

Area Attack: Certain Ascended Powers do damage to anything over a wide area. The attacks may not be dodged, and cover provides no protection against them. They affect anything and anyone—friend or foe—caught in the blast. The size of the area affected is detailed by the power.

Manifestation Limit: A psyker can only attempt to manifest one Ascended Power per turn (though he may be sustaining several others).

Sustaining Ascended Powers: Sustaining ascended psychic powers works in a similar manner to sustaining other psychic powers. For every 10 rounds a psyker maintains a psychic power, he must make a Power Roll equal to or greater than the power's threshold to continue to maintain it. If the sustained power had an Overbleed ability the psyker was benefiting from, the psyker does not need to reach the Overbleed threshold this second time—he must just reach the power's basic Threshold. In addition, this Power Roll is performed as a free action at the start of the psyker's turn, and the psyker cannot manifest Psychic Phenomena from it.

If a psyker becomes unconscious or is killed, any powers he is sustaining end instantaneously.

The rules for sustaining multiple psychic powers are found on page 164 of the **DARK HERESY** Rulebook.



STORMWROTH

The psyker focuses on summoning warp lightning to smite his enemies or wreath him in a protective field of electricity. Those who master the ability to manipulate this etheric energy are greatly prized by the Imperial Guard.

RANK 1: LIGHTNING ARC

Threshold: 16

Focus Time: Half Action

Sustained: No

Range: 30 metres

The psyker channels the warp into electric energy that crackles from his fingertips, burning through his foes. The psyker launches a number of lightning bolts equal to his Willpower Bonus at his target(s). Each bolt is treated as a shooting attack dealing 1d10+10 Energy damage with a Penetration of 3 and the Shocking Quality.

Overbleed: For every 5 points by which the psyker exceeds the threshold, he may launch one additional bolt or boost the power's range by 5 metres.

RANK 2: LIGHTNING FIELD

Cost: 1000 xp

Threshold: 21

Focus Time: Full Action

Sustained: Yes

Range: Self

The psyker surrounds himself in a crackling, sparking nimbus of electricity, daring his enemies to strike him. Whenever an opponent hits the psyker in melee, he takes Energy damage with the Shocking Quality equal to 1d10 plus the psyker's Willpower Bonus. If the psyker is hit by a weapon that has the Shocking Quality while manifesting this power, he automatically passes the Toughness Test to see if he is stunned.

Overbleed: None.

RANK 3: LIGHTNING STORM

Cost: 1000 xp

Threshold: 30

Focus Time: Full Action

Sustained: No

Range: 20 metres

With charged air and the stench of ozone, the psyker reaches into the warp and lets forth a blast of etheric lightning. Bolts arc in all directions, striking all those the psyker chooses. Every opponent of the psyker's choice within the range of the power is targeted by a shooting attack doing 2d10+10 Energy damage with a Penetration of 5 and the Shocking Quality.

Overbleed: For every 2 points by which the psyker exceeds the threshold, he may extend the range of Lightning Storm by 1 metre.