

Characters hit by this weapon reduce the damage dealt by their Willpower Bonus instead of their Toughness Bonus. If this power replaced a Force weapon, Shearing Glaive retains the Force or Witch-Edge quality.

SPIRIT SHIELD

Practising psychic powers outside of the Path of the Seer is perilous, requiring Anhrathe psykers to find their own ways to protect their minds and souls. The Dreamer has learned to manifest these safeguards to not only protect themselves but to protect their lucid allies as well.

Value: 300xp

Prerequisite: Navigate (Warp) +20

Action: Full Action

Focus Power: Challenging (+0) Willpower

Range: 5 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: While the psyker sustains this power, a number of characters equal to the psyker's effective psy rating can use the psyker's Willpower instead of their own whenever they make an Opposed Willpower test, Fear test, or Pinning test. In addition, the psyker and all friendly characters within range reduce damage taken by psychic powers or weapons with the Warp Weapon quality by the psyker's effective psy rating.

SOUL SCRY

As the Dreamer learns to expand their subjective reality onto those around them, they find that they can feel the dream-realities of others, and can mould them to better mesh with their own.

Value: 200xp

Prerequisite: Scrutiny +20

Action: Half Action

Focus Power: Challenging (+0) Psyniscience

Range: 3 meters times psy rating

Sustained: Half action

Subtype: Concentration

Effect: While the psyker sustains this power, the psyker gains a +5 bonus on all Interaction tests with characters within range for every Degree of Success on the Focus Power test. This power is subtle, its casting and sustaining only perceptible through the use of psyniscience, and gains a +10 bonus per Degree of Success instead if making an Interaction test with a Daemon or similar entity.

VISION OF INFINITY

Reaching out to connect another mind to their own, the Dreamer exposes the likely untrained soul to the infinite complexity of the Well of Eternity, stunning them with the madness of roiling chronology.

Value: 500xp

Prerequisite: Willpower 60

Action: Half Action

Focus Power: Opposed Difficult (-10) Willpower

Range: 10 meters x psy rating

Sustained: No

Subtype: Attack, Concentration

Effect: The psyker targets a single target within range who opposes this power with a Willpower test. If the target fails to resist the psyker, they take 1d10 Intelligence Damage per the Degrees of Success on the psyker's Focus Power test. On three Degrees of Success, the target is also Stunned until the end of their next turn as their mind reels from what it was made to witness and an additional round for every additional Degree of Success..

VOID WATCHER

The Dreamer extends their perception out far beyond themselves, feeling the presence of people and items with portentous fates, whether by their actions or by the ties that bind them to the fates of others

Value: 300xp

Prerequisite: Navigate (Stellar) +20

Action: Extended Action (1 hour)

Focus Power: Challenging (+0) Willpower

Range: 10 kilometres x psy rating

Sustained: No

Subtype: Concentration

Effect: The psyker spends an hour in ritual dreaming, becoming aware of the general direction and distance of all characters with the Touched by Fate trait within range on a success of the Focus Power test. On three Degrees of Success or more, the psyker also becomes aware of all Artifacts within range.

PHANTASAMANCY

"DO YOU LIKE WHAT YOU SEE? STOP SCREAMING, GIVE AN ANSWER. NOW!"

-The Ruby Imp, Shadowseer of the Masque of Grinning Shadows

Practiced by the Harlequin Shadowseers, Phantasamancy is unique amongst all psychic disciplines in that it draw power not from the Warp but from the psyker's connection to the Webway. How the Rillietann achieve this is unclear for they never give a clear answer, many speculating it to be a blessing from the Laughing God to his favoured sorcerers.

DANCE OF THE WEBWAY

As the Shadowseer twists and twirls, they open up micro-fissures into the Webway, protecting their allies from the aggression of their foes. Bullets disappear from the air as they fly through this minute gates and the willing performers seem to shimmer in and out of existence as they play their part.

Value: 400xp

Prerequisite: Mastery (Trade (Performancer))

Action: Full Action

Focus Power: Difficult (-10) Fellowship test

Range: 5 meters x psy rating

Sustained: Special

Subtype: Concentration

Effect: While sustaining the power, the psyker and all allies within range are protected by swiftly opening Webway portals, granting them a PR equal to 10 x the psyker's effective psy rating against ranged attacks. Additionally, when the psyker or their allies succeed on a Dodge or Jink test, they may teleport themselves or their vehicle up to their Full Move or Tactical Speed in any direction of their choice. The psyker may choose to sustain this power either as a Half action or by taking a Movement Subtype action on their turn,

FOG OF DREAMS

Afflicting a foe by waltzing the psyker's consciousness into their enemy's mind, the Shadowseer sets a creeping fog over their eyes, turning those closest to them into a nightmare that cannot be ignored.

Value: 150xp

Prerequisite: Deceive +10

Action: Half Action

Focus Power: Opposed Challenging (+0) Fellowship

Range: 10 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: The psyker targets a character within range who opposes this power with a Willpower test. If the target fails to resist the power, they must make at least one Attack action per turn against the closest character to them, friend or foe. If multiple characters are in the same range, the psyker chooses the target of the attack.

REVERIE OF THE JACKAL GOD

The cackling of Cegorach leaves the Shadowseer's mouth, a mirthful sound so fundamental to the galaxy in its cruelty that even daemons and machines are made to know fear as the Great Fool's attention turns on them. To some, this is the first and last time they may hear the true sound of divinity, likely driving them to madness.

Value: 500xp

Prerequisite: Psy Rating 7

Action: Full Action

Focus Power: Opposed Hard (-20) Fellowship

Range: 10 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: While the psyker sustains the power, whenever a hostile character first enters range of the power, they must succeed on the Opposed Fellowship test or cannot be immune to the Fear trait and suffer a -5 penalty per the psyker's effective psy rating on Fear tests while they remain within range of the power. Additionally, those that fail the Opposed test must make a Fear (X) test, where X is equal to half the psyker's effective psy rating. Characters cannot snap out of a Shock result caused by this power while they remain within range of the power.

LAUGH OF SORROWS

Strands of malicious influence extend out from the Shadowseer, forcing all those lashed by them to be possessed by manic, shrieking laughter. As they reach the pinnacle of such soul-rending rapture, the sensation is stripped away, leaving them to suffer the whiplash of such heart-stopping misery.

Value: 300xp

Prerequisite: Charm +20

Action: Full Action

Focus Power: Opposed Difficult (-10) Fellowship

Range: 20 meters x psy rating

Sustained: No

Subtype: Attack, Concentration

LAUGH OF SORROWS		PSYCHIC STORM
RNG -	DMG -	PEN -
SPECIAL: SEE BELOW		

Characters hit by the psychic power must succeed on a the Opposed Fellowship test or suffer 1 level of Fatigue per difference in Degrees of Success on the test. Characters that reach their Fatigue Threshold due to this power die instead of falling Unconscious. For every bolt that hits the target, they make the Opposed Fellowship test with an additional -10 penalty (up to -50).

PATHWAYS OF TWILIGHT

Rending open a half-lit corridor through reality, the Shadowseer traipses between the spaces between realspace and the the Warp, seemingly disappearing one place and appearing in the next.

Value: 250xp

Prerequisite: Navigate (Warp) +10

Action: Half Action

Focus Power: Difficult (-10) Willpower

Range: Special

Sustained: No

Subtype: Concentration

Effect: The psyker may target themselves or a single willing target within 5 meters x psy rating of them and opens a gateways to a location within the psyker's Run range. The target teleports to the gateway's location. Targets who are Immobilised or cannot take Movement actions cannot be targeted by this power.

At psy rating 6, the psyker may target vehicles up to Size (Massive) with this power, the operator of the vehicle needing to be willing, and at psy rating 8 the psyker may target vehicles of any size.

PEAL OF DISCORD

Taking in a deep breath of raw Warp energy, the Shadowseer lets out a perfect, horrific scream, the sonic waves rupture the fragile forms of those around them as if they were made of glass.

Value: 250xp

Prerequisite: Intimidate +20

Action: Half Action

Focus Power: Difficult (-10) Fellowship

Range: Self

Sustained: No

Subtype: Attack, Concentration

PEAL OF DISCORD		PSYCHIC BLAST
RNG -	DMG <i>1d10 + PR (X)</i>	PEN -
SPECIAL: BLAST (PR), CONCUSSIVE (3), WARP WEAPON		

This attack uses the psyker as the centre of the Blast but does not hit the psyker themselves.

SHADOWS OF AELINDRACH

Through a Webway rift into the Midnight Dimension, the hunting ground of shade-daemons, the Shadowseer sucks in all light around them, bathing the area in an unnatural pall and letting the shades play their games.

Value: 200xp

Prerequisite: Stealth +20

Action: Full Action

Focus Power: Difficult (-10) Willpower

Range: 10 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: The psyker creates a Blast area equal to double their effective psy rating within range for the duration of the power, bathing the area in an unnatural darkness that cannot be seen through with any form of non-psyhic Dark Sight. Characters that start their turn in the Blast area must succeed on a Difficult (-10) Toughness test or suffer 1d10 Rending damage, ignoring Armour and Toughness, as shade-daemons claw at their souls.

SHARDS OF LIGHT

Plucking blades of ratified light out of the air, the Shadowseer flings the shards out at their foes. The blades shatter in a brilliant display, creating realistic, horrific illusions to the wounded victims.

Value: 300xp

Prerequisite: Perception 50

Action: Half Action

Focus Power: Challenging (+0) Perception

Range: 20 meters x psy rating

Sustained: No

Subtype: Attack, Concentration

SHARDS OF LIGHT		PSYCHIC BARRAGE
RNG 20m x PR	DMG 1d10 + PR (E)	PEN PR
SPECIAL: HALLUCINOGENIC (PR/2)		

VEIL OF TEARS

With practised hand movements, sketching flowing runes in the air before them, the Shadowseer snares the perception of themselves from the air to keep themselves and their allies hidden from sight.

Value: 100xp

Prerequisite: Shadowseer Elite Advance

Action: Half Action

Focus Power: Ordinary (+10) Willpower

Range: 10 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: While the power is sustained, the psyker and allies within range become hidden from the senses of characters outside of the area, granting them a +30 bonus to Stealth tests to avoid all forms of senses and allowing them to hide in plain sight. Enemy characters within range suffer a -10 penalty to all attacks against the psyker and friendly characters.

REVENANT

"THE BEAUTY OF YNNEAD IS THAT YOU WILL BE TAKEN TO HER WHETHER YOU FOLLOW ME OR NOT."

-Yvraine, Herald of the God of Death

Just as a slave to the Dark Gods might grant their devoted a fragment of their power through psychic powers, the Ynnari can draw power from their Whispering God. This eschatological power is seen as even more vulgar than even the necromancy of the Spiritseers, not simply dealing in the ferrying of souls but also the direct use of their essence as a power source.

Soulburst

Ynnari psykers have access to Soulburst, the ability to draw power from death of both the Aeldari and significant enemies, able to gain a number of Soulburst points up to a maximum of half of their psy rating (rounded up). A psyker gains a Soulburst point in the following ways:

- An Elite or Master Aeldari character dies within 10 times Willpower Bonus of the psyker.
- A Squad of Aeldari characters is reduced below half Unit Strength.

Soulburst points can be spent in the following ways:

- Gain a +10 bonus to Focus Power tests made for Revenant psychic powers.
- Inflict a -10 penalty on the Opposed tests made by targets of their Revenant psychic powers.
- Re-roll Focus Power tests made to manifest Revenant psychic powers.

Characters retain their Soulburst points until the end of their current mission or the next Downtime phase, whichever comes first.

ANCESTOR'S GRACE

The Herald teaches that all Aeldari hold fragments of their gods' divinity within them, even if the greater gods were devoured. The Revenant draws forth this pantheonic power from the Aeldari around them, letting them live up to their closest aspect.

Value: 500xp

Prerequisite: Mastery (Forbidden Lore (Warp))

Action: Full Action

Focus Power: Hard (-20) Willpower

Range: 10 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: While the power is sustained, the psyker and all friendly Aeldari characters within range gain traits based off of their Origin. If not stated, any ranks gained by this power are equal to the psyker's effective psy-rating. These traits are as follows:

- Children of Khaine gain the Unnatural Weapon Skill, Unnatural Ballistic Skill, and the Warp Weapons traits
- Dragonlords and Mandrakes gain the Fear (4) and Unnatural Strength traits
- Cauldronborn and Claimed Exodites gain the Regeneration (+5) and Unnatural Toughness traits
- Born Outcasts and Children of Kurnous gain the Brutal Charge, Sturdy, and Unnatural Agility traits
- Children of Vault gain the Unnatural Intelligence trait and gains a +20 bonus on all actions without the Attack subtype
- Trueborn and Vatborn gain the Unnatural Perception and Unnatural Senses (50) traits
- Children of Morai-Heg and Maiden Exodites gain the Phase and Unnatural Willpower traits
- Children of Asuryan and Fleet Royalty gains the Unnatural Fellowship trait and grants themselves and all Aeldari characters within 10 meters times their Fellowship Bonus the From Beyond trait

For every additional two Degrees of Success on the Focus Power test, increase the level of the gained Unnatural Characteristic by 2.

GAZE OF YNNEAD

The Revenant stirs the dreaming God of Death, their eyes burning with the ghost-fire of Ynniad and drawing in the souls of those they bare witness to like fuel. For a brief moment, the psyker sees the world in wraithsight, protecting by their patron's deathly eminence.

Value: 150xp

Prerequisite: Ynnari Elite Advance

Action: Half Action

Focus Power: Difficult (-10) Perception

Range: 5 meters x psy rating

Sustained: No

Subtype: Attack, Concentration

GAZE OF YNNEAD		PSYCHIC BLAST
RNG <i>5m x PR</i>	DMG <i>1d10 + PR (E)</i>	PEN <i>5</i>
SPECIAL: SANCTIFIED, SPRAY, VENGEFUL (†)		
† = 10 - current Soulbust points		

When an Elite or Master type enemy is killed by the Gaze of Ynniad, the psyker gains a Soulbust point.

RESURRECTION

The ultimate ability granted to Ynnead's chosen psykers is to bring another soul back from the afterlife, be they Aeldari or not, the Herald once even bringing back the souls of Rubricae of the Thousand Sons, spiritually bound to their armour like wraiths, if only to be slain again to prove a point.

Value: 500xp

Prerequisite: Psy Rating 7

Action: Full Action

Focus Power: Very Hard (-30) Willpower

Range: 3 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: The psyker spends 3 Soulburst points and targets a corpse or item of particular importance to a dead character (their favoured weapon, their suit of armour, a piece of their jewellery, etc) and brings their soul back from the dead. The soul may reenter their corpse if it is available, returning to life with 0 Wounds and Fate Threshold 0. If their corpse is not available, they gain the Wraith trait (see page XX) and may inhabit the item of importance as if it were a Spirit Stone. If this item is a suit of armour that covers all locations, they may treat the armour as if it were a Battlesuit with the Ghost Warrior trait (see page XX), treating its Integrity as equal to their maximum Wounds and its Strength equal to the resurrected character's Willpower.

A character may be resurrected any number of times until the psyker fails the Focus Power test, the soul being too tied to the Warp to ever be called back into the realm of the living.

SHIELD OF YNNEAD

The spirits of the dead manifest by the call of the Revenant, protecting the living so that the true birth of their sleeping god might be achieved. Those without devotion to Ynnead find themselves accosted by these souls, trying to drag them into their deathly maelstrom.

Value: 500xp

Prerequisite: Fellowship 50

Action: Half Action

Focus Power: Difficult (-10) Willpower

Range: Self

Sustained: Half Action

Subtype: Concentration

Effect: While the power is sustained, whenever the psyker or any ally within 5 meters times the psyker's effective psy rating take Damage, they reduce the damage by 1d10 per the psyker's current Soulburst points. Enemies that first enter into the area of effect or end their turn within the area must succeed on a Hard (-20) Willpower test or suffer 1d10 Rending damage per the psyker's current Soulburst points, ignoring armour and toughness.

STIR THE FALLEN

With the soul departed from a body, what knowledge they had in my mind is quick to fade as their brains decay. The Revenant uses the physical remnants left behind by the passing soul to summon an echo of their former memories.

Value: 250xp

Prerequisite: Interrogation +10

Action: Special

Focus Power: Challenging (+0) Willpower

Range: 1 meter x psy rating

Sustained: No

Subtype: Concentration

Effect: To begin the ritual, the psyker must have access to a piece of a character's corpse or an item of particular importance to a dead character (their favoured weapon, their suit of armour, a piece of their jewellery, etc) and spend an hour trying to pull the psychic echoes of the component. At the end of this time, the psyker may gleam information from the echoes whose accuracy is based on the Degrees of Success on the Focus Power test, as described on TABLE 7-3: STIR THE FALLEN RESULTS). These echoes can only answer questions to which their original owners once knew.

TABLE 7-3: STIR THE FALLEN RESULTS

DoS	RESULT
1	The echoes are faint, only able to hold on to the ritual component to answer one question with a correct but vague answer before fading away.
2	The echoes are more stable, able to answer up to half of the psyker's psy rating, though their answers may be indirect and steeped in personal bias.
3	The echoes are so powerful the psyker may converse with them, the echoes answering as many questions as they truthfully can before fading away.
4+	The ritual component is permanently haunted by the echoes, acting as the results of 3 Degrees of Success but always able to be asked further questions of.

A ritual component used in Stir the Fallen can only be used once to manifest an echo, the psyker requiring other corpse pieces or significant items should they wish to ask the echoes more questions.

STORM OF WHISPERS

Acting as a conduit for the voices of the dead, the Revenant's voice adds to the cacophony, of the slain, rending the minds of all those that hear them mad with revelations the living were never meant to know.

Value: 200xp

Prerequisite: Intimidate +10

Action: Full Action

Focus Power: Opposed Challenging (+0) Willpower

Range: Self

Sustained: No

Subtype: Concentration

Effect: All characters within 5 meters times the psyker's effective psy rating must succeed on an Opposed (+0) Willpower test or immediate roll for Shock (see **DARK HERESY** page 287), adding +10 times the psyker's effective psy rating to the result and an additional +10 times the psyker's current Soulburst points.

SOUL WARDEN

Despite the castigation of the other Aeldari, the Revenant holds a sacred duty of determining when a soul should be sent to the God of Rebirth, acting as a host for the recently departed. This power is not limited to the Aeldari; some use their new powers to capture the souls of the other species, whether out of mercy or to interrogate later.

Value: 150xp

Prerequisite: Ynnari Elite Advance

Action: Reaction

Focus Power: Routine (+20) Willpower

Range: 10 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: Whenever a character dies within range, the psyker may manifest this power to capture the soul of the deceased before it is sent to the afterlife. The soul of the target gains the Wraith trait (see page XX) and the psyker may choose to host the soul within their body or place them into a spirit stone carried by the psyker. A psyker can host a number of souls in this way equal to their Willpower Bonus. Unwilling souls hosted by the psyker may spend a Full Action to make an Opposed Willpower test against the psyker, breaking free upon a success and passing on into the Warp, effectively dying.

The psyker may choose to pass on any hosted soul into a Spirit Stone or retrieve a soul from one as a Full action, any unwilling souls able to make an Opposed Willpower test to resist being taken in this way.

UNBIND SOULS

Slowly severing the ties that bind a soul to a person's body as if they were Morai-Heg, the Revenant afflicts their foes with a tenuous hold on life, making it so much easier for their soul to escape their corporeal form.

Value: 250xp

Prerequisite: Willpower 45

Action: Half Action

Focus Power: Opposed Difficult (-10) Willpower

Range: 10 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: The psyker targets a character in range and forces them to make an Opposed Willpower test or have their soul's connection to their body become tenuous, causing them to suffer a -10 penalty per the psyker's effective psy rating to all tests to resist Blood Loss, Critical damage and Shock effects, and Fear tests.

WORD OF THE PHOENIX

Just as the mythical phoenix of Aeldari myth could heal itself from the ashes of death, so too may the Revenant, their wounds burning with the ghostly fires of the Ynnarne. They are even able to spread this gift to others, the flames purifying the body and cauterising the soul.

Value: 350xp

Prerequisite: Toughness 40

Action: Full Action

Focus Power: Challenging (+0) Willpower

Range: 10 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: The psyker may target a character in range and spend a Soulburst point to instantly heal all Wounds and Critical damage taken by their target, healing any Blood Loss but not regrowing lost limbs. In addition, the target can also target characters that have died in the past round whose bodies were not completely destroyed or a Squad that has reduced its Unit Strength since the last round. The dead character returns to life, though their wounds are set to 0, and the Squad regains all Unit Strength lost since the last round.

RUNES OF BATTLE

"THE OLDER I BECOME, THE MORE I COME TO REALISE THAT ALL PATHS INEVITABLY LEAD TO WAR."

-Darellion, Warlock of Craftworld Biel-tan

Few understand the full effects of conflict greater than the Warlocks, those who worn one of Bloody-Handed Khaine's war-masks and seen past the veil as a seer. The unique perspective granted to them allows for a mastery of the Runes of Battle, combat focused powers whose reversal grants additional effects.

CONCEAL/REVEAL

Having served as an Aspect Warrior, the Warlock understands that the first form of defence against attack is to not be detected, using their runes to hide their allies and uncloak their enemies.

Value: 300xp

Prerequisite: Awareness +10, Stealth +10

Action: Half Action

Focus Power: Ordinary (+10) Willpower

Range: Special

Sustained: Half Action

Subtype: Concentration

Effect: When casting this power, the psyker chooses Conceal or Reveal:

- **Conceal:** The psyker creates an aura of nondetection in a 5 meters x effective psy rating area around them, granting them and all friendly characters a +5 bonus to Stealth tests per Degree of Success on the Focus Power test.
- **Reveal:** The psyker reaches out their senses, gaining the Unnatural Senses (X) trait, where X is equal to 5 times the Degrees of Success on the Focus Power test.

DESTRUCTOR

Melding the wrath of the Warrior with the psychic finesse of the Seer, the Warlock extends a hand and unleashes their desire to destroy what is before them in a wave of focused and pure energy.

Value: 100xp

Prerequisite: Warlock Elite Advance

Action: Half Action

Focus Power: Challenging (+0) Willpower

Range: 10 meters x psy rating

Sustained: No

Subtype: Attack, Concentration

DESTRUCTOR		PSYCHIC BLAST
RNG 10m x PR	DMG 1d10+5+PR (E)	PEN 3
SPECIAL: BEAM OR SPRAY		

EMBOLDEN/HORRIFY

When called upon to protect their Craftworld, even those that have never walked the Path of the Warrior must fight, and the Warlocks must gird their spirits just as much as they must terrify their foes.

Value: 300xp

Prerequisite: Command +10, Intimidate +10

Action: Half Action

Focus Power: Ordinary (+10) Willpower

Range: 10 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: When casting this power, the psyker chooses Embolden or Horrify:

- **Embolden:** The psyker creates an aura of calm around them, granting friendly characters within range a +5 bonus to Fear and Pinning tests per Degree of Success on the Focus Power test.
- **Horrify:** The psyker creates a disquieting aura around them, forcing all hostile characters within range to suffer a -5 penalty to Fear and Pinning tests per Degree of Success on the Focus Power test.

ENHANCE/DRAIN

Though often called upon to guide the Craftworld's Guardians, Warlocks may serve alongside their fellow Aspect Warriors, asked to bolster their abilities as they enervate and confound their targets.

Value: 300xp

Prerequisite: Toughness 40, Agility (40)

Action: Half Action

Focus Power: Ordinary (+10) Willpower

Range: 5 meters x psy rating

Sustained:

Subtype:

Effect: When casting this power, the psyker chooses Enhance or Drain:

- **Enhance:** The psyker may target a number of characters equal to their effective psy rating within range, granting them a bonus to their Weapon Skill, Ballistic Skill, and Agility equal to double the psyker's effective psy rating. Squad Coteries of Aspect Warriors are considered a single target of this power.
- **Drain:** The psyker targets a character within range that the psyker can detect. The target makes an Opposed (-10) Willpower test against the Focus Power test. On a failure, the target takes 1d10 Agility and 1d10 Toughness Damage and repeats this Opposed Willpower test at the end of their next round. On a success, the power ends and the target recovers the Characteristic damage.

EXECUTIONER

Both as a method to protect eldar life and to demonstrate their people's supreme psychic mastery, the Warlock summons a duplicate of themselves, able to fight on the Warlock's behalf as a blazing spectre.

Value: 500xp

Prerequisite: Any four other Runes of Battle psychic powers.

Action: Full Action

Focus Power: Difficult (-10) Willpower

Range: 20 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: The psyker summons a psychic projection of themselves, the Executioner, within range. The Executioner has the same profile as the psyker and the same equipment, except it cannot cast Executioner and is destroyed upon taking any Critical Damage. The Executioner can only be sustained for a number of rounds up to the Degrees of Success on the Focus Power test and inflicts 1 Fatigue on the psyker once they stop sustaining the power.

PROTECT/JINX

Weaving the runes into reality around them, the Warlock manipulate the tides of fate, urging the flow of causality to protect their allies or harass their enemies.

Value: 300xp

Prerequisite: Willpower 40, Fellowship 40

Action: Half Action

Focus Power: Ordinary (+10) Willpower

Range: 10 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: When casting this power, the psyker chooses Protect or Jinx:

- **Protect:** Whenever the psyker or any friendly characters within range rolls an Evasion or Protection Rating test, they may roll twice and take either result.
- **Jinx:** Whenever a hostile character within range rolls an Evasion or Protection Rating test, they must roll twice and take the worse result.

QUICKEN/RESTRAIN

Time flows strangely around the Warlock as they summon their runes, causing those blessed by their power to seem to blur with speed while those cursed in turn feel sluggish, as if every action they take feels like wading through mud.

Value: 300xp

Prerequisite: Strength 40, Agility 40

Action: Half Action

Focus Power: Ordinary (+10) Willpower

Range: 5 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: When casting this power, the psyker chooses Quicken or Restrain:

- **Quicken:** The psyker and a number of characters equal to the psyker's effective psy rating gain Unnatural Agility (+1), and gain an additional +1 to their Unnatural Agility equal to every other Degree of Success on the Focus Power test.
- **Restrain:** The psyker targets a character or vehicle within range. The target character or operator of target vehicle must succeed on an Opposed (-10) Willpower test. On a failure, they halve their base movement rate or Tactical Speed (rounded down) and cannot make Attacks actions other than Standard Attack while the power is sustained, repeating the Opposed Willpower test at the end of their next round. On a success, the power ends.

RUNES OF FATE

"ASK ME NOT WHAT YOUR FUTURE HOLDS. I DO NOT NEED TO SCRY FATE'S TIDES TO SEE WHERE YOU SHALL SOON BE."

-Farseer Hraillen, moments before crushing a Kabalite's mind

With mastery of the complex interactions of the runes of fortune, a seer may find themselves lost on the Path, their new fixation as Farseer allowing them clearer insights and access to the vaunted Runes of Fate. In time, those farseers that survive the trials needed to keep their Craftworlds safe turn to crystal, falling into a slumber, their memories and experience to be tapped into by future seers to come.

BATTLE FATE

Becoming more inured to the twisting fates of those around them, the Farseer finds the path of swiftest destruction of the enemies of the eldar, urging the flow of fate to swiftly bring about their end.

Value: 200xp

Prerequisite: Concordance of Power

Action: Reaction

Focus Power: Ordinary (+10) Psyniscience

Range: 5 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: Whenever the psyker or a friendly character within range misses with an Attack, has an Attack they made evaded, or their Attack is blocked by a force field, the psyker may make the Focus Power test for this power. On a success, the psyker may instead cause the attack to have hit instead. Alternatively, the psyker may spend a Fortune point to automatically succeed on the Focus Power test.

CRYSTAL SEER

The purest show of their eldritch mastery, the farseer uses their connection to those that have come before them, channelling their combined knowledge learned from their crystallised minds in order to cast multiple powers at once.

Value: 500xp

Prerequisite: Master (Scholastic Lore (Warp))

Action: Full Action

Focus Power: Difficult (-10) Willpower

Range: Self

Sustained: No

Subtype: Concentration

Effect: The psyker may immediately cast two other psychic powers other than Crystal Seer as Free Actions. These powers cannot be cast at a greater psy rating than the one used to cast Crystal Seer. For every additional Degree of Success on the Focus Power test, the psyker gains a +5 bonus on the Focus Power tests for their two chosen powers.

DOOM

Seeking out all possible calamities that could befall their target on the battlefield, the farseer curses them to encounter the worst possible outcome in their tasks, sealing their doom.

Value: 350xp

Prerequisite: Perception 55

Action: Full Action

Focus Power: Opposed Difficult (-10) Perception

Range: 10 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: The psyker targets a foe to be cursed with the worst luck, forcing them to take an Opposed Willpower test. On a failure, whenever the target character makes a test of any kind, the psyker may spend a Fortune point to inflict a -50 penalty on that test. In addition, whenever the target is dealt damage or Critical damage, they are dealt additional damage equal to half of the psyker's effective psy rating (rounded down). The effects of this power last for one day or until the target character uses a Full action to spend a Fate Point to remove their bad luck.

ELDRITCH STORM

Sometimes the tempest of time is too tumultuous to accurately plan for. In such cases, when their schemes fall apart, Farseers can unleash that tempest in a raw destructive display, unseemly as it is to act so directly.

Value: 400xp

Prerequisite: Psy Rating 7

Action: Full Action

Focus Power: Difficult (-10) Willpower

Range: 20 meters x psy rating

Sustained: No

Subtype: Attack, Concentration

ELDRITCH STORM		PSYCHIC BLAST
RNG 20m x PR	DMG 3d10 + PR (E)	PEN 9
SPECIAL: BLAST (2xPR), CONCUSSIVE (2xPR)		

FORCE OF ASURYAN

With a soul so tied with the lives of their fellow aeldari, the Farseer uses these connections to invigorate their allies, directing their charges with the commanding power of the Phoenix King.

Value: 500xp

Prerequisite: Psy Rating 8

Action: Full Action

Focus Power: Hard (-20) Willpower

Range: 5 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: While the power is sustained, at the end of their turns the psyker may choose a number of friendly characters up to half their psy rating (rounded up) to gain an additional Half Action and Reaction until the end of their next turn. In addition, they may spend a Fortune point at the end of their turn to choose one friendly character to gain a Full Action instead.

FORTUNE

Once lost upon the Path of the Seer, new Farseers find their consciousness expanding out to the near past and future, using their insights to save those they council.

Value: 100xp

Prerequisite: Farseer Elite Advance

Action: Special

Focus Power: Easy (+30) Psyniscience

Range: Self

Sustained: No

Subtype: Concentration

Effect: Before a mission, the psyker may cast this power. The psyker gains a number of Fortune points equal to their psy rating plus every Degree of Success on the Focus Power test. Whenever a friendly character within range is hit by an attack, the psyker may choose to spend a Fortune point as a Free Action, forcing the attack to miss instead. This power can only be used once per Mission.

MINDWAR

The Farseer invades the mind of their enemy and starts a duel of wills, the ancient wisdom and psychic might of the psyker washing over their victim. If the fellow duelist cannot win the way, they risk their mind being torn asunder with psychosomatic trauma.

Value: 300xp

Prerequisite: Command +20

Action: Full Action

Focus Power: Challenging (+0) Willpower

Range: 50 meters x psy rating

Sustained: No

Subtype: Attack, Concentration

Effect: The psyker targets a character who must take an Opposed (+0) Willpower test against the Focus Power test, suffering a -20 penalty if they are not a psyker or a -10 penalty if they have a lower psy rating. Whoever loses the Opposed role suffers 1d10 Willpower Damage equal to difference in Degrees of Success on the test (to a maximum of 5d10).

OPTIONAL RULE: CRYSTALLINE CONVERSION

Whenever the Farseer gains Psy Rating, they reduce their base movement speed by 1 as their body begins to turn to crystal. This grants them greater clarity, granting them a +5 bonus to Focus Power tests for every lost point of movement rate.

PHOENIX SPIRIT

The loss of every eldar life is a tragedy but even in death they may serve their people still. The Farseer can use the last sparks of another person's life to urge them into one final act of service in a burning display of rage against the dying of the light.

Value: 300xp

Prerequisite: Fellowship 55

Action: Full Action

Focus Power: Challenging (+0) Willpower

Range: 10 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: The psyker targets the corpse of a character that has died during the current combat, having them return to life briefly. The target immediately spends a Free Action to Stand and then may immediately take a turn. After this turn has ended, the character dies, automatically being captured in a spirit stone if either they or the psyker is carrying one or destroying their soul if not.

For every two additional Degrees of Success on the Focus Power test, the target character remains alive for an additional Round. The target is invulnerable to damage while they are risen.

TEMPORAL EXILE

Isolating a soul from the skeins of fate is a task impossible for most but the Farseer can pluck individuals temporarily out of the space-time continuum, should they prove too meddlesome. Those that return come back with no knowledge of what they saw, their minds unable to comprehend infinity.

Value: 400xp

Prerequisite: Seer of the Shifting Vector

Action: Full Action

Focus Power: Opposed Difficult (-10) Psyniscience

Range: 10 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: The psyker targets a character who must succeed on an Opposed (-10) Willpower test or disappear from reality, reappearing at the end of the psyker's turn after a number of rounds equal to the Degrees of Success on the Focus Power test. While gone, they can make no Actions and not be effected by any effect. When the target reappears, they must succeed on a Challenging (+0) Willpower test or gain 1d5 Insanity and be Stunned for one round as they struggle to comprehend what happened.

A character can only be targeted by this power once per mission, the tide of fate not allowing a soul to be absent from it too often.

RUNES OF FORTUNE

"I NEVER THOUGHT I WOULD BECOME A SEER. I ALWAYS WANTED TO BE AN ARTIST. ONCE I WOULD HAVE SAID IT IS FUNNY HOW FATE WORKS... NOW I ENVY MY PREVIOUS SELF FOR THEIR BLIND OUTLOOK."

-Seer Wraillen, of the Iybraesil Seer Council

The first discipline many Asuryani will ever study, the Runes of Fortune are a collection of those psychic runes agreed upon to be the Seer Councils. Each begins their training by learning to focus their willpower, manifesting their own personal rune, before expanding beyond into other domains.

CRUSHING ORB

After learning to manipulate the mind, the body, and the spirit, the Seer begins to exert their will on external, unliving forces, allowing them to create orbs of crushing force to defend themselves with. It is here that many choose to cease their training, fearing a combat power may lead to Khaine's influence.

Value: 300xp

Prerequisite: Psy Rating 4

Action: Half Action

Focus Power: Challenging (+0) Willpower

Range: 15 meters x psy rating

Sustained: No

Subtype: Attack, Concentration

CRUSHING ORB		PSYCHIC BLAST
RNG 10m x PR	DMG 2d10 + PR (1)	PEN 0
SPECIAL: BLAST (PR), CONCUSSIVE (PR/2)		

Characters that fail the Concussive quality of this power are knocked towards the centre of the Blast area. If the psyker achieves 3 or more Degrees of success on the Focus Power test, this power gains the Graviton quality.

DISRUPTING SNARE

As they learn to manipulate psychic forces, the Seer can pluck the powers of the other species out of the air as they attempt to cast them, ensuring they do not risk the veil between realities being disrupted by the crude psykana.

Value: 400xp

Prerequisite: Scholastic Lore (Warp) +10

Action: Reaction

Focus Power: Opposed Difficult (-10) Willpower

Range: 10 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: Whenever another psyker within range attempts to cast a psychic power, the psyker may make an Opposed (+0) Willpower test against the target's Focus Power test. On a success, the target fails to cast the psychic power. This may also be used in reaction to a psyker causing a Psychic Phenomena or Perils of the Warp.

EMPYREAL BLADE

Taught to wield weapons that channel their psychic might, many Seers develop their martial skills further than wholly necessary as they prepare for wartime engagements, empowering their weapons with varied psychic abilities.

Value: 200xp

Prerequisite: Weapon Skill 45

Action: Half Action

Focus Power: Difficult (-10) Willpower

Range: Self

Sustained: No

Subtype: Concentration

Effect: The psyker targets one Melee weapon they are wielding and weaves psychic force into its form, gaining a number of Empyrean points to improve their weapon with equal to their effective psy rating. They may spend their Empyrean points on the following qualities:

- For 1 Empyrean point, the weapon may gain the Flame, Power Field, Razor Sharp, Shocking, or Tearing quality.
- For 2 Empyrean points, the weapon may gain the Crippling (+1), Proven (3), Sanctified, or Tainted quality.
- For 3 Empyrean points, the weapon may gain the Force, Warp Weapon, or Witch-Edge quality.

This power stays in effect for a number of rounds equal to the Degrees of Success on the Focus Power test.

FATEFUL DIVERGENCE

Fate and fortune are tangible in the fingers of the Seer, who swirl strands of possibility into the runes. Though they do not yet have the finesse of a Farseer, the Seer can twist fate by their own hands.

Value: 250xp

Prerequisite: Scholastic Lore (Runes) +10

Action: Reaction

Focus Power: Challenging (+0) Willpower

Range: Self

Sustained: No

Subtype: Concentration

Effect: As a Reaction whenever the psyker could use a Fate Point to re-roll a test, they may instead make this Focus Power. On a successful Focus Power test, the character may re-roll the test as if they had spent a Fate Point. For every time the psyker uses this power after the first time per mission, they suffer a -10 penalty for every time they have re-rolled a test with this power.

FOCUS WILL

The first step on the Path of the Seer is to learn to focus the mind. Unlike the younger species, the Aeldari have learned to focus their thoughts together through the structures of the Path, letting them aid their fellow Seers.

Value: 100xp

Prerequisite: Eldritch Mastery

Action: Half Action

Focus Power: Ordinary (+10) Willpower

Range: 5 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: The psyker targets a willing character with the Psyker trait within range. While sustaining the power, the target gains +1 to their effective psy rating and an additional +1 for every two additional Degrees of Success on the Focus Power test, up to a maximum of the casting psyker's psy rating. A character empowered by Focus Will cannot increase their psy rating above double their natural psy rating.

GHOSTWALK

Spilling their psychic energy into the armour and muscles of their allies, the Seer urges their people onward, rushing upon the tides of the sea of souls to strike down their hated enemies.

Value: 350xp

Prerequisite: Perception 50

Action: Half Action

Focus Power: Challenging (+0) Willpower

Range: 5 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: While sustaining this power, the psyker and a number of friendly characters within range equal to the psyker's effective psy rating increase their base movement rate by 1 and gain an additional 1 to their base movement rate for every two additional Degrees of Success on the Focus Power test. In addition, effected characters become immune to the effects of Difficult Terrain.

IMPAIR SENSES

Just as they can embolden their own mind, the Seer may hinder the minds of others, dimming their senses as the Seer's psychic presence warps their perceptions of the world around them.

Value: 250xp

Prerequisite: Scholastic Lore (Runes) +10

Action: Half Action

Focus Power: Opposed Challenging (+0) Willpower

Range: 10 meters x psy rating

Sustained: Half Action.

Subtype: Concentration

Effect: The psyker targets a character within range who must make an Opposed (+0) Perception test against the Focus Power. On a failure, the target can only perceive up to their Perception Bonus meters around them, unaware of any changes to the world beyond that point. The target makes this Opposed test again at the end of their turns until they succeed and gains a +30 bonus to the test if they are attacked or interacted with by a character outside of their area of perception.

RENEWER

As highly psychically attuned beings, the Aeldari understand the connection between the body and the spirit better than most, some Seers even understanding how to channel the powers of the Warp to heal others instead of harm them.

Value: 100xp

Prerequisite: Soul Channel

Action: Half Action

Focus Power: Challenging (+0) Willpower

Range: 5 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: The psyker targets a willing character within range who regains a number of Wounds equal to the psyker's effective psy rating plus the Degrees of Success on the Focus Power test. After being healed by this power, characters suffer a point of Fatigue for every time the character has been healed in this way whenever they are healed in this way again.

WITCH STRIKE

As the Seer grows more combat focused, they may begin fully moulding their martial arts with their psychic teachings, able to strike with unnatural speed against multiple foes almost simultaneously.

Value: 400xp

Prerequisite: Psy Rating 5

Action: Full Action

Focus Power: Difficult (-10) Willpower

Range: 5 meters x psy rating

Sustained: No

Subtype: Attack, Concentration

Effect: The psyker chooses a Blast area with a radius equal to their effective psy rating within range and makes a single Standard attack with a wielded Melee weapon, hitting a number of characters within the Blast area equal to the Degrees of Success on the Focus Power test. Characters hit in this way may make Evasion actions as normal. After the Attacks resolve, the psyker teleports into a free space within the Blast area.

SHAPING

"THE FIRST LESSON EVERY NEW BONESINGER MUST LEARN IS THAT THE MATTER OF REALITY AND THE NON-SUBSTANCE OF THE IMMATERIUM ARE TRULY OF THE SAME ESSENCE."

-From *Shape*, the memoirs of Bone Seer Ossrilleh

Shapers come in many forms throughout Aeldari societies, the title granted to any psyker who uses their control of the Immaterium to shape the material reality. The most common are the Bonesingers of the Craftworlds, those who summon wraithbone into reality, though the Worldsingers of the Exodites also practice this discipline to help coexist with their worlds. The more structured sub-discipline studied by the Asuryani often integrate the runes of power into their work while the Exodites shape the world through their intuitive connection to the world spirits.

ARIA OF GLASS

As the beauty of the Shaper's song graces the ears of those around them, they find their bodies rebelling against them, their bones growing within them, cancers spreading in their flesh, and toxins becoming more virulent in their blood. Seen as a power of last resort for the Worldsingers, this song was famously used to virulently spread the Glass Plague throughout the El'uriaq conspiracy of Commorragh, turning hundreds of Drukhar to glass statues while the Worldsinger Cadaiyth was his betrothed prisoner.

Value: 500xp

Prerequisite: Fellowship 40, Jaded

Action: Full Action

Focus Power: Opposed Difficult (-10) Trade (Performancer)

Range: Self

Sustained: Half Action

Subtype: Concentration

Effect: All characters within 10 meters times the psyker's effective psy rating when the power is manifested, first enter into the range of the power, or start their turn within the power's range must make an Opposed (-10) Toughness test against the Focus Power test. On a failure, they count as failing to resist the Crippling, Irradiated, and Toxic qualities with ranks equal to half of the psyker's Fellowship bonus (rounded up).

Characters already suffering from the Crippling, Irradiated, or Toxic qualities or any ongoing diseases or poisoned effects suffer a -30 penalty to the Opposed test and to resist any further application of those qualities. Deaf characters or those that cannot directly hear the psyker gain a +50 bonus on the Opposed test.

BONE SONG

The first step of becoming a true Bonesinger is learning how to live up to the title: to summon something physical from the ethereal. The summoning and moulding of wraithbone is instrumental to the continued existence of the Craftworlds, the Shaper taking on a role fundamental to the continued existence of the Asuryani.

Value: 100xp

Prerequisite: Fellowship 35

Action: Special

Focus Power: Ordinary (+10) Trade (Performancer)

Range: Special

Sustained: No

Subtype: Concentration

Effect: The psyker may summon wraithbone from the Warp when taking the Crafting Downtime action, allowing for the user to ignore the need for most material component (decided by the GM) and granting them to add the Degrees of Success of the Focus Power test to total number of successes on the Crafting action.

CALL OF THE SPIRITS

The Shaper reaches out into bodies of wraithbone and flesh alike, able to commune with wraiths and beasts both. That the power used by Bonesingers to better communicate with faded spirits works near identically to a Worldsinger's wild-communion makes perfect sense to the Shaper, for even animals hold some warp-essence within them, a universality that can summon bonds between any soul.

Value: 100xp

Prerequisite: Fellowship 35

Action: Half Action

Focus Power: Ordinary (+10) Trade (Performancer)

Range: 10 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: The psyker weaves the essence of their soul into their voice, granting them a +20 bonus to Interaction tests with characters with the Bestial trait, characters with Intelligence of 10 or less, and with spirit characters (i.e. daemons, wraiths, world spirits, etc) while the power is sustained. Additionally, the psyker is treated as having the Linguistics (All) skill but can only communicate with emotions and expressing desires, not complex or abstract thoughts.

EXALT/RUIN

As the Shaper becomes lost on their Path, taking on the mantle of Bone Seer, they obsess over the ability to refine the order of matter and, in doing so, find ways to bring discord to it as well. Few Bone Seers find themselves on the battlefield yet many an enemy tank commander has been struck down as their chariot falls under the Bone Seer's ruination.

Value: 300xp

Prerequisite: Lost on the Path (Shaper)

Action: Half Action

Focus Power: Difficult (-10) Willpower

Range: Special

Sustained: Half Action

Subtype: Concentration

Effect: When casting this power, the psyker chooses Exalt or Ruin:

- **Exalt:** While the power is sustained, any vehicle the psyker is a crew member or passenger of gains +20 Manoeuvrability, +10 AP in all locations, becomes immune to the Dimensional Weapon and Warp Weapon qualities, and ignores all Critical damage effects other than those that would destroy the vehicle. Alternatively, the psyker may improve the craftsmanship of a single piece of equipment or technology by two steps (i.e. Common to Best) while they sustain the power (i.e. improve a shuriken pistol, a cogitator, a vessel's life support system, etc).
- **Ruin:** The psyker targets a vehicle within 10 meters times the psyker's effective psy rating which immediately suffers Critical damage to the a Hit location of the psyker's choice equal to the Degrees of Success on the Focus Power test. If the vehicle is currently being operated, the operator of the vehicle can make an Opposed (-10) Manoeuvrability tests to resist the psychic power. Alternatively, the psyker may reduce the craftsmanship of a single unequipped piece of equipment or technology by two steps (i.e. Good to Poor), causing any piece of equipment of Common or Poor craftsmanship to be rendered non-functional.

INFINITE REFRAIN

At the peak of their training, a Shaper becomes aware of the universality of all things. The Warp, real-space, the Webway and its subrealms, all are in total connection with one another even as they operate under different rules. The Shaper uses their enlightened perspective to exchange the laws of one realm of existence with another around them, shaping not the material but the conceptual, much to the confusion of those around them.

Value: 500xp

Prerequisite: Psy Rating 8

Action: Full Action

Focus Power: Very Hard (-30) Trade (Performancer)

Range: 10 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: The psyker shapes the laws of their current reality in all areas in range, allowing them to change one of the following options for every Degree of Success on the Focus Power test while the power is sustained:

- Increase or decrease the level of gravity in the area by one step (i.e. Normal to Low, Low to Zero-g, Normal to High, etc) *or* may change what direction gravity pulls characters towards in the area.
- All characters within range count as being Engaged with each other *or* characters cannot be Engaged.
- All ranged attacks count as being made at Extreme range *or* count as being made at Point Blank Range.
- Damage is no longer reduced by Toughness but instead reduced by Willpower (if a character already exchanges Willpower for Toughness, reverse the effect).
- Attacks can deal no more damage than 5 after being reduced in any way *or* all attacks that hit their target can deal a minimum of 10 damage after being reduced in any way.
- The area is considered to be in total darkness *or* darkness cannot exist within the area.
- All actions requiring a Half action to complete in the area instead require Full Actions *or* all actions requiring Full Actions to complete in the area instead require Half Actions.
- All attacks in the area deal only Energy, Explosive, Impact, *or* Rending damage, chosen by the psyker *or* all damage becomes non-lethal, only ever rendering characters unconscious.
- All psychic powers in the area never trigger Psychic Phenomena or Perils of the Warp *or* all psychic powers in the area always trigger Psychic Phenomena when cast.
- When beginning movement actions in the area, all characters teleport instead of moving normally *or* characters cannot teleport while in the area.
- Daemons in the area are completely destroyed if they would be killed *or* characters cannot die while within the area, their souls bound to their bodies until the power ends *or* they leave the area.
- Every test taken in the area has its Degrees of Success reversed into Degrees of Failure and vice versa.

RESTORATION

In the rare instances of outsiders wrecked havoc upon the worlds of the Exodites, the Worldsingers are called to repair the damage caused by the corrupt outsiders. Worse still is the touch of the daemonic, requiring the purity of the Worldsinger's soul to be cleansed from the land.

Value: 250xp

Prerequisite: Psy Rating 4

Action: Full Action

Focus Power: Difficult (-10) Trade (Performancer)

Range: 3 meters x psy rating

Sustained: Full Action

Subtype: Concentration

Effect: While the power is sustained, all characters at least partially biological in the area gain the Regeneration trait with a rank equal to psyker's effective psy rating, automatically succeeding at the Toughness test for the trait at the start of their round. Any plant life in the area is revitalised and grows at an increased rate while the power is sustained.

In addition, all areas within range have any warp corruption within them slowly burnt away, causing any creature with the Warp Instability trait to immediately roll the trait's Willpower test at the start of their turn, receiving a -10 penalty per half of the psyker's effective psy rating (rounded up) to the test.

REPAIR/HINDER

When a Bonesinger is called upon to journey onto a battlefield, it is always to support the vehicles and wraiths in conflicts expected to do them harm. With psytronome in hand, they play the song of creation to mend the wounds to their allies' chassis *or* disrupt the advance of enemy armour.

Value: 300xp

Prerequisite: Intelligence 40, Fellowship 40

Action: Half Action

Focus Power: Ordinary (+10) Willpower

Range: 10 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: When casting this power, the psyker chooses Repair *or* Wreck:

- **Repair:** The psyker chooses a vehicle in range, repairing a number of Integrity equal to the psyker's effective psy rating plus the Degrees of Success on the Focus Power test. If the target is made of wraithbone, the psyker gains a +20 bonus on the Focus Power test.
- **Hinder:** The psyker targets an area in range to be effected by the Haywire quality with radius equal to the psyker's effective psy rating.

SHAPE/WRECK

In preparation for times when they may be called to battle, many Bonesinger learn how to swiftly summon hunks of wraithbone that they may use as cover. To most, this is a simple trick most often used to create impromptu furniture and to demolish them afterwards.

Value: 300xp

Prerequisite: Scholastic Lore (Runes) +10

Action: Half Action

Focus Power: Ordinary (+10) Willpower

Range: 10 meters x psy rating

Sustained: No

Subtype: Concentration

Effect: When casting this power, they psyker chooses Shape or Reshape:

- **Shape:** The psyker summons a length of cover at either chest height or head height, able to fill a number of square metres in range equal to the psyker's effective psy rating. This cover has an number of Armour points equal to double the Degrees of Success on the Focus Power test.
- **Wreck:** The power gains the Attack subtype and gains the following weapon profile which can only target vehicles, characters with the Machine trait, and non-living objects (i.e. armour-glass, storage crates, doors, etc):

WRECK		PSYCHIC BOLT
RNG 10m x PR	DMG 1d10 + PR (X)	PEN 0
SPECIAL: VENGEFUL (7), WARP WEAPON		

SONG OF SWIFTNESS

An inspiring tone leaves the Worldsinger's lips, urging their trusty mount to greater speeds. Inspired by their 'primitive' skin, many Bonesingers have extrapolated this power to urge on the motive spirits of Aeldari vehicles, the process even able to speed up the notoriously ponderous wraiths in their marching.

Value: 150xp

Prerequisite:

Action: Half Action

Focus Power: Challenging (+0) Trade (Performancer)

Range: 5 meters x psy rating

Sustained: Half Action

Subtype: Concentration

Effect: While the power is sustained, the psyker targets a number of characters with the Ghost Warrior or Bestial traits equal to the psyker's effective psy rating, increasing their base movement speed by the Degrees of Success on the Focus Power test and granting them and their rider a shared additional Reaction per round.

Additionally, vehicles can be chosen as valid targets, granting them a bonus to their Tactical Speed and Manoeuvrability equal to double the Degrees of Success on the Focus Power test. This bonus also effects creatures with the Mount trait.