

TABLE X-1 HARMONIC RESONANCE CRITICAL EFFECTS

Critical Damage	Critical Effect
1	Harmonic waves resonate through the target, causing slight seizures and tremors in the target's body or systems, imposing a -20 penalty to all Tests for one round. The enemy then becomes Attuned, making them vulnerable to additional Resonant effects.
2	Viral frequencies embed into the target, causing the target mental pain when they concentrate. The enemy suffers a -20 to all Intelligence, Willpower, and Fellowship-based tests for one round. The enemy then becomes Attuned, making them vulnerable to additional Resonant effects.
3	The target's wargear resonates out of synch with the natural frequencies of the bearer, weakening defensive fields. The enemy suffers a -20 penalty to all Defensive Field rolls for one round. The enemy then becomes Attuned, making them vulnerable to additional Resonant effects.
4	Resonant force weakens the bonds holding the enemy together. The target reduces their Toughness Score by 1d10 (2d10 if enemy is Attuned), and increases the results of all future Resonant Critical Effect rolls against that enemy by +1.
5	The target reverberates with harmonic force, suffering 1d5 Mortal damage (2d5 if enemy is Attuned), with a Blast Radius equal to the damage suffered. Enemies within the Blast Radius who are also Attuned suffer the same damage, though without the Blast Radius. The target increases the results of all future Resonant Critical Effect rolls against that enemy by +1.
6	The target vibrates on a frequency that matches weapon fields. The enemy reduces their Toughness Bonus by 1d5 (2d5 if enemy is Attuned). The enemy then becomes Attuned, making them vulnerable to additional Resonant effects, and increases the results of all future Resonant Critical Effect rolls against that enemy by +1.
7	The target's natural resonance is made more predictable, making devastating strikes easier to land. Allies may reroll failed Weapon Skill and Ballistic Skill tests of up to one Degree of Failure (All failed Weapon Skill and Ballistic Skill tests if enemy is Attuned) for one round, and increases the results of all future Resonant Critical Effect rolls against that enemy by +2.
8	The target's natural harmonic frequency now resonates in such a way that their connection to the Warp is now damaged. The target suffers a -30 penalty to Focus Power tests (or cannot perform Focus Power tests if enemy is Attuned) for the rest of the encounter. The enemy then becomes Attuned, making them vulnerable to additional Resonant effects, and increases the results of all future Resonant Critical Effect rolls against that enemy by +2.
9	The target now vibrates at such a frequency that they have difficulty controlling their own actions. The target performs a Ranged or Standard Melee Attack against the nearest available target (or nearest target allied to the enemy if the enemy is Attuned), with all Resonant Critical penalties now granting bonuses, and increases the results of all future Resonant Critical Effect rolls against that enemy by +2.
10+	Harmonic waves reverberating in the target finally match the target's natural resonant frequency, reducing both to zero. The target dies instantly while detonating in a harmonic wave outward, inflicting 2d10 Mortal damage to all enemies within with a Blast Radius equal to the damage suffered. Enemies suffering damage from the harmonic wave then become Attuned, making them vulnerable to additional Resonant effects.

TABLE X-2 PRISMATIC HARDLIGHT CRITICAL EFFECTS

Critical Damage	Critical Effect
1	The target is infused with blinding light, overloading their visual senses. The target suffers the Blinded condition for one round. Future attacks against the target gain the Vengeful (9) quality, or increase the level of the Vengeful quality by 1.
2	The target shines with luminagenic energies, marking them no matter where they hide. Allies gain a +10 bonus to Ballistic Skill tests against the target, and ignore armor points granted by cover to the target, for the rest of the encounter. The results of all future Prismatic Critical Effect rolls against that enemy are improved by +1.
3	The target's soul glows bright, a prismatic sun that pierces even the warp. Focus Power tests against the target gain a +30 bonus for the rest of the encounter. Future attacks against the target gain the Vengeful (9) quality, or increase the level of the Vengeful quality by 1.
4	The target's soul, engram, or essence is scorched by the prismatic burst that strikes them. The target must make a Challenging (+0) Willpower test, or catch fire. This fire inflicts 1d10+4 damage, wounding vs Willpower. The results of all future Prismatic Critical Effect rolls against that enemy are improved by +1.
5	The prismatic fire burns away the target's armor, the light guiding allies to the newly exposed weaknesses. The target reduces their armor on all locations by four for the rest of the encounter. Future attacks against the target gain the Vengeful (9) quality, or increase the level of the Vengeful quality by 1.
6	Prismatic energies combine to scourge the target with cleansing light. The target suffers Mortal damage equal to the highest armor value among all armor locations, and all allies of the target within a range equal to that armor value suffer the Blinded condition for one round. The results of all future Prismatic Critical Effect rolls against that enemy are improved by +2.
7	Psychic energy reacts with hardlight to produce a kaleidoscopic surge around the enemy. For the rest of the encounter, striking the target with a Psychic Power heals all allies within five meters for a value equal to the target's Willpower Bonus, and striking the target with Prismatic damage inflicts a -10 penalty to Ballistic Skill, Weapon Skill, and Agility tests for one round. Future attacks against the target gain the Vengeful (9) quality, or increase the level of the Vengeful quality by 1.
8	Material and immaterial forces build upon one another as they strike. All sources of Prismatic Damage or Psychic Powers double damage inflicted, after resolving Armor and Toughness bonus. The results of all future Prismatic Critical Effect rolls against that enemy are improved by +2.
9	Constant prismatic strikes create a psychic nexus around the target. For the rest of the encounter, the effects and damage of psychic powers on the target are mirrored on targets within a number of meters equal to twice the target's Willpower Bonus. Future attacks against the target gain the Vengeful (9) quality, or increase the level of the Vengeful quality by 2.
10+	Prismatic hardlight overloads the target in an incandescent burst. The target dies instantly as hardlight and psychic force burns them and their surroundings away, while infusing allies with restorative energy. Enemies within a Blast Radius equal to twice the target's Willpower Bonus immediately catch fire, inflicting 2d10+X damage, where X is the target's Willpower bonus, wounding vs Willpower. Allies within the Blast Radius are instead healed for 1d10+X damage, where X is the target's Willpower Bonus.