



PLAY AID

Rogue Trader Talent Table



++Rogue Trader Talent List++

+Created by Tidomann

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++ The rewards of tolerance
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Talent Name	Prerequisite	Benefit
Air of Authority	Fel 30	On a successful Command Test, may affect a number of targets equal to 1d10 plus his fellowship bonus. No effect on hostile targets, and only affects NPCs.
Ambidextrous	Ag 30	Do not suffer -20 penalty for actions using his off hand. Special: When combined with the Two-Weapon Wielder Talent, the penalty to attack with both weapons in the same turn drops to -10.
Armour of Contempt	WP 40	When gaining corruption points, reduce the total by 1 to a minimum of 0. With a successful willpower test (free action) may ignore accumulated corruption points for 1 round.
Assassin Strike	Ag 40, Acrobatics	After a melee attack, an acrobatics test allows the Explorer to move as a free action (once per round).
Autosanguine	—	Always considered Lightly Wounded, heals 2 damage/day.
Basic Weapon Training †	—	Talent Groups: Bolt, Las, Launcher, Primitive, SP, Universal. Use a weapon group without a -20 penalty.
Bastion of Iron Will	Psy Rating, Strong Minded, WP 40	Double defensive Psy Rating for Opposed Test involving the Psyniscience skill or Psychic Techniques.
Battle Rage	Frenzy Talent	Explorer can Parry while Frenzied.
Beserk Charge	—	Gain +20 to WS instead of +10 when Charging.
Binary Chatter	—	+10 bonus to communicate with servitors. Any vessel he serves receives +1 bonus to Crew Morale due to increased servitor efficiency.
Blademaster	WS 30, Melee Weapon Training	Re-roll one missed attack per round (When attacking with a bladed weapon including chain weapons, power axes/swords)

† Denotes Talent Group

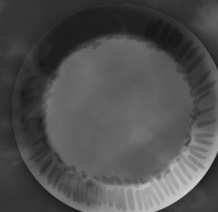


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Talent Name	Prerequisite	Benefit
Blessed Radiance	Purge the Unclean, Divine Ministration, The Emporer Protects, or Wrath of Righteous	Upon using a fate point to activate Pure Faith, extend the immunity to daemonic presence to a number of targets equal to their WP bonus. As a free action, give a single Fate point to an ally. Returned at the end of the encounter. Burning a fate point, the explorer + (WPx2) allies become immune to the effects of daemonic presence, Fear Tests, and Corruption Points. All affected targets gain +10 bonuses on resisting psychic attacks, or other forms of psychic manipulation. Affected targets only take half damage from psychic and warp sources. These last until the end of the encounter.
Blind Fighting	Per 30	Half penalties to fight in fog, smoke, or darkness.
Bloodtracker	—	+100 Objective points towards Military or Criminal objectives when turning in a fugitive for bounty.
Bulging Biceps	S 45	Remove bracing requirement for certain weapons. May fire heavy weapons using Semi-Auto or Full-Auto without bracing.
Catfall	Ag 30	When you fall, take an agility test as a Free action. Success and each degree of success reduces the distance fallen by a number of meters equal to the characters agility bonus.
Chem Geld	—	Immune to seduction. Charm tests increase their difficulty by one level. Taking this talent causes one Insanity Point.
Cleanse and Purify	Flame Weapons Training (Universal)	Targets of his flamer take a -20 penalty to their agility test to escape the flame.
Combat Formation	Int 40	Party may use intelligence bonus in place of their agility bonus when rolling for initiative.
Combat Master	WS 30	Opponents gain no bonuses for outnumbering the character in melee.
Combat Sense	Per 40	May use perception bonus in place of his agility bonus when rolling for initiative.
Concealed Cavity	—	May conceal 1 small item, no larger than a closed fist within cavity. Tests to discover the compartment get -10. If using a medicae scanner, or auspex, difficulty is reduced to +10

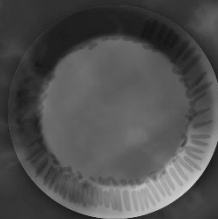


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Talent Name	Prerequisite	Benefit
Counter Attack	WS 40	After successful parry, may immediately make an attack using the parry weapon, on the parried opponent as a free action at a -20 penalty.
Crack Shot	BS 40	Deal +2 critical damage with ranged weapons.
Crippling Strike	WS 50	Deal +4 critical damage with melee weapons.
Crushing Blow	S 40	Deal +2 damage with melee weapons.
Dark Soul	—	Half the normal penalty on malignancy tests.
Deadeye Shot	BS 30	Called shots are -10 penalty instead of -20 with ranged attacks.
Decadence	T 30	When drinking alcohol or similar beverages, he does not pass out until he has failed a number of Toughness Tests equal to twice his Toughness Bonus. +10 bonus to resist the effects of addiction.
Die Hard	WP 40	Re-roll death chance incurred by blood loss.
Disarm	Ag 30	Full action, Opposed WS test to disarm his foe. Success drops his weapon to his feet. Three degrees of success or higher to take opponents weapon.
Disturbing Voice	—	+10 to Intimate and Interrogate, -10 to Fel tests in non-threatening manners.
Divine Ministration	Pure Faith	Testing medicae, spend a fate point and restore an amount of damage equal to his WP bonus instead of the normal amount. This is then added to and multiplied in the normal way depending on the type of care. Lightly wounded characters restore hit points equal to WP bonus + Int bonus. May spend a Fate point to remove all fatigue from a number of people equal to his WP bonus. May burn a fate point to allow a character who has just died to have become critically wounded instead (subject to GM's approval). If it is ruled against, the fate point is not lost.
Double Team	—	Additional +10 bonus to WS when granted a flanking bonus. If both characters have this talent, they each gain an additional +10.
Dual Shot	Ag 40, Two-Weapon Wilder (Ballistic)	One BS test to fire two pistols simultaneously as a full action. (Aim adds +10 or +20 to this test. One bonus from red-dot laser. Does not suffer -20 for two weapons.) Armor applied to each shot, T bonus once. Single Dodge for both shots.

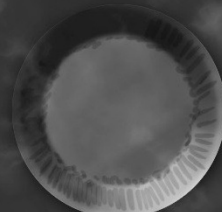


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Talent Name	Prerequisite	Benefit
Dual Strike	Ag 40, Two-Weapon Wielder (Melee)	One WS test to swing two melee weapons simultaneously as a full action. (Aim adds +10 or +20 to this test. Does not suffer -20 for two weapons.) Armor applied to each shot, T bonus counts only once against the combined damage. Single Dodge or Parry for both blows.
Duty Unto Death	WP 45	Ignores the effects of injury, fatigue, and stunning during combat. Death still affects him normally.
Electrical Succour	Mechanicus Implants	Must be in contact with a functioning, powered machine, or fully charged batter or power cell, make an ordinary (+10) Toughness test to remove one level of fatigue plus an additional fatigue for each level of success. Ritual incantation and meditation takes 1 minute.
Electro Graft Use	Mechanicus Implants	Grants and additional +10 to common lore, inquiry, or Tech-Use whilst connected to a data port.
Enemy †	—	Talent Groups: Academics, Adepta Sororitas, Adeptus Arbites, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Government, Imperial Guard, Imperial Navy, Inquisition, Military, Navigators, Nobility, Rogue Trader, Underworld, Workers. -10 to fellowship tests, cumulative with the rival talent for a total -20 penalty. May be granted or removed with an elite advance and the approval of a GM.
Energy Cache	Mechanicus Implants	No longer gains fatigue from using Luminen Charge, Luminen Shock, and Luminen Blast.
Enhanced Bionic Frame	Machinator Array	Gain the Auto-Stabilised Trait (Always count as braced when firing heavy weapons and may fire on semi- or full-automatic as a half action. No penalties for moving and firing on semi or full-auto.
Exotic Weapon Training †	—	Talent Groups: All Exotic Weapons. Has training in a single exotic weapon, and can use it without penalty.
Favored by the Warp	WP 35	Roll twice for Psychic Phenomena and take the favorable result.

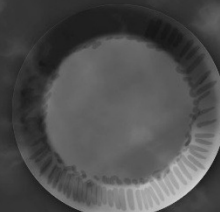


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Talent Name	Prerequisite	Benefit
Fearless	—	Immune to the effects of fear and pinning, but disengaging from combat or backing down from a fight requires a successful WP test.
Feedback Screech	Mechanicus Implants	Unprotected creatures within a 30-metre radius who have the ability to hear must make a WP test or lose a half action on their next turn.
Ferric Lure	Mechanicus Implants	Full action and successful WP test to call 1kg/WP bonus unsecured metal object. Must be in field of view and must lie within 20 meters.
Ferric Summons	Mechanicus Implants, Ferric Lure	Full action and successful WP test to call 2kg/WP bonus unsecured metal object. Must be in field of view and must lie within 40 meters.
Flame Weapon Training †	—	Talent Groups: Universal Trained in all non-exotic weapons with the Flame special quality.
Foresight	Int 30	Spending 10 minutes studying or analyzing a problem, he gains a +10 bonus to his next Int test.
Frenzy	—	Spend one full round fueling anger. Gain +10 bonus to WS, S, T, and WP tests, but suffer -20 penalty to BS, and Int. Must attack nearest enemy in melee combat if or move towards that target and engage if possible. Will not take suicidal actions. Immune to Fear, Pinning, Stun, Fatigue, and may not parry, retreat, or flee. Use all-out attacks in melee combat. Lasts the duration of combat. May not use psychic techniques whilst in Frenzy unless a talent allows them.
Furious Assault	WS 35	Successful hit on an All out attack allows the explorer to spend his reaction to make an additional attack using the same bonuses or penalties as the original attack.
Good Reputation †	Fel 50, Peer	Talent Groups: Academics, Adeptus Arbites, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Feral Worders, Government, Hivers, Imperial Guard, Imperial Navy, Inquisition, Middle Classes, Nobility, the Insane, Underworld, Void Born, Workers, Underworld. +10 bonus to fellowship. Cumulative with Peer for a total bonus of +20.

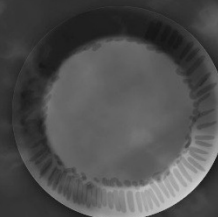


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Talent Name	Prerequisite	Benefit
Guardian	Ag 40	Sacrifice all actions for the next round to switch places with an unobstructed ally within 2 meters. This may be done at any time, even interrupting another action. The character becomes the target of any attacks or abilities of the previously targeted ally. May only be used once per combat.
Gun Blessing	Mechanicus Implants	Full action and an int test to un-jam int bonus number of guns within a 10-metre radius.
Gunslinger	BS 40, Two Weapon Wielder	Reduce the penalty for Two-Weapon fighting by -10. Cumulative with ambidextrous, to reduce to 0.
Hard Bargain	—	Gain an additional profit factor when profit factor is awarded for completing and endeavour.
Hard Target	Ag 40	Opponents suffer -20 to BS when the explorer charges or runs, until his next turn.
Hardy	T 40	Explorer always heals as if lightly wounded.
Hatred †	—	Talent Groups: Criminals, Rogue Trader (specific), Pirates, Xeno (specific), Psykers, Mutants. +10 to all WS tests made against opponents of that group in close combat.
Heavy Weapon Training †	—	Talent Groups: Bolt, Flame, Las, Launcher, Melta, Plasma, Primitive, and SP. Use a heavy weapon from the group for which this talent has selected without a -20 penalty.
Heightened Senses	—	Talent Groups: Sight, Sound, Smell, Taste, Touch. +10 bonus to any tests involving this sense.
Hip Shooting	BS 40, Ag 40	As a full action, the character may both move up to his full move and make a single attack with a ranged weapon, single shot only.
Hotshot Pilot	Any Pilot Skill, Ag 40	Treats all other pilot skills as a basic skill, and receives +10 bonus to the Pilot skill he possesses.
Infused Knowledge	Int 40	Treat all common and scholastic lore skills as unstrained basic skills. Provides a +10 bonus to any tests involving common or scholastic lore which the explorer already possesses.
Improved Warp Sense	Warp Sense	May use the Psyniscience skill as a free action.
Independent Targeting	BS 40	When firing two weapons as part of a single action, the targets need not be less than 10 meters apart.

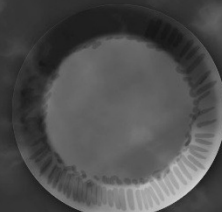


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Talent Name	Prerequisite	Benefit
Into the Jaws of Hell	Iron Discipline	Minions gain immunity from pinning and fear whilst in personal combat and visible to them. While the character is known to be on board a ship in which he serves, the ship has a +5 bonus to it's morale.
Inspire Wrath	Fel 30	+20 to interaction tests when inspired hatred or anger, and double the number of individuals affected. Can be combined with master Orator.
Iron Discipline	WP 30, Command	Minions may reroll failed WP tests to resist Fear and pinning whilst in the Explorer's presence. Affects WP bonus number of minions under his command. PCs may benefit if the character with the talent is the official leader. +10 to command tests when leading a boarding action.
Iron Jaw	T 40	Test toughness to overcome stunning.
Jaded	WP 40	Never gain IP from ordinary horrors. Terrors of the Warp still apply.
Leap Up	Ag 30	Stand as a Free Action
Last Man Standing	Nerves of Steel	Immune to pinning by pistols and basic weapons, and adds +1 AP to the value of any cover protecting him from ranged attacks.
Light Sleeper	Per 30	Always assumed awake when asleep, for the purpose of awareness tests or surprise. Unfortunately, the character's sleep is not deep and can be frequently awakened, resulting in a less-than-cherry disposition when awake.
Lightning attack	Swift Attack	Three melee attacks with a full action. If using two weapons with two weapon fighting, only one weapon gets three attacks, the other gets one. If using a melee weapon and a gun, the melee weapon gets one shot, the melee weapon gets three.
Lightning Reflexes	—	Add twice your agility bonus to initiative. If he has unnatural agility add +1 to the multiplier before factoring the bonus into the initiative roll (Three times agility bonus rather than two times).
Litany of Hate	Hatred (any)	Full action. A successful charm test confers the effects of Hatred Talent (+10 to Weapon skill) to a number (fellowship bonus) of allies in the immediate vicinity
Logis Implant	—	Reaction, +10 bonus to WS and BS on a successful Tech-use. Must pass a toughness test or gain 1 fatigue.

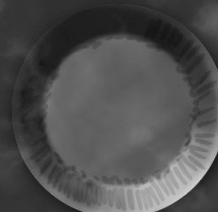


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Talent Name	Prerequisite	Benefit
Luminen Blast	Mechanicus Implants	Half action attack, 10m 1d10+WP Bonus energy damage, with successful BS test. Must pass a toughness test or gain 1 fatigue.
Luminen Charge	Mechanicus Implants	Toughness test to power/charge tech. Difficulty based on size. Must pass an additional toughness test or gain 1 fatigue.
Luminem Shock	Mechanicus Implants	Half action attack, 10m 1d10+3 energy damage, with successful WS test or grapple. Has the shocking quality. Must pass a toughness test or gain 1 fatigue.
Machinator Array	Mechanicus Implants	+10 S and T, -5 Ag and Fel. Increases the explorers mass x3. May not stay afloat or swim in water or similar liquids. My mount a single pistol type or close combat weapon on any ballistic mechatendrite. Must have proper weapon training.
Maglev Grace	Mechanicus Implants	Half action, may float 20 to 30 centimeters off the ground, for 1d10+TB minutes. Must be maintained. May slow fall, always reducing damage 1d10+3 impact. Cannot be used until the coil recharges (once per day).
Maglev Transcendence	Mechanicus Implants, Meglev Grace	Half action, may float 20 to 30 centimeters off the ground, for 2d10+TB minutes. Must be maintained. Move actions move up to running speed. May slow fall, taking no fall damage. 50% coil drain, cannot be used until the coil recharges (twice per day).
Marksman	BS 35	No penalties to BS at long or extended range.
Master and Commander	Int 35, Fel 35	Half action, no penalties for being ganged up until his next turn. Half action grants +10 combat bonus to defend boarding actions.
Master Chirurgeon	Medicae +10	+10 bonus on all Medicae tests. Treating heavy or critical wounded patients heals 2 damage instead of 1. Provides a +20 bonus to patients toughness test to prevent limb loss.
Master Enginseer	Tech Use +20, Mechanicus or Explorator Implants	May spend a fate point for automatic success on a Tech-Use Test for enhancement, repair, or upgrade of starship systems, taking the minimum amount of time.

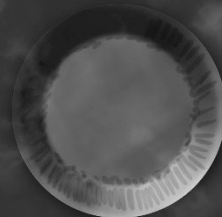


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Talent Name	Prerequisite	Benefit
Master Orator	Fel 30	Fellowship tests, and fellowship-based skill tests affect 10 times the normal number of targets.
Mechadendrite Use †	Explorator	Talent Groups: Weapon, Utility Weapon: Use in ranged or Melee weapon me Chadendrite. Utility: Use in Machine spirit Interface, Manipulator, Medicae, Utility, Optical, and countless other utility me Chadendrite.
Meditation	—	Successful willpower test and ten minutes removes one level of fatigue.
Melee Weapon Training †	—	Talent Groups: Primitive, Universal Use a melee weapon of chosen group without a -20 penalty.
Mighty Shot	BS 40	+2 ranged damage.
Mimic	—	May copy voices, must study the voice patterns for at least an hour for proper imitation, and speak the same language. Cannot accurately copy Xeno voices. Listeners must succeed on a Difficult (-10) Scrutiny Test to penetrate the deception. If copied from recordings, reduce difficulty to Challenging (+0) Scrutiny Test. Fails if the listener can clearly see he is not the imitated individual.
Navigator	—	The explorer possesses the Navigator gene (Chapter 7).
Navigator Power	Navigator	Gain the ability to use a talent within one of the Navigator's group. May be chosen multiple times.
Nerves of Steel	—	May re-roll failed Willpower Tests to avoid or recover from pinning.
Orthoproxy	—	+20 to WP tests made to resist mind control or interrogation.
Paranoia	—	+2 bonus on initiative. GM may secretly test his perception to notice hidden threats. The price of his eternal vigilance is a twitchy disposition and the inability to relax.
Peer †	Fel 30	Talent Groups: Academics, Adeptus Arbites, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Feral Wordlers, Government, Hivers, Inquisition, Middle Classes, Military, Nobility, the Insane, Underworld, Void Born, Workers. +10 bonus to fellowship tests to interact with group.

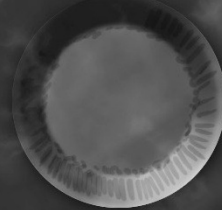


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Talent Name	Prerequisite	Benefit
Pistol Weapon Training †	—	Talent Group: Primitive, Universal Use a pistol weapon of chosen group without a -20 penalty.
Polygot	Int 40, Fel 30	Treat all languages as a basic skill. Tests using this talent suffer a -10 penalty.
Precise Blow	WS 40, Sure Strike	No penalty for using called shots with a melee strike.
Prosanguine	Autosanguine	Spending 10 minutes in meditation and ritual incantation, successful tech-use removes 1d5 damage. On a roll of 96-100 lose autosanguine and prosanguine for a week.
Psy Rating	—	Talent Groups: Psy Rating Become a more powerful psyker, rated 1-10.
Psychic Discipline	—	Talent Groups: Psy Rating Gain access to a new psychic discipline to a maximum of three.
Psychic Technique †	—	Talent Groups: See Psychic Techniques Gain an extra psychic technique equal to the cost of this talent in a discipline he possesses.
Pure Faith	—	Immune to the effects of daemonic presence, including the negative modifiers to his willpower. Spend a fate point to not take Fear Tests, not acquire insanity points, and not gain any corruption points for the duration of the encounter. Burn a fate point to resist the effects of any single daemonic or psychic attack.
Purge the Unclean	Pure Faith	Half action, spend a fate point, opposed willpower test against the warp entity. If you succeed the creature is repelled 2xWP bonus meters. It cannot approach closer than this distance for 2d5 rounds. Full action, spend a fate point, opposed willpower test against the warp entity. If you succeed the warp entity is driven from out of the thing it was possessing and manifests in an adjacent space to it's former host. May not possess the host for 2x WP bonus hours. Full action, burn fate point, willpower test. WP bonus + each degree of success damage to confronted demon. If failed, WP bonus damage. Armour and toughness have no effect.

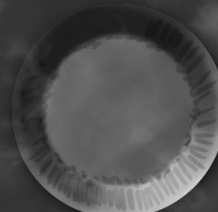


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Talent Name	Prerequisite	Benefit
Quick Draw	—	Ready as a free action when armed with a pistol, basic class ranged weapon, or one handed melee weapon.
Rapid Reaction	Ag 40	Successful agility test to negate surprise.
Rapid Reload	—	Half all reload times, rounding down (Half to Free, Full to Half etc.).
Renowned Warrant	—	+10 to interaction skill tests with those who understand the importance of the warrant.
Resistance †	—	Talent Groups: Cold, Fear, Heat, Poisons, Psychic Techniques. +10 to resistance tests against the effects of this group. GM may wish to approve choices, or have them justified.
Rite of Awe	Explorator	All humans within 50 meters take a -10 penalty to their next skill test. May ignore with a successful WP test. Cannot speak or communicate during the litany. The rite takes two minutes, and is considered bad form to break off the recitation before completion. Humans without auditory implants cannot hear infrasonic sound, and will not know what the exploratory is speaking (though are still affected).
Rite of Fear	Explorator	All humans within 50 meters Treat the character as though he had Fear Rating 1. Cannot speak or communicate during the dirge. The rite takes two minutes, and most would not consider halting the incantations prior to their completion. Humans without auditory implants cannot hear infrasonic sound, and will not know what the exploratory is speaking (though are still affected).
Rite of Pure Thought	Explorator	No longer feel emotion, immune to fear, pinning, and any other effects that stems from emotional disturbance. GM may remove mental disorders, possibly granting new ones of equal severity.
Rite of Sanctioning	Psy Rating, Special	Choose one result on the psychic phenomena chart (other than perils of the warp). May substitute his roll for this effect, as long as he doesn't roll perils of the warp.

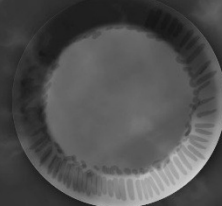


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Talent Name	Prerequisite	Benefit
Rival †	—	Talent Groups: Academics, Adepta Sororitas, Adeptus Arbites, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Government, Imperial Guard, Imperial Navy, Inquisition, Middle Class, Military, Navigators, Nobility, Rogue Traders, Underworld, Workers -10 to all fellowship tests to interact with the group.
Sharpshooter	BS 40, Deadeye Shot	No penalty for using called shots with a ranged shot. Replaces Deadeye Shot.
Sound Constitution	—	Gain an additional wound.
Sprint	—	When using full move action, gain Agility bonus meters. When using run action, double his movement for one round. Gain one level of fatigue if talents is used two turns in a row.
Step Aside	Ag 40, Dodge	May make an additional dodge per round. Cannot dodge the same attack twice.
Strong Minded	WP 30, Resistance (Psychic Techniques)	May re-roll failed WP tests to resist any psychic techniques that affect his mind. Psychic techniques with a physical effect are unaffected.
Sure Strike	WS 30	When determining hit location, may use the dice as he rolled them.
Swift Attack	WS 35	Two melee attacks with a full action. If using two weapons with two weapon fighting, only one weapon gets two attacks, the other gets one. If using a melee weapon and a gun, the melee weapon gets one shot, the melee weapon gets two.
Takedown	—	Half action, may attempt a takedown before testing WS. If he hits, and would deal 1 point of damage, ignore it, and opponent must make a toughness test or be stunned for 1 round. When performing stun action, no penalty to WS.
Talented †	—	Talent Groups: Any skill +10 bonus to tests made using that skill.
Technical Knock	Int 30	Un-jam any gun as a Half-action once per round. Must be touching the weapon.

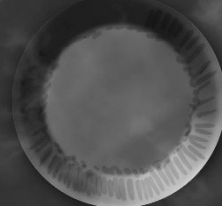


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Talent Name	Prerequisite	Benefit
The Emperor Protects	Pure Faith	Spend a fate point, player and WP bonus number of allies become immune to fear and pinning. All ranged or close combat acts made against affected players are at a -10 modifier. Lasts the duration of the encounter. Burn a fate point, an ally resists the effects of any single attack. Must be burnt after hit, before damage is rolled.
The Flesh is Weak	Mechanicus Implants	Gain the machine trait with armor points equal to the number of times the talent is taken.
Thrown Weapon Training †	—	Talent Groups: Universal Use a throwing weapon of chosen group without a -20 penalty.
Total Recall	Int 30	Automatically remember trivial facts or pieces of information that might feasibly have picked up in the past. For more detailed, complex, or obscure facts, the GM may require an Int test.
True Grit	T 40	Half critical damage taken.
Two Weapon Wielder †	Ag 35, BS or WS 35	Talent Groups: Ballistic, Melee May spend a full action to attack with both weapons. Tests made in this way suffer a -20 penalty. Must possess both melee and ballistic if he wishes to use a gun and hand weapon with this talent.
Unarmed Master	WS 45, Ag 40, Unarmed Warrior	1d10+SB impact damage with unarmed attacks. Unarmed attacks no longer have the primitive quality.
Unarmed Warrior	WS 35, Ag 35	1d10-3+SB impact damage. Does not count as Unarmed (no penalty for attacking armed opponents). Attacks still count as having the primitive quality.
Unremarkable	—	Attempts to notice the character among other people, describing him, or recalling details incur a -20 penalty.
Unshakable Faith	—	Re-roll failed willpower tests to avoid the effects of fear.
Void Tactition	Int 35	+10 bonus to BS made to fire starship weapons.
Wall of Steel	Ag 35	May make an additional parry per round. Cannot parry the same attack twice.

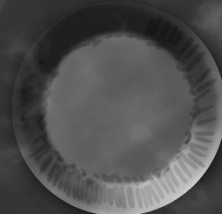


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++Rogue Trader Talent List++

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++ The rewards of tolerance
are treachery and betrayal ++

Talent Name	Prerequisite	Benefit
Warp Affinity	Psy Rating	May not select this talent if undergone the Rite of sanctioning. When rolling psychic phenomenon, discard the die roll. Suffer 1d5 corruption points, then re-roll with no modifier.
Warp Conduit	Psy Rating, Strong Minded, WP 50	May add a +1 bonus to psy rating when pushing. -10 on any resultant psychic phenomenon rolls.
Warp Sense	Navigator or Psy rating, Psyniscience skill, Per 30	Psyniscience skill requires a half action instead of a full action.
Whispers	Int 45, Fel 35	+10 bonus to skill tests for investigation, or the interview special use of the inquiry skill.
Wrath of the Righteous	Pure Faith	Spend a fate point to deal an additional 1d5 damage. Burn a fate point to trigger righteous fury on single successful attack. Weapon deals max damage + 1d10 points of damage. Further damage is possible with additional tens.



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