DUALINK

Imperial Psyker

Sorcerer Subclass



Warhammer 40K Edition

Imperial Psyker

Imperial Psykers are sanctioned conduits of the Warp, trained to channel impossible psychic power while avoiding the catastrophic consequences of failure. Every spell risks destabilizing reality itself-manifesting psychic storms, tearing open the immaterium, or drawing the attention of entities best left unseen.

A Psyker's power is immense, but it is never safe.

Warp Channeler

At 1st level, you can draw directly upon the Warp to empower your spells. When you cast a sorcerer spell of 1st level or higher, you may choose to Overcast the spell. Choose one of the following effects:

- Amplified Power: Add one additional damage die to each damage roll of the spell.
- Warp Precision: Choose one creature affected by the spell. That creature has disadvantage on its saving throw against the spell.
- Warp Amplification: If the spell affects an area, increase the size of the area by 5 feet in every direction. (Ex. Fireball → 25 ft radius, Cone → +5 ft length, Line → +5 ft length)
- Psychic Focus: If the spell deals psychic, force, lightning, or necrotic damage, it ignores resistance to that damage type.
- Warp Barrier: You gain temporary hit points equal to twice the spell's level.

- Psychic Conduction: If the spell deals psychic damage, choose a second creature within 10 feet of the original target. That creature takes damage equal to one roll of the spell's damage die.
- Warp Shape: You can change a spell's shape to radius, cone, line or square as long as it has one of the aforementioned shapes as a casting range. To do so, you must keep the same casting point of the original spell, and it halves the range of the spell.

After the spell resolves, roll 1d20. If the result falls within your Perils Range, you trigger Perils of the Warp. Your Perils Range begins at 1–3.

Warp Instability

Also at 1st level, each time you Overcast a spell, the Warp grows less stable around you. Your Perils Range increases by 1 for each time you have Overcast since your last long rest.

- 1 Overcast - Perils Range 1–3
- 2 Overcasts - Perils Range 1–4
- 3 Overcasts - Perils Range 1–5
- 4 Overcasts - Perils Range 1–6

Your Perils Range resets to 1–3 when you finish a long rest.

Perils of the Warp

When Perils triggers, roll 1d10. If a result deals damage, it scales with the level of the spell you Overcast.

- 1 - Warp Backlash: You take 1d10 psychic damage per spell level of the spell you Overcast. This damage ignores resistance and

immunity.

- 2 - Psychic Detonation: Creatures of your choice within 10 feet take 1d10 force damage per spell level of the spell you Overcast.
- 3 - Mindfire: A random creature within 30 feet takes 1d8 psychic damage per spell level of the spell you Overcast.
- 4 - Gravity Collapse: Creatures within 20 feet must succeed on a Strength saving throw against your spell save DC or be knocked prone.
- 5 - Warp Echo: You immediately cast a random sorcerer cantrip you know, targeting a random valid creature.
- 6 - Psychic Drain: You lose 1 sorcery point per spell level of the spell you Overcast. If you cannot, you take 1d10 psychic damage for each missing point.
- 7 - Temporal Lock: Your speed becomes 0 and you cannot take reactions until the end of your next turn.
- 8 - Warp Surge: You regain sorcery points equal to the spell level of the spell you Overcast.
- 9 - Daemonic Manifestation: A hostile Warp entity (DM's choice, typically a Shadow Demon or similar creature) appears within 15 feet and acts immediately after your turn.
- 10 - Reality Breach: All creatures within 20 feet, including you, take 2d10 force damage per spell level of the spell you Overcast and are pushed 20 feet away.

Push the Warp

1st-level Imperial Psyker feature

When you Overcast a spell, you may choose to Push the Warp.

If you do you may choose two Overcast effects instead of one and your Perils Range increases by 2 instead of 1.

Sanctioned Psyker

At 6th level, perial conditioning helps you survive the Warp's fury. You gain resistance to psychic damage. When you trigger Perils of the Warp, you can roll twice on the Perils table and choose which result occurs.

You can use this feature a number of times equal to your Charisma modifier (minimum once) per long rest.

Psychic Dominance

At 14th level, your will can bend reality itself. When a creature succeeds on a saving throw against one of your sorcerer spells, you may force it to reroll the saving throw, using the new result.

After the spell resolves, you automatically trigger Perils of the Warp.

Once you use this feature, you cannot do so again until you finish a short or long rest.

Avatar of the Warp

At 18th level, you can unleash your full psychic potential. As a bonus action, you enter a Warp Ascendant state for 1 minute.

While in this state:

- Your spells deal an extra 1d8

psychic damage

- You gain a flying speed equal to your walking speed
- Your Perils Range cannot increase beyond 1–4

When the effect ends, you immediately roll on Perils of the Warp three times.

