

# Exorcism

Contributed by Mat

Exorcism is a psychic discipline that focuses on the purification of the materium. This is more than a vision for the majority of those who follow this path, it is a way of life that has been forged through atrocities seen, all caused by Daemons and Psykers alike. To them they are humanities last hope and will stop at nothing to remove all taint of the chaos lords and the warp from this realm. This is why their highest purpose is to sacrifice their powers to nullify a war torn area. Their powers are all focused around removing taint of the warp from the worlds, and the direct results from their actions do not matter to them. They are the embodiment of the ends justify the means. Anyone who dares invite the warp into their lives will find themselves an instant enemy of any Exorcist.

\*Banishment\*

Threshold: 18

Focus Time: Full Action

Sustained: Yes

Range: 20m

Prerequisite: Exorcism

The Exorcist tries to cast a creature of the Warp back to where it came. A Daemon targeted by this power must take an immediate WP test. A failure means it takes D10 damage. For every Degree of Failure, it takes an additional D5 damage. If the Daemon takes damage in excess of its wounds, or rolls more than twice what it needed to succeed on the WP roll, it is banished back to the Warp.

A Psyker targeted by this power will feel as if his soul is being sucked from his body. He must pass a WP check, or this horrifying experience will add D10 Insanity Points to him, and leave him stunned for D5 rounds.

Overbleed: For every 5 points by which the test is passed, make the WP roll one difficulty harder.

Binding Strike

Threshold: 18

Focus Time: Half-Action

Sustained: No

Range: Touch

Prerequisite: Exorcism

The Exorcist imbues a weapon with Negative Warp binding. When the weapon next strikes any opponent if it has a warp signature the subject must make an immediate Toughness role, with added difficulty of  $\frac{1}{2}$  the Exorcists WP bonus.

If the toughness test is failed the target becomes bound, and is counted as being stunned for 2 rounds. This power has no effect on targets with no warp signature.

Overbleed: For every 10 points of overbleed the weapon receives one additional charge.

#### \*Daemoncage\*

Threshold: 17

Focus Time: Full

Sustain: Yes

Range: 10 meters

Prerequisite: Rejection

The Exorcist creates an invisible wall which Warp Entities cannot cross, similar in effect to a Geller Field. By rogue Psyker, this wall is usually cast to confine a summoned daemon in case the psyker fails to control it. A successful casting allows the caster to create a shield roughly 5 meters in diameter, a sphere with a diameter of roughly 1 meter or a container roughly the size of a human body.

If a Possessing Daemon is contained within Daemoncage, and the ability Exorcism is used the total WP of the Exorcist is increased by 15.

Overbleed: For every 5 points of overbleed, the shield can be increased by 2 meters, the Sphere gain 0.5 meter diameter or the container increase in one body size and the addition to Exorcism is increased by 5.

#### Denial

Threshold: 21

Focus Time: Full Action

Sustain: yes

Range: 30m radius

Prerequisite: Exorcism

The Exorcist utilizes negative warp energy and envelops the area surrounding the Psyker. All psychic powers have an increased threshold equal to that of the Exorcists WP bonus, including the sustain check for Denial. All Daemons entering the area of Denial incur a -10 to all their abilities.

In addition when a psychic power is used within the field and would result in a psychic phenomena, instead the negative warp energy lashes out and damages the caster with D10 damage per psychic phenomena that would occur not modified by armor or toughness.

Overbleed: For every 5 points in overbleed, increase threshold by 1.

#### Essence of Rubric

Threshold: 50

Focus Time: 1 Month

Sustained: Yes (see text)

Range: see text

Prerequisite: Forbidden Lore (Demonology, Psykers and Warp), Exorcism, Rejection, Psy Level 5

This is the highest potential usage of negative warp energy. When using this power the Psyker permanently loses all psychic powers minor and major, all psychic-based talents and all psy-levels permanently.

In return for this greatest of sacrifices the following occurs:

Within a 100xWP bonus mile radius the veil is strengthened to the highest point. For the next 100xWP bonus years, no one in the radius can utilize any psychic powers, talents or skills, and Daemons cannot materialize.

For each Exorcist utilizing this power at the same time, the WP bonus is cumulative, and the time casting/sustained and range are multiplied by the number of exorcists.

The Exorcist gains levels of Untouchable equal to their previous psy level. The character also gains ½ the experience points used to purchase psychic powers, skills and talents back to buy new non-psychic based skills and talents.

The Psyker may take an equivalent level in Untouchable whenever a new psy level would usually be available.

#### Exorcism

Threshold: 10

Focus Time: 2 Rounds

Sustained: No

Range: 5m

The Exorcist tries to remove a Daemon possessing or bound to a human or object. The Exorcist and the daemon make an opposed WP roll, the Daemon and Exorcist each gaining a +10 for each Psy level possessed.

If the Exorcist wins the Daemon is pulled out of the host and immediately becomes an Incarnate Lesser Daemon (p.351) and cannot possess another host for D10 x WP bonus of Exorcist rounds.

If the Exorcist fails the Daemon's power ripples into the psyker increasing WP rolls difficulty by -10 for the remainder of the encounter. Also the Daemon will lash out at the Psyker dealing D10 damage and D10 fatigue, rendering the Psyker stunned for D5 rounds.

If successful the possessed will come out of the ordeal with 1 wound left and 10 fatigue, they will gain 2d10 insanity points, and D10 Corruption points when awoken. Or the item possessed has an 80% chance of being destroyed by the warp energy suddenly leaving.

Overbleed: For every 10 points, your opposed WP test becomes one step easier.

### Nullifying Scream

Threshold: 16

Focus Time: Reaction

Sustained: No

Range: 50m

Prerequisite: Exorcism

As a Daemon is manifesting in the materium the Exorcist may invoke this power, causing the Daemon to make a WP check, with difficulty increased by one step for the Exorcists WP bonus halved.

If the Daemon wins the manifestation completes and the Daemon gains a free action attack on the first round against the Exorcist. If the Daemon fails it cannot manifest for the Exorcists WP bonus in hours.

Overbleed: For every 10 points overbleed increase WP roll difficulty by one step.

### Rejection

Threshold: 13

Focus Time: Half-Action

Sustained: No

Range: Touch

The Exorcist has the ability to reject the damage done by either a Daemon, a being with a signiture in the warp or a Psychic power. The Exorcist can heal 1d10 + WP bonus (critical damage first) of damage done by the warp a turn. Damage received through conventional means (fire, weapons, fists and mean words) cannot be healed.

Overbleed: For every 5 points overbleed an additional 1 point of damage may be healed.

### \*Sanctuary\*

Threshold: 16

Focus Time: Full Action

Sustained: Yes

Range: Personal

Prerequisite: Rejection

The psyker creates a zone of negative warp power around himself that can damage daemonic entities. A successful invocation of this power creates a zone with a radius of the Psykers WP bonus in meters, centered on the psyker. Any daemonic entity inside or wishing to cross the barrier into it must immediately test for Warp Instability. If the roll is failed, the Daemon will try to flee outside the Sanctuary as its next action.

In addition, at the beginning of the daemons turn, it needs to test Warp Instability again. The difficulty of this test is increased by one degree for every turn it stays inside the Sanctuary.

A Daemon can never manifest inside a Sanctuary.

Other Psykers feel unwell inside this zone, and adds the Exorcists WP Bonus to Psychic Thresholds.

Overbleed: For every 10 points of overbleed, extend the range of the Sanctuary by 1 meter.

### \*Severing\*

Threshold: 25

Focus Time: Full Action

Sustained: No

Range: 30m

Prerequisite: Exorcism

The Exorcist reaches out and mentally severs the connection between the Warp and a being with a presence in it. The Exorcist and the target roll a contested WP roll. If the target loses, he is severed from the Warp, a traumatic experience that is unlikely to leave the victim sane.

The target takes D10 permanent WP damage for every point of Difference in the Degree of Success/Failure between the Exorcist and the target. If the WP is reduced to 0 or below, the targets mind is destroyed in the process. WP is permanently reduced to 0, and the character will follow any simple commands given to him, by anyone, with no sense or preservation of self, suffering a -10 to all tests.

If, however, the target survives the process with his mind intact, he immediatly gains 3D10 Insanity point, a permanent Severe Mental Disorder, and goes into Acute Hallucinations for 2D10 rounds. He also becomes Untouchable(1). The latter happens even if his mind is shattered.

The Exorcist must make a WP test. If he fails, he gains D5 Insanity.

Overbleed: For every 10 points, your contested WP test becomes one step easier.

Written by: Matti Fierell 2008\*

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