Well.

This is strange.

It seems we're back here again. Or maybe this is the first time we've been here. But if this is the first time, how would we remember it? Is it our memory? But if it is, how is it we could remember being here if it's wrong and this is the first time in this place? Maybe we're out of order. But that would mean you had an order to your journey, and is that really true? Maybe another version of you was here before, and you have that version's memories. But that would mean a chronological instabiliWAAAAAIT A MINUTE, HOLD UP. JUST HOLD UP. I know where we are now, oh this is a bit of a predicament!

Okay so bear with me. There's a world out there where the Materium and Immaterium are separate, yet connected. Layers that seep into each other, as it were. This layer known as the 'Immaterium' is a vast and chaotic layer, an afterlife torn apart by the war and negative nature of mortals across an entire galaxy. As a result, creatures known as the Neverborn form from these negative emotions and natures, taking all manners of sizes and shapes and views as they seek to pour into the Materium. They have but one goal, to serve their mighty masters in murdering, subverting, or seducing the mortals. It ill matters whether their souls are taken willingly or by force, only that the souls are taken to the Immaterium.

...oh, I'm sorry. Am I being too vague? Then allow me to sum it up.

You're in the grimdark future of Warhammer 40,000. The Imperium of Man, along with various Xenos races, are in a constant struggle with each other and the daemonic forces of Chaos. You've been given the option to join the winning team.



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PART 1: Rise of the Void Walker

BEGINNING

Okay okay, don't panic. We may or may not be in the Warp right now. Yes, the Warp itself, with chaotic energies running rampant and unimaginable horrors which tell all scientific and material law to go fornicate itself with a rusty, red-hot pole. With spikes. Normally this is the part where you get torn apart by daemons, have your soul be made a toy, be shown insanity-inducing images, murdered, or any combination of those options. Repeatedly.

So why aren't you getting any of those cruel and malefic fates?

Well I wasn't lying when I said you'll be given the option to join the winning team.

Your coming was foretold by ancient seers with flayed scrolls, sigils burning the skin as though it were carved anew, weaving tales of a Champion that hailed from the Void outside of this galaxy. Great things would be done in their name, and the galaxy would be changed forever by their hand.

It doesn't give exact details on how they'd do it. That's where our little agreement comes into play.

You will be able to build yourself to impressive heights, collect ancient tools and weapons, or amass zealous followers who will work to help you achieve your goals. Lesser men will quake at the sound of your name, fearful of what fates you could possibly have in store for them should you choose to inflict them. Be it for better or for worse, you are not a pawn in this world; rather a powerful player who's actions will affect entire worlds over time.

But we'll get to that eventually. After all, every legend must begin somehow… and for it to begin we must shape that beginning, starting with a decision that will affect the entirety of your time here. It will not be an easy choice, for it will grant you some options and lock others out. More importantly, it will be a reflection of who you are… and possibly reveal things you never knew about yourself.

It is time to decide who you throw your lot with for your stay here.

YOU MAY ONLY CHOOSE ONE PATRON



KHORNE THE BLOOD GOD, LORD OF SKULLS

When blood is spilled in the throes of combat, it is he who smiles with satisfaction. This is because blood can mean different things, and while most see it as a mere biological fluid… those who see beyond the mundane know this is a lie, a dishonor to blood as it is much, much more. Blood is energy, rage, endless fury. It is power. It is to know life and death when you cut a foe in two, their heart still pumping. To feel one's blood rushing in the heat of a fight is to touch something impossibly ancient and primal, from before humanity could speak its first words.

It is this bloodshed within endless combat that Khorne embodies, he within the Realm of Brass and Blood, surrounded by endless warriors engaged in slaughter everlasting.

Khorne represents conflict, pure and simple. When one disagrees with their neighbor and fights to prove his side, it is Khorne who watches with interest. When a country fights another for its resources and land, Khorne is the one who pushes this conflict with anticipation. These conflicts when they reach their logical conclusion only serve to empower him, the Blood God laughing as his power grows with each cut made within flesh and every drop of blood spilled. Yet it is not any mere conflict that Khorne is interested in, for much like a mortal might desire more than base foods, so too does Khorne desire more than petty squabbling.

Just like how a story requires conflict to have meaning in order to draw you in, so too does Khorne require conflict to be more than random genocides. Conflict can push one to greater heights, and conflict can put one on the path towards a power never thought possible. But for this to be possible, one must continually test themselves. Warriors of Khorne pay respect to this truth, refusing to fight those who cannot put up a fight and conducting themselves with martial honor. Of course, no one said this could not be used to protect the weak instead…

Surprised? You should not be. Khorne represents more than bloodshed and fighting, for he also represents the courage to fight, with honor in one's actions and achievement in one's own power. To create a powerful doomsday machine is using the strength of one's mind, fighting each other with mortal ingenuity. A swordsman who kills a thousand to protect his village is the same as the scientist who destroys a nation with a bomb to shape history; the ingenuity to destroy others efficiently, and the courage to see it through. So long as the blood flows.



TZEENTCH THE CHANGER OF WAYS, ARCHITECT OF FATE

Fate is a fickle thing, for it can take as quickly as it gives. Yet for some, Fate favors them more than it would favor an entire planet. This can be seen as unfair, cruel, a joke on an untold scale. After all, why should others benefit while you do not? What makes them so special, to be favored by forces unseen, by cosmic chance? For starters, they likely understand that there is no such thing as chance, or coincidence, or anything like that.

Fate is an intricate machine, wheels within wheels that ensure everything goes as intended. Those in tune with the universe understand Fate is never meaningless, nor is it random. There is always a Grand Scheme to everything, and in order for a Grand Scheme to exist, there must be a Grand Schemer. That is Tzeentch, and to those who follow him, Fate is known as the 'Will of Tzeentch' for he decides all things.

Yet for Fate to have an impact in changing one's life, the world must always be changing. This is his embodiment, to continually change things around him and the galaxy for the sake of change. The more that changes, the better. Yet he understands that even the smallest actions, the tiniest nudge can snowball into a cataclysmic event a hundred years later, for his sight is vast.

It can go without saying, that letting things stagnate or stay the same for too long is anathema to him, as can be attested by the ever-changing forms he takes and his domicile, the Shifting Maze.

Perhaps more tangibly, his desire for change means he will bring many gifts upon those he deems necessary to bring this change, such as some of the vast knowledge of the universe he possesses, the mental prowess to understand, the sharpness to scheme and plan in ways that leave everyone speechless… and the most potent tool of change, the psychic expression known as Sorcery. Terrible power that could rightly be called magick, Sorcery can be used to do many things and push many agendas… even guide a civilization to a new stage of evolution and prosperity, creating a culture that could be a utopia for eons while its people prosper for just as long.

That is right. Tzeentch represents change and Sorcery, but he also represents the ambition to succeed and the hope that drives one to that goal. To work towards a better tomorrow sees him shift with delight, and the insatiable intrigue one possesses for knowledge and understanding of the universe intrigues him in turn. It is not a sin to want to help others, nor is it a sin to hope to gain knowledge to achieve that goal. After all, knowledge changes you.



SLAANESH THE LORD OF SENSATION, SHE WHO THIRSTS

There is nothing wrong with wanting to be happy. There is no shame in truly letting your inner self out, to let your indulgences run wild and to lose yourself to unyielding bliss. After all, no one wants to be miserable all the time, and even the most hardened of acolytes need some kind of relief from the harsh world.

When those desires are realized, Slaanesh within their Palace of Pleasure experiences a thrill of delight, for the dimmed soul within that mortal burns bright with the experience. Likewise, when pain is experienced in the process of trying to reach those desires, it is met with approval from the Dark Prince, for it is a testament to the loyalty one has for their happiness in life.

To never feel sensation is to be dead to the world, unable to experience the joys or sufferings of what your life has to offer you. After all, what point is there in living if you simply deny yourself constantly for the sake of some code, or promise, or fear? What good is your life if you do not seek to find all that life can offer you? Everyone deserves to be happy, or suffer pain in the pursuit of happiness… or perhaps deliver pain to others in order to make yourself happy. The Lord of Sensation thrives in the primal passion that can be found in every living being.

The pain that comes from needle or blade, the euphoric rush from drugs that change the chemicals in your system, the thrill you get from achieving a goal, or the constant pain from a constant action… the very things that make you feel alive. Some would say that pursuing these thrills and sensations of life are debasing yourself, becoming little more than an animal. A slave to your whims and indulgences.

Followers of Slaanesh would retort that even men are animals. Men are simply able to appreciate things more.

Yet this overindulgence is not all that Slaanesh seeks. After all, doing the same thing over and over gets boring. This is why Slaanesh not only represents sensation and indulging your inner wishes, but they also represent the desire to improve oneself and the shaping of aesthetics. If one becomes better, then one can do and experience what lesser beings could not. If one possesses a look they are comfortable with, or are even proud of, then it allows them to enjoy life more and allow their inner desires out. This desire to improve could take the form of making oneself more beautiful, or perfecting a martial art, or practicing a craft until the skill reaches unnatural heights.



NURGLE THE LORD OF DECAY, MASTER OF PLAGUE AND PESTILENCE

Death. Decay. Two inevitable aspects of the universe that cannot be stopped. Nothing is immune to the slow march of entropy and rot, for metal will rust, fabric will erode, and flesh will rot. The only difference among all of these is that some last longer than others, but all things eventually break down, stop working, or simply die. The existential dread of this realization is not meant to induce terror, for it should only be natural to accept what will come to pass. No one embodies this cold fact better than Nurgle, he who represents disease and filth and corruption.

No kingdom stands eternal against the test of time. No king rules forever. To live is to realize that one day you will succumb to filth and the disease that it brings and die, as do all others who live. After all, everything must end at some point. Every disease takes its toll, every machine falls to disrepair, and in time even the universe itself shall fester and die within its own tomb. The only question is what will happen, when the end comes.

Within the Garden of Nurgle and all that it cultivates, the Plaguefather continues to work, for he already knows the answer to that question.

With endings, come beginnings. When something ends, it is equally inevitable that something shall take its place. In short, while death arises from the flesh of the living, so too does life spring from the bones of the dead. When a contract is terminated, it offers room for new opportunities. At the same time, it is this knowledge of the end that brings out the strongest in others, to strive to persevere and become tough enough to go as far as one can. Nobody truly values their life until they realize how perilously close it is to fading, and the Plaguefather embraces all who understand this truth and take it to heart in order to become stronger.

Entropy may be the natural order of things, but who is to say you cannot use it to improve your view on life? To accept that it is the nature of things, and either make yourself strong enough to endure or prepare the world for what gifts you shall give them upon your own passing? Just because most fear this outcome does not mean you have to, and with the supernatural mastery over biological contagions and creatures, you could even offer others the reprieve that you have been granted, that one chance to enjoy life and be happy in knowing you accept what you can't change, and work to change what you can.

Also, who could possibly turn down a hug from a family who loves you?



CHAOS UNDIVIDED

I see. You do not wish to leave yourself beholden to any single individual. Brave… or foolish. I'm sure we'll find out which one it is in due time.

Of all the factions of Chaos that could exist, this faction follows Chaos in its purest form. They alone can interpret Chaos in a variety of ways that all have meaning, and even gain various powers from all four of the Chaos Gods, albeit spread out. While they are never likely to gain the full powers of any one entity, they effectively have a foot in all four camps. This can be dangerous as it means the gaze of all the Gods are upon them, but it can be very rewarding when they succeed in a scheme that pleases all four of them.

While you will never be specialized like a follower of Nurgle or Khorne, where you specialize is having a bigger bag of tricks. After all, quantity is a quality all its own, and there is nothing wrong with dabbling in a little bit of everything. Even better, you are in a prime position to become a natural leader of Chaos, understanding the needs of other followers and being able to cater and adjust your plans to fit whatever they require to satisfy their patron God.

For better or for worse, choosing this option ensures a different existence than one devoted to a single God. We will have to see where your path takes you.

OH! That's right, I forgot the most important thing! You're going to need this!

You now have +1000CP to use to make your decisions.

CHOSEN FORM

Oh good, you haven't been chased off. That's very good to hear, and very courageous of you. You will need that courage to survive and thrive in this world, for it will not cater to the whims of those who do not possess the strength to endure its hardships. But you won't merely endure, will you? No, you're going to thrive. Akin to a caterpillar beginning its metamorphosis into a butterfly, your journey will fill witnesses with awe and envy as they see you for the rising star you are. But even a star has physical form. Why not get yours out of the way? You've got two options, and can only choose one. You may roll for your age and start with the gender you entered this world in, or pay 50CP to decide both.

Human (Free) (Roll 1d8+20 for your age):

+Can more easily fit into crowds, social gatherings, and other similar places +Enemies might end up underestimating you. The fools.
-Not as strong or intimidating as an Astartes
-Might be more difficult for Chaos-aligned Astartes to listen to you. Little weakling.
One of trillions of humans that wander the galaxy, you were expected to be another cog in the machine that is the vast Imperium of Man. Expected to live your life in service in the form of sixteen hour shifts, to pay your tithe, and to never, ever do anything heretical like betray the God-Emperor of Mankind. Needless to say, you decided that living your own life and pursuing your own goals without the bureaucratic tape tying you down. Taking the first ship you could offworld, you ended up running into pirates and crash-landing onto a desolate world… a world that had hidden, tainted artifacts. Thus began your rise to power.

Adeptus Astartes (200CP) (Roll 1d8 centuries for your age):

+As an eight foot superhuman, you command respect wherever you go
+More obviously, you have a great deal of extra strength and power to use for your ambitions
-Much more difficult to blend into a crowd, if not impossible thanks to your stature
-The Imperium will see you as a more important target, and warbands might try to test you
You were supposed to be one of the Emperor's Angels. A bastion of the Imperium, a testament to the true power Humanity could bring to bear upon any who would threaten it. But servitude never really sat well with you, did it? Why be beholden to a corpse on a chair, when the gods could promise you the galaxy? Whether it was through bloodshed or a quiet disappearance, you left the Imperium's service and threw your lot in with those who could offer you what the socalled God-Emperor could never hope to grant: Freedom, and the right to choose how you pursue it.

If you are somehow female as an Astartes… well. I'm sure there's a story behind that one. Make it a good one, won't you?

LOCATION

As I have said, every journey has its beginning. You can't just expect to pop up in the middle of nowhere, can you? No, we can't have that at all. I will be placing you somewhere special, a place where you can recruit all manners of denizens and cultists to start the beginnings of your base of power. But first, we should explain the actual sector you will be in:

The Screaming Vortex:

In the northern reaches of the galaxy known as the Segmentum Obscurus, there is a dangerous Warp Storm that separates the Calixis Sector, the Imperium-controlled space on the very edges of the sector from the Koronus Expanse and the Halo Stars beyond Imperium-controlled space, as well as the infamous Eye of Terror. This Warp Storm isn't as large as the Eye of Terror, but its empyreal energies are just as intense and deadly to those who would scoff its dangers. It is rumored that the Screaming Vortex was once home to a large nest of Eldar worlds, and that the Vortex was formed as one of many secondary Warp Storms that erupted when the Eye of Terror was torn open. But that is not why it has its current name.

The Screaming Vortex is unique in that it resonates with the countless voices of its slain residents, psykers and sorcerors alike being able to hear the endless wailing outside the Vortex. When one actually enters, all the living can hear this cacophony of misery, and when the storm wanes occasionally the voices scream louder and with greater desperation.

Within the Vortex, the laws of physics and reality are highly mutable as any location of the Immaterium would be. But what is unknown to the Imperium of Man is the vast amounts of worlds and civilizations that lay within the Vortex, teeming with life. This is because the denizens of the Screaming Vortex are either too busy fighting each other to survive, or making efforts simply to survive in general. But if one were to find a way to unite them, as unlikely as it would be, they could be a very powerful force against the Imperium. Almost enough to launch a Black Crusade at the behest of the one strong enough to command this force.

I don't think I have to tell you that this is where you can potentially come in.

Whether you find yourself dealing with the wretched maggots of the Writhing World, or struggling within the swamps of the Mire, or even at the whims of whichever God holds sway over the Crucible, one thing is certain within this place: Chaos shall reign forevermore.

Roll a 1d8 to decide your starting world, or you may pay 50CP to decide for yourself.

1- **Kurse (Khorne Free): Once a thriving world with a prosperous civilization thanks to the wonders of the Dark Age of Technology, Kurse was a victim of its own success. As technology progressed, the planet eventually became embroiled in a firestorm of war. Unspeakable weapons were launched, countless lives taken in the pursuit of the ultimate victory. Now it lays a baleful, guttering ember of a world rife with lakes of toxic chemicals and seas of radiation which extend all the way to the planet's core. A ring of asteroids have been outfitted around the planet, and many of these serve as crude Gladiatorial Pits where many are thrown to each other for sport… and as such, serves as the perfect recruitment ground for an aspiring Chaos Champion to collect for their Warband. Of course, if you feel especially brave, the horrific wastelands of Kurse itself are a tempting place as resting grounds for potentially hidden Archaeotech…**

2- **Q'Sal (Tzeentch Free): A particularly persistent whorl of Warp energy surrounds this world of sorcery and technology. Three great cities have held sway over the planet for approximately eight hundred years… by their terms. To think of how long that would be in realspace time is almost unfathomable. Yet, this planet is different in the sense that the cities of Q'sal would not be out of place as a Civilized World of the Imperium, with shining glass cities and well-tended agricultural fields. Yet if one looks past initial views, they will see the deeply infested Warp-taint that permeates every inch of the city, from the daemon-engines to the technology to the very people themselves. Be wary, for outsiders are not treated kindly here, and their trade for souls is terrifying in every aspect.**

3- **Melancholia (Slaanesh Free): This windswept planet is continually beset by hailstorms and rains, forcing the people of this land to be in a state of constant misery as the very elements constantly assail them. Worse, as if by some unnatural law no stone can be set upon this planet, meaning no buildings or structures may be constructed here. This ensures those who live here can only make do with the barest necessities of life… yet appearances are deceiving, for the desires and lusts of these people are enough to make even the greatest of Slaanesh's champions turn a shade of red. Indeed, it is said that those recruited here and unleashed upon other worlds make for some of the most vile, bloodthirsty and unimaginatively vicious servants of Chaos to ever roam the galaxy. Choose any possible recruits wisely.**

4- **Mire (Nurgle Free): If there was a world that embodied the will to live, then it is the wretched, fetid swamp-world of Mire. Endless mud threatens to consume any who wander foolishly, and the sources for sustenance are so little here that even the smallest of grubs under layers of hardpacked filth is enough to make the tribes of this world go to war with each other. Whether it be by rock, by claw, or by mud, the savages of this world will stop at nothing to gain the delicious food denied them… even tearing into each other's bellies for even the hint of choice meats they have long since dreamed of tasting. Provided you could quell their savagery or withstand the harsh swamps, the people of this world would make warriors worthy of nightmares.**

5- **The Hollows: Upon first sight of this world, it becomes clear that the mutable nature of the Warp is the only reason this planet can even exist in the first place, much less in its current condition. Resembling something like a half-eaten fruit, this planet only exists as a single hemisphere with a rocky stem coming out the bottom of it. This is the result of its occupants, the Dark Mechanicus, and their expansive drilling operations. Currently the two Forges, Forge Castir and Forge Polix, are at war with each other and will stop at nothing to see the other annihilated. Yet, they will not be so brazen as to risk the loss of trade with other warbands and Warp Entities, their baleful technology quite the help for those who can afford it.**

6- **Mammon: The paradoxical nature of the Warp is obvious to those who have encountered it, even moreso for those who have spent time within it. But few things rival the strangeness that is Mammon and the tribes that call this planet 'home'. Two warring tribes that use anything from cudgels to lost Archaeotech weapons fight each other with no tactic nor organization. This would not normally be notable on another rubble-strewn wasteland, except both sides are dressed in ragged clergyman robes and holy seals... and both sides claim to be the true voice of the GodEmperor of Mankind. It truly is a cosmic joke all things considered, yet they still make superb fighters.**

7- **The Cat's Cradle: This world is one of the more dangerous worlds within the Screaming Vortex, for the effects of the Warp are more magnified and blatant that material laws are not just mutable… they break down completely. As a result this place is often driven by the whims of daemonic forces and skilled sorcerers, twisting reality akin to an artist changing a sculpture. Entire worlds drift here, some interconnected and some lost in space. Distant stars rise and fall, with illusionary civilizations appearing and fading away just as quickly like soap bubbles. It should be noted that it would be wise for you to leave or find a secure place when possible, as the petty sorcerers and daemonic forces within this place regularly contest each other for control of this playground.**

8- **Free Choice: Well, what fortune you possess. The blessing of Chaos is upon you, its eightpointed star burning within the Warp as it grants you a gift many yearn for; the gift of choice. You may choose any of the worlds on this list as your starting planet, or even any other location within the Screaming Vortex. Opportunity awaits you!**

…why aren't you cheering?

PERKS OF CHAOS

Here we are, what I'm sure you've been waiting for. We've figured out who you were, where you started, even what you are. Not very easy things when you take the mutability of Chaos into account, even when personal freedom and choice are one of the big enticers it uses to bring in fresh recruits.

But we all know that you've got a leg up on *normal* recruits, don't you? You're not like them… and they're not like you. This is nothing to brag about, but a simple fact that should be quite apparent by now. Even so, I know how the concept of choice is so very important to you… so let's get to the meat of this.

-Chaotic Voice (Free): You'll note that a lot of the big names of Chaos tend to have… unique voices. Whether they sound like a box full of gravel, or sinister and sly like the most traitorous advisor, or even like a whispery, raspy aspect of death. The point is, Chaos does a job on the vocal chords for one reason or another, and now you have the option of having a peculiar voice of your own. Go ahead, show them how different you are from the moment you speak!

-Stylish Brooding (Free): Another thing you've likely noted about most of Chaos' followers is their tendency to look… kind of grimdark? The sunken faces, or the obscene amount of blackness around their eyes, or whatnot. Some of them even have their faces rotting right off! The changes the Warp can bring are terrifying indeed, but you may choose to pick this up if you want to preserve your visage or even have it manifest in ways you would prefer. Some would argue that this is more in the realm of Slaanesh, but… well, I doubt you'd want to join with someone just to have your flesh slough off or get pus-filled boils without asking for it. This effect only works for your time here, but consider it a gift.

-Sound of Silence (100CP) (Free: Human): Even though you've thrown your lot in with those considered to be more 'freeform' than the totalitarian Imperium of Man, the Milky Way galaxy can still be a rather rough place. Entire worlds made barren and desolate, billions in destitute conditions or worse… and let's not talk about how even other members of Chaos might decide that might makes right and attempt to practice it on you. The horrors these can all bring would drive lesser men to ruin. But you're not 'lesser', and you've gained a resistance to being broken by these atrocities. You're not ignoring them, but you can acknowledge the reality of the situation without the weight of its existence crushing you or driving you to do unsavory things to avoid being in the same position. In the grimdark future, you're a comfortable shade of grey.

-Beginner's Luck (100CP) (Free: Human): To survive, you must be able to adapt. In order to adapt, you must be able to learn. The Imperium of Man frowns on the common man learning too much and getting seduced by the powers of Chaos, but you? Learning is your gig. Skills you never knew before, you can now pick up with alarming speed to get a suitable level of competence with it. This won't instantly make you a master, but it can make you on average quite quickly… enough for you to take that skill and work on it yourself the rest of the way, and enough to learn how to dance for a party the very next night, for example.

-Perfectly Innocent (200CP) (50% off: Human): Well, it can be a stretch for how far you can be called 'innocent' when you're sided with the forces of Chaos, but damn if you can't play the part. Humans are a dime a million in the Imperium of Man, and so long as you remember your manners and hide the paraphernalia you may have collected over your time with your new friends, most totalitarian authorities will think you're just another downtrodden citizen like all the others in the herd. It might be more difficult if you have to hide horns or the like, but so long as you have a way to hide that then this effect will still apply. Of course, if you're nobility or a high social position, then as long as you take steps to appear ordinary for someone in that role it will work just as well.

-The Lost and the Damned (200CP) (50% off: Human): Let's be honest. Aside from the occasional Paradise World, the Imperium is not a very happy place to live in. Harsh conditions, even harsher work demands, a conformist mindset that goes into the realm of insanity, and good luck if your local Imperium authorities start getting twitchy with their purges. With a significant amount of the Imperium like this, it's easy to understand why those who feel ostracized or confined would seek out those who would embrace their differences. As an agent of Chaos, you have been given the gift of not only being able to find those who are ostracized from society thanks to their physical or social differences, but also be able to gather them together under a glorious banner of acceptance and defiance against those who would see them put in their place or dead. Today, those seen as jokers will become kings under your guidance.

-Inquisitorial Subversion (400CP) (50% off: Human): The role of Inquisitor is a harsh one, traveler. Are you sure you seek this? Should you choose this, your origin story changes as you were once a member of an Inquisitor's cadre, or even an Inquisitor yourself. Inquisitors are a secret police force outside of the normal Imperium of Man's hierarchy, tasked with protecting it from the seductive ways of Chaos along with proclaimed heretics, mutants, or any other Xenos threat that lay within the galaxy. However, one can only encounter the other side for so long without seeing the strengths it can provide, how humanity could be saved if it embraced change instead of fighting it, and that is what you have done. As a result, you have a much higher knowledge of Chaos' inner workings than usual, along with a mindset that can understand the workings of Chaos artifacts or Xenotech faster than others would while your mind can handle alien truths more effectively. Fear the one whose mind is as strong as their body.

-Gothic Eternity (400CP) (50% off: Human): Say what you will about the oddity of all the baroque designs and the giant pauldrons, one thing that stands out is the durability of these items the Imperium has created. Even the followers of Chaos can't deny this, often looting the weapons and armor off the corpse-worshipers who happen to be using a better model compared to their own wargear. But you? You're about to become some warband's new best friend, for your own equipment and the equipment you create can stand the tests of time itself… ten thousand years could go by and it would function as effectively as it did the day it was made, if it was left alone this entire time. As a bonus, you can easily create gothic or baroque aesthetics for your equipment that will always be classy in this world.

-Beefy McLargeHuge (100CP) (Free: Astartes): You were engineered and modified to be a bulwark against the Emperor's enemies. Even though you have left his service for greater rewards than mere duty, those modifications still stay with you, a testament to the prowess of bioenhancement techniques devised by the Emperor himself. Of course, Chaos also has its boons that it adds on top of that. Your strength is great enough that you could wear incredibly thick armor that would weigh down any mortal man, and run around with no loss of movement or speed even if the armor design appeared to be impractical for such tasks. You are meant to be strong, after all… it would do ill if you could not even move around with a shield as thick as tank armor.

-Dominant Dedication (100CP) (Free: Astartes): The loyalty your average Astartes has for the Emperor of Mankind, and by extension the Imperium of Man, is much like everything else about them. That is, above and beyond what mere humans are capable of on average. This is because of the various psychosurgeries and mental conditionings done to ensure that any Astartes is a perfect soldier in not only body, but in mind. As an aspirant member of Chaos, that dedication can be turned elsewhere, allowing an unparalleled honing of skill and talent as you continue to practice and improve them in the lifestyle you have been denied for so long. The Imperium has done a fine job with rebuilding you… and Chaos has allowed you to use the Imperium's gifts to their fullest.

-Hunt of the Wyld (200CP) (50% off: Astartes): The trials of an Aspirant are gruesome and arduous, meant to weed out promising recruits to ensure only the most capable are chosen to become Space Marines. Your trial was a Trial of the Hunt, where you had to find an apex predator on a world that to call 'hellishly dangerous' would be softening the blow. As a survivor, you learned how to track prey in these conditions with no equipment or gear, while being articulately aware of your enemy's vitals and anatomy with minimal study of their movements in order to slay them or even capture them. Along with the expert foraging and myriad ways of using an animal for cloth or materials, there is almost no environment you aren't dangerous in.

-Strength of the Body (200CP) (50% off: Astartes): Chaos can be very forward with its gifts, and while this would normally not be a bad thing, the minds of the Gods are fickle indeed. The gifts in question could be neutral, or detrimental in nature. For aspiring Champions, this is a great risk in of itself. But it doesn't have to be this way. The biology of an Astartes is sturdy as is, but with this it's altered just a tiny bit so that you can better resist the detrimental mutations of Chaos or other sources, and outright shrug off any of the life threatening ones. So you won't get a mutation that kills you, but an arm made of bees or tails made of warpfire might still be within the realm of possibility.

-Might of a Legion (400CP) (50% off: Astartes): Are you sure you want this? Well… alright then. This changes your origin story, being a part of one of the Nine Traitor Legions that originally decided the Emperor did not have their best interests at heart, and rebelled to be the masters of their own fate. Along with the history that comes with it and the ability to raise Warbands far easier, you find your combat prowess having increased a tremendous amount, being hardened by the Horus Heresy and the combat that followed. On top of that, you'll find you gained the specialty that the Traitor Legion in question was known for. How are you still alive, then? The Warp has many unusual properties, and such things as time are quite malleable. Choose your story wisely.

-Profaned Use (400CP) (50% off: Astartes): The Ruinous Forces, your new backers, realize that there's a certain thing to be said about wargear that is custom tailored to your needs in order to complete tasks you may have ahead of you. But what about gear you've looted off of someone, such as equipment from the corpse of a corpse-worshiper or a Xenos who didn't know better? Your wargear, such as your weapons and armor, will be slowly changed as you use them more. They will be transformed to suit your needs, changed by the Warp to become better conduits for your abilities and to fit your style of combat. This could mean that the armor becomes unnaturally light, or that your weapon starts to corrupt anything you use it on. Regardless, one thing remains clear: Chaos Reigns.

-Leatherworker (50CP): An unsettling aspect of Chaos to most is that they tend to use human skin for a lot of things. They'll use it to bind their books, or create strange banners, or even wear it as clothing. In fact, there is a contractual obligation to remind you that Fabius Bile wears a coat made of Astartes skin. If you seek it, by purchasing this option you will be able to prepare and treat human skin for a myriad of uses, with having enough durability to last a very long time and take significant punishment thanks to Warptaint. Any Human Resources department would be proud of your achievements. Really, they would. For an extra +50CP, the skin will even be able to handle etched runes within them and boost their effectiveness a small amount.

-Daemonic Name (50CP): There are names granted in the Materium. Names meant to identify oneself to others, names meant to be an expression of who the person is. But names are much more important in the Immaterium, more than means of identification. They are tools of power which can be held over other daemons. Upon purchase, you gain a daemonic name that you are known by in the Immaterium, granting you a degree of infamy among the forces of Chaos as your reputation grows. This reputation can be used to gain leverage over Chaos forces, and can be bought multiple times to increase what you possess.

-Aesthetical Integrity (100CP): If there's one thing you've likely noticed about the forces of Chaos… it's that they really like their odd aesthetics. Lots of spikes, lots of grungy looks, the kind of thing that looks badass and scary but by all rights shouldn't be functioning. Why not join in on the fun and pick this up? This option will let you change up the design of your weapons and armor, putting on spikes or wicked-looking appearances, or even just embellished designs and aesthetics in general while suffering no loss of effectiveness. Demonstrate your freedom to look how you want to look!

-Mechanicus Hereticus (100CP) (Free: Warpsmith): The flesh is weak. There is only so far it can go, so much it can accomplish on its own. More must be done to ensure that the person survives. What is weak must be replaced. Whether by choice or by force, you have opted to undergo cybernetic modification under the guidance of the Dark Mechanicus and its cult of Hereteks, giving you upgrades and abilities that you alone could never achieve on your own. Warp-tainted machinery and Xenos-related sources are utilized as well, a blasphemy against the sanctity of humanity if there ever was any. This purchase will grant you access to the 'Grafting & Modification' table at the end of the document.

-Psyker Surprise (100CP): In a galaxy where mankind considers themselves to be supreme and any mutation to be abhorrent, this particular mutation may be the most contested one of all. Why so? Well, psykers are connected to the Immaterium, which grants many opportunities and normally just as many dangers. After all, daemons are creatures of the Immaterium and that makes psykers very valuable to them for many reasons. Upon purchase, you won't have to worry about most of those dangers, being granted a powerful protection… that is, as long as you don't get too full of yourself and willingly do something stupid. Stupidity can't be protected against. This purchase grants access to the 'Psyker Powers' table at the end of the document.

-Common Sense (200CP): Why is this an option, you ask? Well, I'm sure you've heard so many stories on how common sense… isn't common. With Chaos, it also has a habit of drawing in people with mutations, disorders, or really just assholes. Which means it's up to someone to keep them in line. I'm not saying you don't have it, but picking this up will bolster that common sense while giving you the mannerisms and skills to articulate yourself to others so they can understand the advantages of thinking and acting rationally. Yes, sometimes sanity does have its advantages. As a result, your mind is also significantly less likely to be open to corruption, by the simple reasoning of looking at their ideas and realizing just how stupid it sounds. If you willingly give into those things… well, that's on you.

-Artificer (200CP): Rare is the soldier who understands the full functions of their own equipment. Oh sure there's cleaning it and making sure it runs, but such knowledge as actually repairing it has become more and more rare, being left to beings like the Dark Mechanicus while the majority of Chaos focuses on their rituals and their eternal war. You are different, and have chosen to go above and beyond. You're skilled in not only maintaining equipment like Lasguns, Lascannons, Bolters, Chain Weapons and Power Armor, but also in actually repairing and upgrading it as needed, slowly turning them into masterwork Artificer equipment over time. Should you pick up 'Aesthetical Integrity', you can also reshape the designs of the weapons and armor as needed… even making Astartes Armor that wasn't as bulky with no loss in effectiveness, as one example.

-Feeling Fabius (300CP): There are many who seek power in technology, and what it can do to elevate them over their feeble flesh. But technology can only go so far if the body itself is flawed. Someone should fix that. Someone like you. Whether you were tutored by the Drukhari or stole their knowledge somehow, you have an exceptional skill with gene-editing and altering the physiology of others. Whether it's giving someone new limbs, discerning the secrets of the Astartes, or even figuring out how to clone others… you can figure it out. The more you learn, the more effective this will become. All shall fear the day you get your hands on something truly impressive like Primarch material.

-Warpsmith (300CP): I see. You were not satisfied with merely collecting warbands, or collecting your power, or even dealing with the flesh in general. You seek a different path, one rife with machinery and wires, racing with the power of those who roam the Immaterium… and through forbidden alchemy and corrupt rituals, you have begun walking that path. You possess the secrets to creating fearsome Daemon Engines, a realspace vehicle or combat walker that has been infused with the power of a Daemon forcefully made to possess the vehicle in question. The creation of dreadful Soul Forges, cavernous laboratories fueled by the souls of the damned and victims of the Daemon Engines, are at your disposal, as well as the runes needed to bind these Daemons to the machine and force them into submission, to be used as you see fit. It will be hard, it will be arduous, but the might these Engines bring is a force that even Astartes would be hesitant to fight.

-Black Pariah (300CP): Are you sure you want this? Are you sure you really know what you're asking for? It's more than just being a Blank, with leaving no presence in the Warp and effectively leaving you soulless as far as anyone else is concerned. The process of being a Black Pariah, an aberration beyond aberrations, involves a profane ritual which leaves a minor daemon bound to you in order to create what is known as a 'counter-psyker', a being which can redirect psyker abilities back at the target so long as they have a sample of the target's blood. You are advocating binding a daemon to your soul, even if its mind is dormant, to fill a void within you for the purpose of power. Is this truly something you would desire with yourself? Are these lengths truly acceptable to you?

-Ode to Malice (300CP): There are rumors among the forces of Chaos who participate in the Great Game. Rumors of a renegade God who embodies destruction in all forms, of soldiers in black and white that tear apart all who wave the banners of the Gods. While such rumors are very difficult to prove, evidence comes in the form of this skull emblem. Should you obtain this one-time purchase, it will grant a powerful boon that will see your Warp-borne might grow in ability… but it will be difficult for you to explain why you possess such might. You'll understand further soon enough.

BOONS OF CHAOS

Choices are fun, are they not? The 'what-ifs' and 'maybes' that permeate the mind when a crossroad is encountered, the weighing of pros and cons of each route… in many ways it can be a gamble, with all the rushes and regrets that are associated with it. Of course, some decisions are petty and minor, with only having immediate consequences while other choices are long-reaching and reveal how we might think and act.

Why are such things being brought up? Simple. It is because it is time to see the results of your choices.

You see, the Ruinous Powers are very strong. Strong enough that they cannot manifest in the Materium, such is their nature. As Gods, they must rely on those that follow them in order to have more of a lasting impact beyond the occasional act or altercation of the Material Plane. But in order to leave said impact, there must be incentive for their followers to continue in their faith, and it is because of this that Chaos will bestow powers and boons in order to have a supply of powerful agents to carry out their will. After all, you cannot get something for nothing, and those who fight the Imperium of Man need a fair amount of 'something' to push forward.

But this does not mean the Gods of Chaos are in agreement with how the galaxy should be affected, or even that they like each other. Each of the Gods despise each other to some extent, and they do not appreciate sharing the Immaterium with each other, much less the Materium itself. This has led to constant power struggles and endless internal conflict that tends to take up more of the Gods' attention than even the realspace of the Materium does. This constant struggle is referred to as 'The Great Game', an eternal fight that will never have a winner due to the nature of the Gods themselves.

This little history lesson is being brought up to you because the gifts you are allowed to obtain are directly dependent on the Patron you have allied yourself with.

That's right, the Gods of Chaos do not share what is theirs, and you are no exception. It would be akin to letting one of your regular baseball players join the other team when it is convenient for them, your coach would not appreciate the fraternization with a potential enemy. It is this outlook the Ruinous Powers have taken to heart, an outlook that you will recognize firsthand. This is not a bad thing overall, as it means your Patron will ensure there is enough incentive for you to stay with them for the long haul. There are no discounts for the following section, each Patron Pool's pricing reduced as a trade-off for being only able to buy from one Pool. <u>If you bought Ode to Malice, you may spend 300CP in one single other Patron, while ONLY taking their perk freebies. This does not grant item freebies or companion/item discounts.</u>

Let us see what kind of Champion will sprout from these seeds of choice you have laid out before you.



KHORNE THE BLOOD GOD, LORD OF SKULLS

-Psyker Bane (Khornate Only): The strength of flesh and the power of blood are things that the Lord of Skulls cherishes immensely, and to deny these strengths by using powers not yours are a sin to his magnificence. It is one thing to replace flesh with machine, as it is still the ingenuity of man that has led to the machine's creation… but to use the power of the Immaterium for your own, to forsake your flesh for easy power? Blasphemy. While you have been barred from using the more overt Psyker abilities, this has been turned into a boon; any attempt to directly use Psyker abilities on you mostly wash right off, their stolen power being of little use to you while their attempts to use the environment against you will have a partially reduced effect. Outside of this world, it will work just as well against any ability that is psychic in nature. Let them cower in their weakness, for you are strong.

-Painless Ignorance (Khornate Only): How quickly men turn into cowards, once their flesh rends and the concept of pain hits their senses like a truck crashing into a wall. This pain keeps the weak from pursuing their goals and returning the favor tenfold upon the enemy, as they should against those who fight against them. This pain shall never be your foe anymore, any pain taken in battle nearly faded entirely so that you may focus on the defeat and destruction of any who would be foolish to face you. This does not make you ignore any damage you have, in fact it makes you more acutely aware of the condition your body is in. But if your opponent thinks a gash across the chest will make you cry… they will wish they were wrong, for it is a cry of vengeance you will shout instead.

-Red Lust (Khornate Only): To mere mortals, those without the blessing of the Gods to show them the way… blood is simply that. Just blood, something that so happens to be in our bodies. To those of battle, who walk with Khorne's guidance and wisdom of countless conflicts, it is far more than that. Blood is a medium, a conduit to life force one possesses… it is power. Power that you shall take from others in glorious combat. So long as you are fighting and spilling blood, you shall be nourished and have no need for things like food, water, or even sleep, for it is their blood that shall help you in these endeavors. Even better, should you find yourself coated in the blood of your enemies from your actions, then you will find wounds closing and lost strength slowly returning, as though their life force becomes yours. Let the blood flow.

-Visage of Skulls (50CP): Long have mortals viewed the idea of a skull picked clean of meat to be a sign of death, something to fear and avoid lest they be caught in its grasp. Why focus on death when it is life they should be worried about? But death is always an outcome of intense battle, countless skulls littering the battlefields which wars have taken place on. Where there is war, there is death. This concept of death, and the fear it represents, are yours for the taking. So long as you use authentic skulls in trinkets or design of your equipment, your enemies will find themselves more prone to fear and the gripping thoughts of death that walk alongside you. Whether this means they will run, or beg for mercy, or fight in hopes of vanquishing this fear… it matters little. Their fear will end by your hand. …on a more positive note, this lets you clean the meat off of skulls more easily!

-Martial Mastery (50CP): To hold a weapon, to use it against one's enemies upon picking it up is one thing, for anyone can grab a weapon and attempt to slay their fellow man as part of their base instincts. It is another entirely to be proficient with the weapon, to move with the form of a warrior and strike with experience. Just because one goes for a straightforward approach of combat does not mean that they are stupid, that they do not have the cleverness of technique and the mastery of form. Khorne has blessed you, allowing you to wield weapons you've never seen with a basic level of competence with increased ability to master it, while weapons you are familiar with shall be used as though you have practiced for thousands of years. Ride forth, warrior, and let them see what you can do.

-Heart of Ice (50CP): When an enemy is weakened and on the brink of defeat, it will vary on how they react. They might accept their defeat with grace, as opponents defeated by a greater force rightly should. They could attempt to lash out, attempting to strike back… admirable, but mistaken. Then you have the cowards, the weaklings who beg for mercy and to stay your hand. They can cry all they wish, but should you pick this up you may choose to have your feelings untouched by their pleas. Choose to do what needs to be done, and strike them down deservingly and without remorse. Whether it is because they were a monster who deserved it, or whether the blood must flow, is your choice.

-Coagulant Sense (50CP): For blood to be shed, it must be found. For blood to be found, you must seek the source of blood… the lifeforms with which said blood flows through their veins. It is this blood you can now track someone by, being able to sense the best sources of blood for miles around you. Even better, should you have a bit of their blood you can sense their wounds and how far they are from you, along with other traits… like if they are huge, because they had huge guts. Follow the blood, find their sources. Rip and tear.

-Reign of the Hounds (50CP): Did you know Khorne has an appreciation for wolves and hunting hounds? It's true! They help seek prey, tearing at flesh with fang and claw and spilling blood just as effectively as the followers of the Lord of Skulls. They also make loyal companions as well, making them favored under his gaze. As a token of his favor, you have been granted the knowledge and skill to train and breed faithful hounds of your own. They will never betray you, will always grow strong and especially large for their species, and will quickly adapt to your style of combat to compliment you. …should you wish it, if their species allows it their fur can be luxurious and soft as well while being able to breed unique traits into each successive generation.

-Mark of Khorne (100CP): Reserved for those who have been noticed and favored by the God of War himself, this mark is often branded onto the chosen's flesh, to serve as a symbol of favor and power for the rest of their days. This symbol, and the power it grants, now belongs to you. You will find your strength increased significantly, enough that even Astartes would seem like children to you and for weapons within your hands to be capable of withstanding the force your strength provides. Even more, the damage you deal during a charge is significantly increased while the damage you take is significantly reduced. Go forth, and let them break under your might.

-Rage Everlasting (100CP): The cold, efficient slaughter of simply ripping metal into flesh is sufficient enough to give thanks to Khorne in sufficient amounts, but it's so… distant. There is no embroiled emotion, there is no thrill, there is no hate. The hatred of seeing one's enemies alive, the hatred of seeing them last even one moment longer without dying by your hand. That hatred can be channeled, my friend. Should your bloodlust be allowed to consume your mind, to drive you to horrible heights of conflict, you can find that any skill with ranged weapons you possess effectively gets shifted, all pouring to increase your melee skills by the amount of skill you had with those ranged weapons. New heights will be unleashed, and the mastery you possess will be akin to an oncoming train bearing down upon your victims; terrifying and nigh impossible to stop. Give in to your anger.

-Storm of Iron (100CP): Glorious combat against strong opponents is always to be sought after, to be cherished and pursued in the pursuit of ever-growing martial heights and the spilled blood of powerful champions. But there may be times when there are… undesirables who do not, nay, will *not* move. Their insistence on fighting you off is admirable, but ultimately as combatants they are to be cut down as well. Against large groups of enemies who would normally be little to no challenge, if you do large cutting swathes or simply pour down a hail of gunfire, your damage to them will rise catastrophically, seeing them fall like wheat during harvest season. No ammo shall be used, no damage shall befall your weapons… the blood of those who gave their lives seeing to this as long as it is from them. After all, should you not be at your prime for the real fight?

-Thunderous Charge (100CP): Choo choo, motherfucker! It's time for the Pain Train to leave the station! After all, Khorne encourages all weapons at your disposal to be used in the art of combat, and technically your body is a weapon. By building up a charge and rushing towards the enemy with the intent to slam them away or two the ground, there will be greater momentum than normal to strike the enemy harder than they normally would… and allows you to instantly follow up with an attack with your weapons. None shall stop you, even if you must go through them.

-Murderous Precision (100CP): There is a time for a sea of blood, then there is a time to go for the real prize. After all, there is plenty of blood from soldiers and armies to be spilled, but the blood of a champion? The very life force of their best and most skilled, who can provide real challenge and test your martial skills? That is something to pursue, and to do that you need more than just to know how to swing a weapon or to practice shooting a gun. You need to know exactly where to place that blade or bullet, and it is this choice that will do just that, increasing your ability significantly to control where you place your attacks. Aiming becomes preternatural and sword placement something of instinct, knowing just where to strike for gruesome damage the longer combat is drawn out, and by proxy the capabilities of the fighter is revealed. Strike hard, and most importantly, strike true.

-Tides of Blood (200CP): You are no stranger to the unbridled might that flows through the veins of warriors… of gods. Blood carries the strength of such beings, and it is blood that can potentially unmake them. You will encourage that unmaking, through a dark ritual that will bring forth a crimson sea that seeks to devour all in its wake. By finding a place embroiled in violence or about to become witness to such acts, and then using an altar of bone to beckon the blood sacrifice to pool, the dread energies of Ka'jagga'nath will surge in a single direction of your choosing… devouring or corrupting those who are not true warriors of blood and blade. Worse, the more people devoured by this swarming mass, the larger the Bloodtide will grow, ensuring its destination is one of great peril and death.

-Furnace of Eternal War (200CP): When man discovered Fire, it was a sign of the future. Great works could be created, sickness could be spread away, and purity would soon be brought into the lives of those who harnessed it. Alas, when man discovered Fire it was also a new age of warfare and slaughter. This fiery gift has been one you have taken pains to harness, and it shows in your mastery. On a whim, your blood may ignite in the air and spread a flame that cannot be extinguished by mundane means, making fights with you a costly endeavor. The Blood God's favor is also upon you… blades may be coated in this pure flame, ranged weapons spreading a volatile fire, and your mastery so great that your fire is much stronger than average… to say nothing of how this might will be reflected in weapons you forge using this flame. Let man's might reflect itself in what they have found.

-Speed of Battle (200CP): There are times when combat must be relished like fine wine, to savor the thrill of the fight and the challenge laden in fighting opponents that can test your strength. But then there are times that such fights must be finished quickly, to move to the next one. After all, combat must be pursued; it will not come to you. Your blades are capable of being drawn and sheathed within heartbeats, your hands a blur when reloading weapons to such a point one might think your gun had eternal ammunition. Even the speed which you swing your swords is dramatically increased, making blenders seem slow with no loss of accuracy or precision. With such haste at your call, the flow of battle will be decided by your pace, not theirs.

-Sinew for Slaughter (200CP): The Lord of Skulls is not content with warriors simply sitting down and lazing about in between battles and wars. No, that does not get the blood pumping. That does not make the flesh strong. You will be strong because you will work to be strong. So long as you are training or practicing on a regular basis, you will see not only do your combat skills fail to diminish, but you will learn and improve at a significantly accelerated rate to ensure you are a true Lord of War. …wait, it's warlord? Thank you, but I think I prefer it my way. As a bonus, your physique is nothing less than a sculpted example of muscle and form capable of throwing tanks, and your increases of strength from training shall likewise be significantly improved.

-Martial Pride (200CP): Warriors have a code. Many may see it as foolish to not use every available resource, but how can you become stronger if you rely on power that is not your own? You cannot. Therefore, the code shall guide you. Should you fight in combat without using magic, psionics, or similar supernatural powers, your strength and speed along with your combat prowess shall increase an astronomical degree. Even better, you will find the blood of challenging foes you've slain will impart a small piece of their strength unto you, while leaving behind their skull as a trophy. Seek strength… the rest will follow.

-House of Brass and Bones (300CP): The Hellbrass collars of Khorne's prized champions are rare indeed, even more so because of the Blood God's penchant for calling these collars back should a champion fall. But you? Khorne has seen great potential in you, and is willing to make a risk if it means great slaughter to his enemies. Within your mind and your mind alone, is the secret and technique to creating and forging Hellbrass. This should be plain in how much of a boon it is, as the hell-forged material is strong enough to remain completely unaffected by powers of a psionic nature and even possess a small aura that prevents it from affecting a rather tiny area around it, to say nothing of being a material that could make Astartes armor look like wet tissue paper. Beware however, for you will never be able to use powers or supernatural workarounds to replicate this material; without focusing your strength and tempering the metal in blood it will always be doomed to fail. As such, you will always need to personally forge the material yourself, by your own hands and your own might. Khorne does not grant his boons to those who would cheat, and what you create should be a testament to your own strength.

-Temple of Blood (300CP): By now it should be no surprise that your blood is more than just a carrier of nutrients and cells in your system. Your blood is your life, your strength, your power. It is a potent piece of you that is sacred and should not be spilled without proper cause… like when you wish to use that strength. By enacting a ritual and sufficiently coating a weapon or vehicle in your blood with a chalice made from the skull and spine of a great enemy, you may create a ghastly transformation where it is augmented and changed, given a piece of your own strength to lay waste to those who would stand in your way. The larger the item, the more blood you will need to ritually spill to imbue that additional strength onto the equipment or vehicles. Such expressions of strength could include larger ordnance that deals tremendous damage, the ability to self-repair using the blood of slain foes, growing in might and complexity with bones devoured from the battlefield, or other similar combat-related feats. Let blood be your strength… let it be your power.

-Lord of War (300CP): Enemies are to be toppled. Thrones are to be conquered. Tyrants are to be slaughtered. Of course, one's definition of 'tyrant' may differ from person to person, but the sentiment remains the same. But then the question remains: Why should you be the only one to have all the fun? Hate and rage make perfect motivators for warriors, just as much as honor and preservation of justice. After all, they all share a common thread… the existence of an enemy. It is child's play to gather such beings under your banner in the name of defense or conquest, for blood shall be spilled all the same. Acquisition, direction, and execution of violent movements are easy, and those who fight under you shall fight with the fury of a storm and the strength of a wild animal. In time this could be the beginning of a warband, or even a grand army. Be warned, though, for it is conflict and the existence of enemies that allow this to happen. It would be wise for you to continue finding enemies to ensure the train does not run out of steam, so to speak.



TZEENTCH THE CHANGER OF WAYS, ARCHITECT OF FATE

-Eye for Mutation (Tzeentch Only): The Great Conspirator's methods and machinations are as varied as they are many, and there is no telling what will truly come about when his baleful gaze is turned upon those who attempt to follow his ways. Yet for those who are steeped into the rivers of Fate, there is a method to the madness to be gleaned if one simply pays attention. For instance, deviations from the human norm upon a mere second's glance can be gauged in effectiveness and purpose, and a few seconds more could tell the curious party how this deviation came to be. It ill matters whether it was from serum, evolution, or a gift of the Gods… you will understand how the guilty party gained this change. It might even be possible to replicate the deviation, should you detain the subject long enough and your knowledge of the method in question is of sufficient depth or turn this gaze upon non-human species if you know them like you know humans.

-Mind for Sorcery (Tzeentch Only): The direful energies of the Warp are not for the faint of heart to master, for it is the home of the Gods and they do not take kindly to fools who play with their toys without control. But Tzeentch has plans for you, and so the first step to Sorcery, the manipulation of dark arts and rituals to harness the psychic energies within the Warp, has been granted to you. Knowledge of how to engage in many of these rituals and the ability to comprehend what you're doing are yours for the taking, from summoning daemons to creating terrestrial storms, and other such things. Your psychic mastery and understanding of forbidden knowledge will only grow, but take heed: Do not call up that which you cannot put down.

-Plans Within Plans (Tzeentch Only): The complexity with which Tzeentch lays out his schemes and his desires can be nearly impossible to figure out, driving all but the most capable of his followers to an incurable madness in the vain attempt to follow along. In this aspect, the Lord of Change reigns. But it does not have to leave you baffled, and so your mind has been altered as a boon for your loyalty to him. Your ability to scheme and make plans is incredible, going from forging a scheme to take advantage of a situation within a single heartbeat to turning even minor seemingly unassuming pieces into critical aspects of a plan that could span centuries. Unexpected developments can easily be recovered from as well, adapting them into your endgame. It's a mite complex… but what proper reward doesn't require some footwork?

-Hunt for the Unknown (50CP): It is said that knowledge is power, and to wield that power is to be greater than others. Yet power is meant for everyone, and in pursuit of that power countless have become lost and directionless; victims of their own short-sighted ambitions. But you are not like that, and have gained an unnatural aptitude for tracking down ancient relics of lost times. Whether it's discerning false rumors from actual ones, finding the one scroll in a library from thousands, or figuring out the breadcrumb trail to a lost temple, your mind is sharp enough to pick these things out and prove that you are among those few who have the means to take power where others could not.

-Soul Sight (50CP): The Immaterium is referred to as the 'Sea of Souls' for a reason. It is a reflection of those who live in this galaxy, and everything that they are. When a person dies, their soul flies into the Immaterium, to become part of the churning currents that are born from every living thing. Your understanding of these facts is greater than most, and you can see the light of the souls of those you gaze upon. Along with judging whether someone has enough potential to be a Psyker or Sorcerer, this ability's true purpose can be found in applications of knowledge. If you can perceive something, then you can study it. Who knows what you could accomplish from there?

-Eternal Mind (50CP): They say that 'hope springs eternal', but you'll rarely find those outside of the Architect of Fate's followers who feel like his reign should last that long. Yet by his will he shall remain, and as long as you follow the Fates' design then by some respects you should too. Your mind has been augmented, gifted with a perfect memory that will never falter and will not overwhelm you with the weight of the ages. As a bonus, you are also able to recall memories very quickly and sort through them as though you were sorting through a series of chapters in a book. So long as you have your mind, the galaxy shall never be safe.

-Hopeful View (50CP): It is not enough to possess the might of Sorcery, or an overabundance of knowledge to apply in the pursuit of completing one's ambitions. No, one must also have hope that their plans will come to fruition. Even Magnus the Red had great hope that his Thousand Sons would be better off with serving the Changer of Ways, and that hope has led him down a mighty path. Should you obtain this, you will find yourself able to find hope in the bleakest of situations, even if the world is coming down all around you. Maybe it's the hope of what will happen should you succeed, or the hope of a brighter tomorrow. …maybe it's the hope of seeing home again. Whatever it may be, you will always be able to find hope in your situation, even if it is diminished.

-Wings of the Ravens (50CP): It should come as no surprise that Tzeentch seems to favor those of the avian persuasion. Collecting all manners of interesting things, seen as having freedom of movement, and perceived as being devilishly intelligent has seen them fall under his favor. As a token of favor, not only will you be able to train and breed various birds of your own but they will understand your commands and carry them out faithfully. Birds you own will be smarter and faster than usual, and tend to adapt to your mannerisms well while being able to carry out complex tasks. As a bonus, you can choose to breed them to have their feathers be top quality in softness.

-Mark of Tzeentch (100CP): Whether it is branded upon the bearer's flesh or a hidden mark upon one's soul, this emblem glimmers as though Tzeentch himself was gazing upon those who have gained his favor. Those who bear it will find that their psionic might has been amplified significantly, enough to make a single bolt of lightning become a torrent of electricity. They will also find the uncovering and deciphering of secrets to be easier as well, for knowledge cannot be hidden from Tzeentch's watchful eyes. Let the power be yours.

-Sindri's Apprentice (100CP): All power demands sacrifice… and pain. The universe rewards those willing to spill their life's blood for the promise of power. But why should it be yours that is spilled, when there are others you could blind with ambition to pay the price? Your ability to manipulate other people has seen a dramatic spike in effectiveness, letting you figure out how to string someone along to place them in a position to use them or discard them as needed. So long as you are not overt in your treacherous ways, things should go fairly smoothly. Optionally, you may have a voice that just oozes with ambition as well.

-Warped Foresight (100CP): The schemes and ambitions of those in pursuit of knowledge cannot be achieved by clever wordplay and ancient texts, nor can it rely on manipulation alone. The Materium is a place which relies on the resources one possesses in order to advance, and you have learned to keep quite an eye out for it. This means the moment you walk into a room, or read on what ancient artifacts can do, or even see the weapons that your enemies wield, you can immediately discern ways to use them in your own machinations. Of course, their consent is not a factor provided you have the skill to trick the enemy into doing what you wish.

-Ritual Aesthetics (100CP): In the life of a sorcerer, rituals are a very important part of the culture and power that is Chaos. Rituals can act as force multipliers to achieve greater effects, and by their very nature they give thanks to the Gods who watch over them and impart their blessing. Rituals are important, but it is due to this importance that they are also somewhat twitchy with their composition. A crystal pointed the wrong way or a syllable pronounced wrong, and the whole thing could combust on itself or worse. But you're better than that, aren't you? With this, not only will you never make a mistake when using and composing a ritual so long as you don't have outside interference (and even then you'll note if something's different), but you can even get some more 'oomph' out of your rituals in terms of power and effectiveness. Praise be to Tzeentch.

-Mind of the Abyss (100CP): The Lord of Fate is not always one to care too much for the comfort and sensibility of his followers. As the patron of Change and Transformation, one must adapt to the myriad of unknowns thrown their way or succumb to the madness of infinity. It is why the followers of Tzeentch stand above the rest when it comes to comprehending maddening eldritch truths, being able to gaze upon what would drive most to becoming mewling mounds of flesh. It's not quite an immunity, but it is a significant resistance that would be noticed. Incidentally, this strength of the mind also lets you resist attempts to manipulate you by others, leaving yourself the sole master of your fate.

-Gifts of the Xanatos (200CP): It will be clear by now that Tzeentch is never satisfied with only one scheme that is going at any time. No, he runs on concurrent schedules. Wheels within wheels, with a mind-boggling amount of avenues towards success. It is not a matter of whether Tzeentch will succeed or not, merely a matter of how he succeeds and who reaps the rewards. A fraction of his great mind has been imparted onto you, and now you can create many plans occurring at the same time rather than one. Sure, the Loyalists destroyed your convoy, the Librarian resisted your corruption, the planetary governor engaged his crackdown and Sally down the street rescued the cat. But the increased security and scrutiny has given you a perfect environment to recruit and set the stage for an infiltration. Just as planned.

-Pyre of the Warp (200CP): It's strange how so many things become that much more dangerous when you put 'warp' in front of the word. For instance, how regular fire pales in comparison to Warpfire. It can take a myriad of colors that reflects the person who uses it, going through Terminator armor as though it were cardboard, and has a nasty habit of doing terrible things to those it afflicts like death… or worse. Yet somehow you have managed to escape many of the dangers of using Warpfire, being able to call upon it and use it as though you had lifetimes of experience with it while never harming you. As a side benefit, if you wish you can have eyes made of Warpfire which could leave quite an impression.

-Ambitious Gaze (200CP): It is said that manipulators are liars and weavers of falsehoods. It is true, if you are thinking of two-bit beginners who think they're clever by doing something that anyone can do. It is truth that is the weapon of the most skilled manipulators, for denying the truth is to deny oneself. Not only are you able to see the truth of those within your physical presence and understand their greatest ambitions, but you can also use these truths to induce visions within them… visions of their desires being achieved, visions of them getting everything they want. You can even alter these visions to show you have the power to give them their desire, should you truly possess such means. What you do with this power is up to you, but the best strings are often ones that the puppet ties upon themselves.

-Altered Consciousness (200CP): The Warp does many things to those who come into contact with it. More common than not, the first thing that comes to mind for most is the visage of a Chaos Spawn, a creature of twisted and mutated flesh that is little more than a grim reminder of what happens to the unfaithful. But few consider what it can do to the soul, or the mind. Many go mad or turn into something else, but you are not so unfortunate. Your intellectual and cognitive capabilities have been dramatically increased, easily making you clever enough that even an Eldar might give pause. Even better, with a little dabbling in Warp energy you can 'bless' others to slowly make them as clever as you are.

-Eye of Evolution (200CP): The Lord of Change cares not if a mutation is beneficial or detrimental when he hands them out to his followers, only that it creates change. After all, change is its own reward, and the idea of evolution states that change either helps them or they fail to continue living. Yet that's hardly satisfactory, and you have sought to ensure evolution serves your needs by using the Warp to divine the kind of mutations and changes that might come about with factors you might induce. Even better, you could look at one mutation and figure out a way to cause it to become a more preferable mutation. Let change mingle with ambition.

-Storm of Change (300CP): In the days of ancient human history, there were tales of a vengeful god who brought plagues to a city. Plagues involving fire raining down from the heavens and scorching the city and those who lay within. If they only knew how lucky they were, to be facing simple fire rather than this horrific storm. Upon activation, a broiling storm forms above the ritualist which proceed to rain down reality-warping flames around them. Along with being able to burn through tanks, these flames have a high chance of inducing mutations upon those who are afflicted by the fire. This can include beneficial mutations, guided mutations, empowering and augmenting any mutations that already exist, or simply turning any into gibbering Chaos Spawn… all depends on your intent.

-Rubric of Ahriman (300CP): In the days following the Horus Heresy, the Thousand Sons was afflicted with a horrific, increasingly debilitating set of mutations that simply kept piling on. While Magnus the Red had a temporary solution, it was Ahzek Ahriman that managed to figure out a means to accomplish what he needed. He created the Rubric of Ahriman, and while it did solve the issue of mutations it had other side effects. Those with latent or active Psyker potential had their abilities tremendously magnified, but those who had no such talent were sealed within their armor and turned to dust, effectively made automatons to serve as mindless minions. For better or for worse, you have gained the knowledge of this ritual with a little bit of a caveat; you can choose to use this complex ritual to turn others into Rubric soldiers, or to grant the abilities of a Psyker into others. All is not yet Dust.

-Destiny of Tzeentch (300CP): While it is the Eldar who are often attributed to the skills of divination and seeing the strings of Fate, Tzeentch is without a doubt the reigning lord of this useful skill. It is a skill that has been blessed upon you, a splinter of his great being thrust into your eyes to show you futures that may yet come. Many times what you see is obvious, acting like a danger sense that allows you a chance to avoid danger. But by concentrating, you may truly see farther out and see major events along with how they may change should you attempt to alter the tapestry to your own design. In this way, it is a method to help you shape the future. Just be wary, for Fate has a habit of noticing when interlopers are too obvious and brutish in their machinations.



SLAANESH THE LORD OF SENSATION, SHE WHO THIRSTS

-Sensational Factory (Slaanesh Only): The Prince of Excess is all about trying new things to experience pleasures of the senses and the flesh. It ill matters how these things are procured or what form they take, only that it grants a great amount of these feelings. Of course, as time goes on and the senses of Slaanesh's followers burn out, they must indulge in greater and greater acts in order to feel anything at all, and this can come with its own effects. In your case, it is a mixture of what happens naturally and something unique. Firstly, should you take a significant amount of drugs then you might find that your body will start producing those very things naturally. The more drugs you take and produce, the more likely that you could start figuring out mixtures to create new kinds of drugs. Secondly, you seem to uniquely be able to experience a much greater amount of positives from what you take while reducing any negative side effect to nearly nothing at all while having little to no tolerance build-up should you desire it. The party never stops.

-Lord of Aesthetics (Slaanesh Only): To follow in the footsteps of Slaanesh is to chase the definition of perfection. It is a goal that seems to never be reached, but the pursuit of that goal is capable of transforming even the most unkempt and disgusting mortal into a being that is as terrifying as they are hauntingly beautiful. This even extends to the wargear that followers of Slaanesh possess, meticulously altering and shaping their equipment until it is as beautiful as they are. You share in this pursuit, finding that methods to hone your body or your equipment are tremendously increased in effectiveness and also seems to naturally lend itself to what you consider to be beautiful. This has the benefit of making the equipment effectively change to suit your fighting style over time, as well as creating a perfect tool to bring others to your fold. After all, pleasure and beauty is meant to be shared with others so all may experience it.

-Temptation (Slaanesh Only): The more pure and wonderful something is, the more satisfying it is to corrupt that very thing. The act of exposing someone to an entirely new level of pleasure or pain, to show them an entire side of life that could be theirs if they only take the plunge… it is something that few words can describe. Not only does it make you feel rather good when you manage to convince someone to indulge in acts of intense pleasure or uproot their own life to pursue perfection, but the importance of it directly impacts how much power you can get from it. A single mortal who sees the light of perfection may see little to no change, but entire groups or beings with much more significance or power would see a fairly noticeable increase in your chaotic might. Take joy in showing others what they could experience.

-Drug Synthesis (50CP): When one thinks of narcotics and drugs, they often think of powders or crystals or liquids. It's all fun and games get that heightened experience, but it begs the question of where those drugs come from. For some, it's from the plantlife. For others, it's from varying chemicals mixed in a laboratory. But should you really be so limited if there's no labs or plants around? No, and so you have learned to break organic beings (or their parts) down into varying kinds of drugs thanks to the compounds and chemicals they might produce. It's amazing how an organic being has so many different chemicals in their body, so in a way they make for great harvesting. As a caveat, any drugs you end up making will be noticeably increased in effectiveness.

-Skillful Acquisition (50CP): The pursuit of perfection takes many forms, and just as many paths. Perfection to one might be the most breathtaking sculpture, or the most bountiful of farms. It's hard to say, for perfection is a matter of the mind. Yet the one unifying trait that is shared among the followers of Slaanesh is the determination to reach that perfection. You may choose one mundane hobby such as engraving, or drawing, or fencing, or cooking, anything like that in order to see that skill elevated to significantly increased heights. You may take this option multiple times, to demonstrate the sheer obsession you have with this skill and how far you have taken it.

-Collected Nerves (50CP): As the old adage goes, 'what comes up must always come down'. There's a reason they call it a drug high, and when it comes to the heights that Slaaneshi attempt to reach it just makes the crash that much harder. It's enough to drive others mad in their own way, and that's why you've had to adapt to this lifestyle. When taking drugs or doing anything that gives heightened experiences or senses, you'll find that you can handle the sudden boost easier while reducing the withdrawal symptoms to negligible levels. One might be wondering what the point of that is, but imagine drinking gallons of alcohol and waking up with no hangover if you want to see the benefit.

-Heightened Sense (50CP): A common side effect of going into the Prince of Excess' service is the changes it has on one's perception of the world. Where a loyalist may only see a slab of gray, a Slaaneshi may see the cracks of red and black that lay underneath. Where a loyalist may hear a simple song, a Slaaneshi may hear more subtle noises of the instruments creaking to create that music. In short, their senses end up increasing significantly to keep up with their pursuits of perfection and pleasure. You may purchase this to give a decent, all-around boost to your senses or instead crank a single sense to a more noticeable level. If you felt like trying new things, you could instead use this to gain a new sensory perception like tasting gamma rays or smelling dark matter! This can be purchased multiple times.

-Slithering Friends (50CP): It's almost fitting, that the Lord of Temptation is fond of snakes. For a considerable length of human history, the visage of the snake has been seen as one of corruption and temptation, one that turns others from the light and into the fires of passion. As such, the visage of the snake shall be yours. You are capable of training and breeding snakes to be faithful allies, going where you need them to be and assisting in mesmerizing those you come across to help your honeyed words reach their ears. As a beneficial side-bonus, not only can these snakes be made quite large if you wish but their scales can take on a colorful, almost luxurious shine to them that makes it difficult to look away while aiding in your attempts to sway others.

-Mark of Slaanesh (100CP): Taking the form of a perfectly formed mark upon the body or hidden upon the soul, this mark shows the favor of She Who Thirsts and all the benefits that come with. Along with a powerful Warp Scream which can disorient foes as you shriek in their direction, this mark also imbues the bearer with a supernatural visage that can distract your enemies and leave them ripe for the culling. Unnerving to many but no less alluring, this amplification of appearance aligns itself to what the bearer feels is an example of beauty, then implements it to a much greater height. If that does not please you, it can instead make you eerily androgynous to the point of uncertainty, which is a beauty all in itself.

-Going In Loud (100CP): The quiet offends Slaanesh. Quiet means nothing is happening, quiet means the joys of pleasure and indulging senses are not being achieved. Therefore, things need to become loud, and you shall be the one to make it loud. Your body has become quite resistant to powerful soundwaves and makes it so you will never go deaf from the noises that you make. As a bonus, you have very high skill in the weaponization and projection of soundwaves in such force that you could liquidize organic beings or shred tanks in front of you. Give praise to Slaanesh through sound.

-Speeding Along (100CP): It is not enough for beauty to be cultivated and honed over the course of years, nor is it enough to show that beauty to others so that they may see what is but a fraction of the Lord of Sensation's ways. The beauty must be protected, and so you have taken a page from the Eldar race that Slaanesh was born from and have honed your reflexes to a disturbing level. Dance around like a ghost on the battlefield, with such speed as to dodge bullets coming your way. Or engage in swordplay that could see four swings for every one of the enemy. Let beauty be protected.

-Aura of Lust (100CP): There are unfortunately some people in the galaxy that do not take kindly to the base urge of wanting to be happy, who try to bury everything down that they could indulge in. They contain these base desires and wants, their curiosities of the flesh and the sense. If only they had someone who could help them. Someone like you. You can create an aura around you that can slowly erode away these mental barriers, coaxing them into admitting what it is they want or even having them give in to the impulse of wanting to engage in what would make them happy. Whether it's that one last shot of alcohol, or finally caving in to stabbing themselves with that syringe to partake of its contents, you can help them get there. It's only a matter of time.

-Euphoric Rush (100CP): What's the point of pursuing perfection and pleasure if you're the only one who feels it? What's the point of being the only one who enjoys things at a party? There is no point, it's akin to a candle in an open room. Better to turn it into a blaze and let the fires of passion consume everyone. You can do this by making it so those around you get a much greater rush or high when they're around you, making a drug that gives a slight boost in pleasure become a high so great they could swear they were seeing the faces of the gods. You could turn just about any pleasurable act into a higher form of itself, and even imbue someone with that heightened sense of pleasure for a period of time. Just be prepared for when it fades and they come crawling back to you, seeking that pleasure again. Unless of course, that is what you want…

-Shifting Pleasures (200CP): The flesh is something of a double-edged blade when it comes to the whims of those under the Lord of Sensation. It can allow for so much to be done and experienced, discovering untold paths of bliss that many mortals can only dare to imagine. Yet there is only so much that can be done with the body you are given. Only so far you can go without altering it. The Flesh-Shapers of Melancholia spit in the face of this limitation, and so do you. Through the power of the Warp, you may alter flesh as though playing with soft clay. Whether it is knitting muscle tissue or neural synapses, your medical knowledge from this power can only increase dramatically as you work forward to create perfect beings. If you're feeling especially heinous you could use this to turn someone into a living biofactory of pheromones, stimulants, and spare organs to pursue your desires.

-Bursting Vaults (200CP): It is one thing to pursue the path of pleasure and bliss with all of your might, but it is another to actually do it. Contrary to what many may wish, it is still a materialistic galaxy with heavy requirements on resources and wealth. To have the means to obtain what you want, you must be wealthy beyond compare. You will find that it is much easier to acquire currency or valuable materials, collecting hordes of wealth in a shorter time span to gild your life in a way that you deserve. It is significantly easier to acquire items and luxuries that are higher quality than most, to ensure your lifestyle is nothing short of resplendent. If that wasn't enough, you also find it easier to tempt others to follow and serve you the more wealth you possess, in hopes of becoming as glorious as you.

-Techniques of the Night (200CP): To experience bliss and pleasure is to experience the true glory of Creation, to understand what it means to live. It is how one cries out against the cold and uncaring universe to show that you are an entity that is worth noticing. But pleasure can be shared, and such things are the beginning of what makes the phenomenon known as love thrive. It is the pursuit of love that you have mastered, gaining a very large charisma boost with an intimate knowledge of what to say in order to enflame the passions of the heart. Words to entrance the mind, exact detailing of how to move or how to wear certain outfits to capture one's sight. Love is a battlefield, and you are its five-star general.

-Sides of the Coin (200CP): What is pain, really? What is pleasure? One is supposed to tell us that we are being hurt, while another tells us that we're feeling good. Yet there are some who seem to take pain as pleasure. It is the way of the Slaaneshi to seek sensory experiences, and many times the act of pain can bring pleasure as new experience is brought about. It is also the way of the Slaaneshi to take things one step further, such as this optional ability to make yourself and those around you experience pain as pleasure, or pleasure as pain instead. The feeling of one's arm breaking and reshaping itself could be a blissful moment of ecstasy, while someone taking a euphoric drug could feel like their veins were on fire. Let them experience things.

-Light of the Soul (200CP): When someone is in the throes of bliss and sensational delight, it's obvious beyond seeing it on the flesh. It is a state which makes one soul go from a simple candlelight to a state so brought it is as if a star was being born. It is that light which can sustain you. When near those in intense pleasure, you can feed off of that light and find yourself invigorated as your own soul accepts that brightness. Energies will recover faster, hungers will be sated, and bodies are well-rested. Even more surprising is how gorging on this will let you store this light to temporarily empower your abilities dramatically. Make it a pleasure to meet others.

-Armor of Souls (300CP): For every pursuit of perfection and pleasure, there always seems to be ten others who try to keep you down. Who tell you to know your place and that it's not good for you to want to feel amazing. Who are they to tell you that you can't do it? They're dead, that's what. When killing others personally with handheld weapons, you may see to it that their souls coalesce and become entrapped as a form of armor around your person. The more numerous or powerful the soul, the stronger the armor will become as it takes a form of your desires. The armor will augment your senses and reflexes while being self-repairing, so long as it has souls to use as fuel. More concerning is that you can take the appearance and voice of any who are still trapped to let someone's guard down. Let the mistakes of the ignorant only be made once.

-Haunting Visage (300CP): Gazing upon the face of Slaanesh has caused untold numbers to be lost to their whims, their beauty one of immeasurable perfection. It is this beauty that makes Slaanesh and their followers so terrifying, as under layers of beauty is often a callous and cruel being willing to do horrible things to maintain that beauty. It is not always the case, but it is often. As a follower of Slaanesh you have been blessed with a tremendous amount of beauty and grace to your appearance, with perfect hair and a body sculpted to your exact whims. You may even find the energies of the Warp granting supernatural aspects to make you look grand, like glowing hair of a different color or metallic tattoos upon your skin, or even wings of light. It is enough that many will find themselves terrified at how gorgeous you are, while also experiencing joy and bliss just looking at you, unable to truly focus on any harmful act towards you. But it is ill to be the only one beautiful, and so if you wish you may project an aura that will slowly make others become just as beautiful and glorious as you are while feelings of pleasure accelerate the process. It shall be a glorious life you lead.

-Eternal Thirst (300CP): It was by the Eldar that Slaanesh was birthed into the Galaxy, and it is the Eldar that will forever be haunted by this mistake. Every day their souls are gently tugged and drained, and while the Eldar have their own way of dealing with it, the Dark Eldar continue to engage in worse actions to ensure that they keep their souls. While you are no Chaos God, the Soulthirster has imbued you with the barest fraction of their thirst to spawn this dark ability. You may find a person to be voluntarily marked, their souls claimed by a deal with a devil (that's you, by the way) to make them far better at their hobbies and desires, to make them more charismatic. Alas, that's where the caveat comes in. Over time they will experience a growing emptiness as they must pursue greater levels of passion and pleasure to stave off the effects, until they can do it no more and their soul is consumed by you. But there's another way, and that's by the afflicted making the same deal with others so that you feed on their souls instead to reduce the strain on them. In due time, your thirst shall be sated.

Each soul consumed provides energy and strength much greater than a normal soul, which can be used to improve your fleshcrafting and pleasurable acts along with your ability to pursue any passions or arts you have. If that does not please you, you can instead use those souls for 'Armor of Souls' if you bought it.



NURGLE THE LORD OF DECAY, MASTER OF PLAGUE AND PESTILENCE

-Circle of Life (Nurgle Only): Death arises from the flesh of the living, but it is new life that springs from the bones of the dead. It is this inevitability that the Lord of Decay has embodied, and an inevitability that is spread to all his followers. Death is nothing to fear, for life shall form from death and let the cycle begin anew. You are capable of taking corpses and rotting life, take the sick and the diseased, and break them down to cleanse the area around you and leave it a clean and pure location. From there, you are able to infuse the very area with what you have collected in order to create a veritable explosion of new, stronger life to form and take hold in order to take their turn in this great stage of Life as its new actors. Let the old make way for the new, but everyone gets their share.

-By Any Means (Nurgle Only): Life, and death. These are the two states of existence, and to overcompensate on one means that stagnation and the inability to change will take an unhealthy hold on the world. Yet for those who are living, death is something to avoid by any means. Any form of existence is preferable to these beings, as it means they can stave off dying just a little longer and keep their existence. It is not the way of things, and you shall remind them of this fact in the ways a father reminds their child of how rules work. With a single touch you can begin the sudden acceleration of entropy and decay within a person or item, causing them to rot away as the natural course is pushed along. Powerful beings may have defenses, but the majority will only be able to delay the course of entropy. It is the way of life to rot and make room for new life. The selfish must be reminded.

-Foster Father (Nurgle Only): All life is to be cherished. It doesn't matter if that life causes pain to others, or can destroy entire civilizations. It is life, and everyone deserves their turn. But sometimes a caring personality and a strong hand is needed to ensure that no one is selfish, and that everyone gets their share. That someone is you, your body a veritable factory of viruses, diseases, and all manners of horrific pestilences that can be unleashed with the spread of body fluids or any other way to deliver such things from your form. Your body will accept new donors of these diseases, and allow you to alter and modify these afflictions within yourself to give rise to a whole new breed of life to spread across existence to show how much you care for life itself. This patience and kindness towards all living things has also given you impressive parenting and child-raising skills, as befitting of a proper Plagueparent who can be watchful to all.

-Jovial View (50CP): If everyone is going to die eventually, then is there really a point to being angry about it? If it is inevitable to succumb to entropy and watch the universe die, then spending it in sadness is a poor way of doing things. Why worry about what you can't change? With this in mind, you'll find it's much easier to stay happy and worry-free even with the grim darkness of the world around you. Friend died? It sucks, but there's new friends to be made. Someone shot a hole through your arm? It was a nice shot, all in all. This attitude is even infectious to a degree, helping others rise above their depression or worry.

-Truckin' Along (50CP): All life is deserving of a chance, even if it must succumb to the embrace of death eventually so that new life may take its place. After all, nothing lasts forever… but the Lord of Decay enjoys the idea that others live a full life before they die, rather than aberrantly staying past their time. That is why with his blessing, your equipment and materials last significantly longer than usual and can handle a large amount of damage while still functioning as though it came fresh out of the factories. They could look rusted and ready to fall apart, or even appear as though they have been rotting for centuries… and still function. All things must die, but that does not mean they have to die easily.

-Timely Manner (50CP): Grandfather Nurgle is a patient one. He sees the folly of the Corpse-Emperor and his attempts to preserve the stagnation of humanity. He sees how despite the frailties of life, so many beings try to keep to the warmth of existence despite the flames flickering and risking burning them all. Yet he does not chide them. He does not show anger at their futile attempts. This is because he knows when they will all die. You too will understand when something will die, having a good idea of when someone will perish or fade away into the embrace of death. As their time of death gets closer, your sense will become more accurate down to even the very second. You won't know how they will die… but does it really matter in the end?

-Green Lifestyle (50CP): Life takes many forms, as it is both fleeting and fertile. Something like a forest animal has all manners of life inside of it, and when it dies new forms of life will spring from its warm corpse. Other animals may feed upon it and renew their own lives as well, until they too die and the cycle begins anew. However, the important thing to consider here is that life can be repurposed and used for other means. Those eyes might make good lens replacements for that rifle, and those muscle tendons would be good for making the chamber move. Why, you could keep this up as you found suitable parts, making your equipment look like monsters in their own right. After all, from death springs new life.

-Crawling for the Buzzwords (50CP): The Lord of Decay has a thing for insects and maggots. They who feed upon the corpses of those who have fallen from inevitability, who flourish when the natural way of things runs its course. In a way, they are a symbolic representation of how death can feed into new forms of life. Now you too have found joy in this way of thinking, being able to grow and breed various insects to not only grow larger than expected, but also be loyal to your whims as you allow them to swarm the fields of battle like one of Nurgle's loving plagues. You can even learn to mix and match traits… or breed them to achieve symbiosis with other humans. Almost like a living Hive, you might say.

-Mark of Nurgle (100CP): Taking the form of a physical mark corroded into the flesh of the bearer, or hidden upon the soul, the Lord of Decay's mark is a symbol of Nurgle's greatest followers. It is a symbol of death and decay, letting all who see it know who are among the masters of such a domain. Those who possess such a mark are blessed with a resounding resilience, being able to walk and fight even if their innards were spilled out and they were missing half their body mass. Furthermore, any physical strike the bearer makes upon a target can spread Nurgle's Rot should they choose, turning any fight into an unyielding nightmare which will haunt witnesses to the end of their days.

-Pompadour Tools (100CP): When one thinks about it, the body is like a machine. Intestines for tubes, blood for oil, brains for cogitators… sometimes you need to use what's available. Sometimes you need the parts. The Lord of Decay understands, and has given you great insight on how to use the death of others to bring life to your machines once more, using flesh to repair or enhance equipment you possess. Bone can replace a Bolter's case, hardened skin to replace tank treads, and so much more to ensure that Nurgle's children are not found wanting. With enough 'replacement parts', the equipment could even become alive over time…

-The Long War (100CP): While the other Gods seem fit to scheme and slay and seduce, the Lord of Pestilence knows better. He knows that nothing lasts forever… nothing matters. Your mind has been attuned to this unalienable fact, and such things as boredom or impatience never bother you anymore. Days, years, even centuries could pass by and you would be as content as ever, all while your mental faculties do not diminish during this time span. This is because all life eventually fades. All things come to pass, and all things must end. You simply have to wait for theirs to be in the right spot before you give it a push.

-Slow March (100CP): Take your time. No rush. Why make it a point about time when time is on your side? Either you reach them eventually, or they freak out and come to you. Either way, so long as you keep to a slow and methodical walk the Lord of Decay will bless you with practically endless stamina and unnatural protections, letting you walk through places you could not normally survive. Whether it's the poisonous swamps of Death Worlds or the cold vacuum of space, you will not be hindered. Walking through the rotting corpses of your kills, you will not be hindered. Those who share in your pace and consider you a friend… they will not be hindered.

-Potion Professor (100CP): Good news, everyone! The Lord of Decay has just unveiled the gift of concocting for his prized children. After all, every great pestilence and disease has been carefully brewed in Nurgle's own cauldron, with all the love a father could ever give to those who need his love. With a fraction of his mind placed within you, your ability to concoct and brew various potions and infectious liquids are improved considerably. Effects will be stronger and significantly more difficult to resist, and can be altered to have a slow burn or delayed activation. After all… sometimes everyone just needs time to accept that they are loved.

-Teotl Touch (200CP): From the bones of the dead, new life will spring. At the same time, death will arise from the flesh of the living. It is an eternal cycle, one that will never be truly escaped. Nurgle embodies this concept, and with a special concoction that flows through your blood you are able to embody this concept too. With a drop of your blood, corpses and body parts severed from a person will explode with life and become their own being. It could be a slew of fungus, or the arm becoming a horde of insects, or a new and unique creature in its own right. Should you choose, you could do this to your own severed body parts if your lust for life is so great. The Cycle Begins Anew.

-Reconditioning (200CP): As much as it pains the Lord of Pestilence, there are some virulent concoctions and infections that are not a product of his love. They are lifeless, devoid of any purpose outside of meaningless pain and misery. That is not the way of Grandfather Nurgle. That is not your way. That is why you have been shown the true path of love, able to reconstruct and alter other pathogens to be more beneficial and useful to those who are infected by it. It's optional if you want to leave in some of the worst parts, but… why would you want to remove those pus-filled boils from that virus that grants super strength? Without the visage of death, one cannot truly love life. Love conquers.

-Valley of Death (200CP): Those among the ranks of the Lord of Pestilence know of love, compassion, and joy. They know of spreading Nurgle's glorious word throughout the cosmos. As such, they know no fear. Neither do you. Any fear that the enemy could attempt to bring upon you is practically null, for you know that deep down you are loved for who you are. Attempts to intimidate you won't really work, and it would take the greatest of sorceries to forcefully make you feel the icy grip of terror upon your soul. This bountiful joy has spread to your comrades too, those around you gaining significant morale and resistance to being scared so easily. Teach them what it means to be one big happy family.

-Donner Party (200CP): There's nothing wrong with recognizing the bountiful potential of life itself. There's also nothing wrong with using the death of others the fuel the lives of those who continue to exist. That would namely be you, and the benefits that the Lord of Decay himself has given you. By consuming the bodies of the fallen (or those yet to be fallen), you can regenerate wounds and stamina very quickly while temporarily increasing your resilience even further than it currently is. By how much? Well, it depends on how many you consume along with how much damage you are taking at the moment. A party of one is just no fun, after all.

-Warp Doctor (200CP): Yet even the Lord of Decay realizes that he cannot have his loyal family and followers perishing on a whim. In order to bring death, there must be life. Therefore, until the Great Game is over there are some who must be held from the embrace of death. You are one of the ways Nurgle keeps his mortal forces alive, the Warp itself guiding your hands with a frankly absurd amount of medical expertise and knowledge. Alien biology becomes as familiar as human biology disturbingly quick, and the things you could make a human body do in order to stay alive is ridiculous. Engineer it to regenerate, or grow redundant organs to improve a person's ability or defense, or even turn them into a living bio-weapon which activates to an organic trigger as innocuous as chocolate. Rejoice, for the doctor is in.

-Power of Pox (300CP): It brings sadness to Lord Nurgle that there are those who would reject his gifts and crawl away to the baleful light of the Anathema. All he wishes to do is bring his love and compassion to those who deny the rightful death of creation to bring about a better one. Alas, there is a saying: Spare the rod, spoil the child. You have your own rod, a modified form of Nurgle's Rot that can be spread from you like a miasma. Those infected initially will become Poxwalkers, infected zombies of greater strength and durability than humans. The cruelness, however, is in how it preserves the consciousness of the host as they're forced to watch their body move… and how it affects those they attack. Survivors of the Poxwalkers may find themselves slowly turning into more Poxwalkers, or see their flesh bloat and swell to cartoonish sizes before exploding into swarms of Nurglites… at least unless they pledge themselves to their new Grandfather to finally accept his love.

-Power of Love (300CP): Love is the gift that keeps on giving. By loving others, you encourage them to love additional people in kind. Through the love of Grandfather Nurgle, anything is possible. That is why by the power of the Warp, your infections have something of a unique trait; strength in numbers. The more people that are infected or altered by your pathogens occupy an area, the stronger that they will get. Two people might not see much, but ten could become something more… to say nothing of a hundred, or a thousand. By allowing them to love others as much as you love them, they will grow stronger in this love. They will bring the love of life to everyone… by introducing the love of death that your harmonious infection shall bestow upon them. Praise be to the Lord of Pestilence.

-Family Heir (300CP): For one to be a Grandfather, one must have children who has had children themselves. It doesn't need to be actual blood relations, merely the representation and symbolism of family can be enough to instill those sorts of bonds upon a group. Through Life, Death is born. Through Death, Life Springs. In a sense, we are all family in some way… and you are one of Nurgle's favored. Through the power of the Warp you may instill the very essence of the Immaterium in a location or ground in order to make it a perfect location for brewing various pathogens or virulent flora. They will be strengthened, and very difficult to cure if possible at all… and they will be brought into the world by you. It's not as big as Nurgle's Garden… but it is a start. The more you crossbreed and introduce new pathogens to this place, the more your love will produce a myriad of new bounties.



CHAOS UNDIVIDED

-Uriah Gambit (Undivided Only): The Neverborn of Chaos tend to get a rather bad reputation due to how the Gods work against the Imperium of Man. They're called monsters, daemons even. But you? You would call them angels, symbols of the Gods' divinity and care for the Materium. Some might look at you with concern at using those labels, but that's because you know the nature of the Gods better than most. With your knowledge and articulate means of expression, you'll find that you're quite capable of showing others the facts and presenting another side of things, being persuasive enough to convince others to follow the same paths you do with considerable ease. Some might ask what happened to those who join your flock. You can answer that Revelation happened.

-Cult of Personality (Undivided Only): The Gods feed off of emotion. Every thought, every feeling, every ounce of what makes a human… well, human. It can make fighting Chaos something of a lost cause, for to deny the Gods would be denying humanity itself. Yet there is another side to the antics of those in the Immaterium. I speak of faith. Faith is just as powerful a sustenance as emotions, perhaps more so, for faith is merely intense emotion directed towards a single subject or entity. Your understanding of faith is great, letting you understand not only how to invoke faith in others and rile others up to start believing in something, but you can also find ways to convince people of other religions that what they worship is merely a facet of the religion you are championing. Praise be to the faithful.

-Primordial Truth (Undivided Only): Despite the Great Game, despite all the war and strife and disorder that lies within the forces of Chaos, there is but one truth that is shared among them. A single truth that echoes throughout all of the greatest offensives that Chaos has conducted. That truth is that sometimes one must work together to achieve great things. Though it may be unlikely, the Dark Gods have given you a strong sense of being able to find their strongest warriors, or followers who possess the greatest gifts among them in order to forward your agenda. You will also possess a sense of what it would take to convince them to aid you in said agenda, even if it's likely they would be a problem afterwards. After all, when it comes to riches or toppling a powerful force… we are all on the same side.

Yet as you stare at these boons, there is a nagging feeling in the back of your mind.

This is not the only choice.

Undivided is meant to be what happens when Chaos is worshiped as a whole. It is not merely some fundamentalist side, nor is it the side of rejects. Nay, there is a reason the Black Legion of Chaos Undivided have held the most renowned of Black Crusades. There is a reason they are the ones who organize the impressive undertakings that leave the rotting Imperium quaking in their rancid boots.

But to organize them all, one should have all the signs of favor. What good is a leader without proof of leadership?

Should you choose to forsake the freebies of Chaos Undivided, you may gain the Marks of the Four Chaos Gods along with one 50CP choice from each of the Four Gods. These Marks will have greater potency than normal, and will work in unison of each other to show that it is you who is the one that will guide the Imperium to its death. It is a risky gamble to place yourself in center stage so soon in such a manner… but there is no reward without risk.

Let the Galaxy Burn.



-The Logic of Logistics (50CP): It is said that there is a method to madness, that there is no such thing as true chaos. In everything, there is an order. Many would consider this anathema to Chaos itself, but there is no Game without rules. There is also no war without resources to fight those wars with, and you have quite the mind to keep those resources reviewed and accounted for. Not only do you have an intricate knowledge of what supplies and materials your forces need to continue marching but you also can figure out what would be the most efficient way for your troops to acquire said resources. To win a war, you must first know yourself.

-Inherited Inventory (50CP): As strange as it sounds, Chaos is not so much an anarchy as it is a meritocracy. It's true, there's a reason that Chaos is directed by legends and demigods whose names strike terror into the hearts of the Imperium's stagnant capital. Of course, this will inevitably mean that there will be enemies and treacherous underlings who wish to slay you to make a name for themselves, or simply to reap the rewards. This is where turnaround comes into play, with the Warp affecting the equipment of powerful enemies you kill. How so? Their equipment will reshape themselves to fit you if you equip them, fitting perfectly with your fighting style along with causing stories to spread on your new war trophies. Crusades have been waged for less.

-Chaotic Charm (50CP): Every day the Imperium does its best to exile or execute anyone who does not fit into their cookie cutter brand of a society. Anyone who does not bow and submit to the faith or the firing squad is deemed the lowest of the low, unfit to stand in the light of the God-Emperor. That's why Chaos can be so appealing to those who feel discouraged or cast out… and why you're appealing to them too. People will get the sense that you would accept them for who they are, that you will not judge them for not fitting into society. It's up to you how you use their desire to belong.

-Fetishist (50CP): Icons. Symbols. Runes. Brands. Marks. One could go on, but the point of all of these are simple: They serve a purpose. In a way they are rituals of their own, embodying meaning and a sense of awe to those who admire what they stand for. They also can serve as a tool of fear or hatred to those who dare not dream of a world where these symbols are marching upon their door. It's a part of why Chaos does so well, with the emotions such things can spark within any who gaze upon the symbols and come to interpret it depending on how they feel. You understand this all too well, and are capable of forging various charms and items to bear these symbols that can't help but draw the eyes of those who would enjoy what they represent. It could also bring enemies upon you, but why should the faithful have fear?

-Adorable Abominations (50CP): The dreaded Chaos Spawn. A symbol of what happens to those who fail the Ruinous Powers or become too greedy for their own good. After all, not everyone is capable of withstanding the gifts that Chaos can bestow upon them. They are seen with disdain and hatred, the elephant in the room for aspiring champions-to-be. Yet certain ones could be… cute. Through very careful applications of Warp energy, you've learned how to create and breed functional chimeras that are larger and hardier than the sum of their parts. They may not be seen with joy to some, but you know these little sins against nature just want a hug.

-Sermons of Faith (100CP): They say that words can never hurt someone. Those who say such things are also idiots for ignoring that something capable of persuading and healing is capable of hurting someone at the same time, but that depends on how you use them. In your instance, you can use those words very well in speeches, rants, and sermons that are as powerful as they are eloquent. Within a half-hour you could get a large crowd if you were just speaking and rambling, but when you start adding physical proof to your speeches? Your influence will spread like wildfire, and that's before you use broadcasting equipment. Shepherds must tend to their flocks.

-Expensive Omelets (100CP): They say that in order to make peace, that there must be disarming. That both sides must put down their weapons and join together if they are to progress into a new age. Clearly, they're confusing 'peace' with 'quiet'. Rather than giving in, you've learned how to make others give out. Reviewing an approaching army or a large fortress will instinctively let you find their weak points as well as figure out how to use what you have to take advantage of those weaknesses in order to make them pay for presenting such flaws to you. They want peace through unity? They'll have to see that unity comes from strength.

-Tag and Bag (100CP): When one actually sits down and thinks about it, Abaddon's Black Crusades have really just been glorified milk runs. After slamming through Cadia and going past the planet, the Black Legion have often allowed their forces to fragment and split while they rush off and plunder the items of their choice. Of course, the Imperium usually mobilizes when this happens, so time is of the essence. Time you can now milk for every second it's worth, being able to find and secure the items you're specifically looking for in record time. Bolts seem to pop off more easily, loot is more easily secured, and your forces tend to be a bit faster when specifically plundering resources. This could give you the spare time needed to make a quick getaway, or grab that additional item you didn't think you'd have time for.

-Line Up (100CP): Overconfidence and hubris have been the death of many Champions, friend. When one overextends their forces or assumes too much, it can lead to a nasty blow with the faults snowballing into catastrophic destabilization as it all comes crashing down. When that happens, who do you think is going to pay the price? Hint: It's you. You are only as strong as your weakest link, which is why you have a very accurate and detailed idea of what forces under your command are capable of. You know what they can deal with and what they can't, as well as the firepower and tactics they can bring to bear upon the enemy. That knowledge is very useful, so be sure to put it to good use.

-Memory of Hate (100CP): The Horus Heresy occurred a little over ten thousand years ago. It was an event that changed the Imperium forever and left it on a course of stagnation so great even Nurgle wants to put it out of its misery. It also led to forces who still hate the Imperium to this very day. Such hatred is something you can cultivate in others, riling them up to go wild with emotions and abandon to be guided by you. After all, those who have been slighted by others will be so very quick to hate them. Even if they haven't, you're very good at finding things to make others hate and become eternal enemies who wish to see it all burn. Let the hate flow through you.

-Demonic Fortress (200CP): Anyone can make a castle or a pile of stones and call it a fortress. A few others can maybe find a nice cliffside or a bottleneck and construct something half-way decent in them. But few can truly make a daemonic fortress of *perpetual pain*. Your skill with creating such fortresses is rather significant, with all the nooks and crannies needed to ensure a powerful defense that could last years of siege tactics even before you start considering the terrain to start building your fortress. You could even terraform the local surroundings to assist in creating quite the location to ensure that all but the mightiest of forces would crash against it and be broken. Just be sure you still know how to get inside.

-Loot Train (200CP): As stated before, speed is often of the essence when it comes to instigating Black Crusades under Abaddon's baleful eye. Along with infighting and other portions of one's forces getting distracted by personal objectives, there is the forces of the Corpse-Emperor to deal with. That's why every moment wasted being in one place for too long is one second extra that the Imperium can use to bring aberrant fire upon your head. Upon purchase, your forces are not only capable of obtaining their ill-gotten gains significantly faster, but the more loot your forces acquire the less likely they are to lose momentum or cohesion. After all, riches and spoils makes for a powerful motivator, and they know they will get more so long as they serve you.

-Authority of Asskicking (200CP): As mentioned before, Chaos is more like a meritocracy rather than an actual state of anarchy. The stronger one is, the more power and influence they command among the flock of the Ruinous Powers. If someone ends up toppling another leader, then they were never truly fit to lead. Yet this can lead to some concerns if one surrounds themselves with weaklings who are unable to carry out your will. With this, it is no longer the case. Ranks mean everything in your group, with those in the higher rankings growing in skill and power according to how much they had before joining you, to not only manage your forces in your absence but also to carry out your will. Just be wary, as a taste for power can sometimes leave the uninitiated to desire more of it.

-Tranquility (200CP): One man's faith is another man's corruption. But really, what is corruption? It's often viewed as the degradation of something, or a departure from what is pure and innocent. But in the days before the Unification Wars, they had stricter definitions of what counted as innocent and what counted as corruption. You understand how these definitions came to be loosened, and how corruption can slowly weed its way into even the brightest of hearts. From there, you can introduce and guide what others see as corruption to influence the masses to loosen their standards closer to your own, or even ward yourself and those close to you from that which may corrupt your own ideals and goals. After all, one man's faith is another man's corruption.

-Power of Faith (200CP): Churches. Scriptures. Statues. Murals. All of these things are able to generate powerful emotions within the faithful, and provide a sense of reverence to those who are not. Even to those who despise the religion in question cannot help but feel strong emotion at witnessing what they feel is disgusting or blasphemous. This is why in the Imperium and the Ruinous Forces both, there is a strong sense of religion and faith in architecture and weapons. Through the Warp, you can reshape weapons, armor, equipment, and even buildings to reflect your teachings and your faiths to create a large amount of faith and reverence in your followers, increasing their morale and dedication to the cause while bringing a tide of curious people ready to be taught. Strength comes from faith.

-Corruption of Champions (300CP): Daemonhood is considered one of the ultimate rewards for the Ruinous Powers to present to their followers. It grants a great amount of power, immortality, and the ability to raze entire worlds under the might of their heel. More importantly, it allows one to be answerable to no one save the Gods themselves. You are not there yet, but your pursuit of this path has taught you much. Evil creatures and creatures similar to daemons will find it impossible to sway your thoughts lest they were as high as a God over a mortal, meaning rituals and deals with such entities carry far less risk for you. Even more, your authority and influence over them has been raised considerably for a mortal, letting you command many lesser Daemons and even find peers among the stronger daemons… and that's just as a mortal. Imagine the command you could hold over them if you weren't mortal.

-Dark Imperium (300CP): The Black Crusades of Abaddon were successful not only because of their size, but also because the Warmaster knew his forces well. He knew what they cherished, what they despised, and how each of those factors would determine how they acted. Any potential successor of Abaddon would do well to keep this in mind, and now you have. Your ability to manage and direct larger forces have become almost absurd, as if the Warp itself were whispering the secrets of their souls to you. You know what your forces are doing, how they are faring, and where best to direct them. You also know when your allies are likely to splinter off, which would allow you to easily plan around their sudden yet inevitable pursuit of independent goals. No self-respecting Warmaster would have gotten this far without taking advantage of how such forces act.

-Crimson Path (300CP): It is one thing to be able to manage and direct a powerful force to see the galaxy before you burn in the fires of the Immaterium. It is another to finally start the crusade and finally wrangle everybody together. It's much more easily said than done; getting together forces of such varying and conflicting ideals for the sake of cooperation can often be akin to trying to wrangle together Chaos Spawn born from felines. Yet you have a way with words, and a way of providing the sales pitch, so to speak. By playing to their hatred of an enemy or allure of riches, you can at least get others to sit down and listen to your plan, along with having a much higher chance of getting them to cooperate with each other for the duration of the campaign should the plan have a chance to succeed. It's a risky gamble… but fortune favors the bold.

COMPANIONS OF CHAOS

Surviving in this cold, desolate galaxy with enemies on all sides can be something of a concern. The disgusting Xenos that are spread among the galaxy would rather shoot you on sight provided they weren't going to use you for their own purposes first, while the short-sighted whims of the Imperium means anyone under their baleful light will want to kill you in vain attempts to 'purify' the galaxy of you. That in of itself should tell you how foolish their views of the Dark Gods can be. Even then, you're not safe from the other servants of the Gods, for they all scheme and conspire to do whatever it takes to curry favor. For many, this is not limited to infighting or assassination.

For a price, you could get that help. After all, attacks on the bloated corpse that is the Imperium requires cooperation.

-Warband of the Void (50CP+): Should you be the only one to arrive, hurled through the Void and placed here for the sake of Gods who seek a powerful ally in the battles to come? Hardly. Who better to help you than those you know and care for? Using this option, you may import or create a companion at 50CP each, up to 200CP upon which you will be able to import or create up to eight of your companions to arrive here with you. For an undiscounted +100CP surcharge, you remove this limit strictly for importing companions. Each companion is capable of choosing a Patron of their choice, obtaining the freebies of that Patron along with 800CP to spend for skills and abilities. For an undiscounted +100CP surcharge as a human, you may make any number of them an 'Adeptus Astartes' instead of a 'Human' for their background. If you have already become an 'Adeptus Astartes' then this cost is negated and you may make your companions the same for free.

-Canon Companion (200CP): Well well well. While your coming was foretold, there may have been one who paid closer attention than most at the finer details of such an event. It's likely why this particular entity was waiting for you at the site of your arrival, with a simple proposal: Allow them to take part in the bounty of your inevitable quest, and they shall follow you. This entity can be any human or Adeptus Astartes that has served within the ranks of Chaos. Primarchs are exempt, as they have their own agendas to pursue in this world, and should it be a person who has obtained glorious Ascension you will obtain them how they were before… such things as 'Time' are fluid like the sea in the Immaterium. Strangely enough, Warmaster Abaddon seems to be completely absent from this offer as well. Perhaps he feels he is too good for you.

For the next few options here, the rules will be different. Anyone of any Patron can choose the options below, but those who share the same Patron will find companions of similar loyalties discounted at a 50% reduction in price. You may also import companions into these roles if you wish.



KHORNE THE BLOOD GOD, LORD OF SKULLS

-Kate the Guardsman (100CP): No one knows where this woman came from, other than that she was an Imperial Guardsman who had gained Khorne's favor by slaughtering her entire Regiment personally with nothing but a Lasgun and her helmet as a bludgeon. Ever since, she has been traveling from world to world in pursuit of blood, spilling rivers at a time in service to her God. Curiously enough, she has a side goal of finding what she considers to be healthy and enriched blood, and so she prioritizes Paradise Worlds and Psykers when she can to slaughter them. Whenever asked on her purpose in doing so, she will raise a mug fashioned from an Astartes helm and mention that every cup of coffee must have its cream. Kate comes with all of the freebies for the 'Human' background and the 'Khorne' Patron pool, as well as 'Perfectly Innocent', 'Dominant Dedication', 'Martial Mastery', 'Heart of Ice', 'Rage Everlasting', and 'Furnace of Eternal War'.

-Bob, the Scourge of Evras (200CP): No one has heard of the planet Evras. There are rumors that it existed, a powerful Forge World before this Khornate Berzerker arrived and scoured it so thoroughly that it was lost to the sands of time itself. At the same time, it's uncertain if he just likes messing with people and the planet never existed to begin with. He enjoys being asked about it anyway, whenever he isn't rushing headlong to the front lines with twin chainaxes in hand and letting off steam. For a Berzerker he seems awfully laid back… tranquil, even when singling out all Psykers not affiliated with Chaos. If you ask why he does this, he states that there is no better way to kill a god. Bob comes with all the freebies of the 'Adeptas Astartes' background and the 'Khorne' Patron Pool, as well as 'Beginner's Luck', 'Hunt of the Wyld', 'Might of a Legion', 'Martial Mastery', 'Coagulant Sense', 'Mark of Khorne', and 'Sinew for Slaughter'.

-Slen'dath (300CP): This… this is different. This Bloodletter has managed to fashion a full set of plate armor made out of solid Hellbrass, with the iconography of a noble wolf as he strides the battlefield. His cape is made out of the pelts of the wolves of Fenris, and this daemon has made it his goal to pursue honorable duels in the service of the Blood God. He will gladly march into battle with allies when it is needed, however. Instead of a sword he wields two large claw weapons as he fights with the ferociousness of any predator, believing the feral nature of beasts is the best way to return to the beginnings of violence. Slen'dath comes with all the freebies of the 'Khorne' Patron Pool, as well as 'Martial Mastery', 'Reign of the Hounds', 'Mark of Khorne', 'Storm of Iron', 'Murderous Precision', 'Speed of Battle', 'Martial Pride', and 'House of Brass and Bones'.



TZEENTCH THE CHANGER OF WAYS, ARCHITECT OF FATE

-Seimei of the Five-Fold Path (100CP): While Tzeentch Sorcerers tend to come with their own quirks thanks to continually seeking out forbidden knowledge, Seimei is a bit odder than most. He claims that by harnessing his soul and perfecting the way of the Blade that he is able to do things that others could only dream of. It almost seems silly to see a sorcerer caring for and using a curved blade as his focus while wearing a band of cloth over his forehead… until you see him slice the air in front of him and turn his victim into a hapless Chaos Spawn, claiming he severed the link between man and idiot beast. Aside from his absurdly vast collection of strange holovids that he pours over nightly, he's a perceptive man who can see more than most. Seimei gains all the freebies of the 'Human' background and the 'Tzeentch' Patron Pool, as well as 'Inquisitorial Subversion', upgraded 'Leatherworker', 'Hunt for the Unknown', ' Soul Sight', and 'Altered Consciousness'.

-Kelgorath, Seeker of Souls (200CP): All Chaos Sorcerers of the Thousand Sons realizes that power does not come without sacrifice. They also realize that the sacrifice doesn't have to come from them, but this exile from the Legion takes that a bit too far. Souls are what makes a person a person, and the stronger the Psyker the stronger the soul. Kelgorath seeks only the most powerful souls, collecting them in a lantern and letting them stew until they lose all traces of individuality. He will not say what they are for, but every so often when admiring his collection, he will mutter something about All is One. Surely not ominous at all. 'Kelgorath' gains all the freebies of the 'Adeptas Astartes' background and the Tzeentch Patron Pool, as well as 'Might of a Legion', upgraded 'Leatherworker', 'Hunt for the Unknown', 'Eternal Mind', 'Mark of Tzeentch', 'Mind of the Abyss', and 'Altered Consciousness'.

-Zek'throd (300CP): It is said that the Horrors of Tzeentch come in two distinct flavors of Pink Horrors and Blue Horrors. Yet those are only the most prominent kinds, as Horrors can take all manners of forms. This one is an oddity among them, an anthropomorphic female raven gilded in fine blue silks and walking as though she stepped upon glass. Every action serves the Lord of Fate, and so every action must be precise and deliberate. Impulsiveness riles her to no end, and whatever she dislikes she will often spew amounts of Warpfire at it until they burn away into nothing. A thing she likes to do is scratch the faces of victims to see the raw energy of the Warp change them, attempting to divine the beauty of each change to become closer to her God. Zek'throd gains all the freebies of the 'Tzeentch' Patron Pool, as well as 'Soul Sight', 'Wings of the Raven', 'Mark of Tzeentch', 'Sindri's Apprentice', 'Ritual Aesthetic', 'Pyre of the Warp', 'Eye of Evolution', and 'Storm of Change'.



SLAANESH THE LORD OF SENSATION, SHE WHO THIRSTS

-Leilenai the Artist (100CP): People tend to die very painfully around this woman, with a voice that angels could be jealous of and immaculate white hair that never seems to get dirty even as she works on her projects. You see, she likes art. But any two-bit hack can make art out of wood, or paint, or stone. She prefers different material, such as the dying breath of a man with a broken heart, or the ocular fluid of one hundred women frozen like ice. If true art is suffering, and life is pain, then it goes to show a true artist must use the best canvas of all. Of course, this means she's absurdly skilled at sneaking around and breaking into places for the sake of procurement. Leilenai gains all the freebies of the 'Human' background and 'Slaanesh' Patron Pool, as well as 'Perfectly Innocent', 'Aesthetical Integrity', 'Skillful Acquisition (Sculpting)', 'Heightened Sense (Sight)', 'Euphoric Rush', and 'Shifting Pleasures'.

-The Rock Star (200CP): The Emperor's Children are seen as vile and abhorrent, twisted monsters who continually seek darker pits to gain greater highs. Yet this Noise Marine seems to keep to himself and is oddly silent, only playing audio recordings of other people when he needs to get his point across. His noise cannon is augmented beyond most Noise Marines to deliver powerful sonic blasts whenever he needs to take to the field, although he has also been noted to take interest whenever he sees an Astartes Librarian and attempts to measure their psychic potential in combat. The weaker ones he will kill outright, while torturing the stronger ones by prolonging the battle before leaving when he gets enough data. When pressed, he reveals that all Psykers have a presence in the Warp, and by listening to it he will learn the wavelengths he needs. The Rock Star gains all the freebies of the 'Adeptas Astartes' background and the Slaanesh Patron Pool, as well as 'Might of a Legion', 'Skillful Acquisition (Music)', Heightened Sensex3 (Hearing)', 'Going In Loud', 'Speeding Along', and 'Light of the Soul'.

-Sel'kie (300CP): It is said that Daemonettes are harbingers of endless delight and seekers of decadence. But sometimes going back to basics is the greatest pleasure of all. This lesser daemon is nearly as tall as an Astartes and sculpted like an amazon, along with an impressive figure that fills her button shirt and business skirt. Yet with purple skin, long prehensile tentacles for hair and chitinous claws for feet she is definitely a daemon. Rather than demand one goes overboard, she likes gently pushing boundaries, encouraging them to try things and grow as a person. She also longs for quiet moments of serenity and pleasant feelings. She's also fast enough that Astartes would have a hard time keeping an eye on her and could rip their head clean off their armor. Sel'kie gains the freebies of the 'Slaanesh' Patron Pool as well as 'Collected Nerves', 'Slithering Friends', 'Mark of Slaanesh', 'Aura of Lust', 'Euphoric Rush', 'Techniques of the Night', 'Light of the Soul', and 'Haunting Visage'.



NURGLE THE LORD OF DECAY, MASTER OF PLAGUE AND PESTILENCE

-Grandma Gums (100CP): A blind old hag that can somehow see despite the cloth over her eyes, this withered lady with no teeth has nothing but nice things to say about everyone she meets. Her clothes hide the boils and lesions on her skin, but she's always on the lookout when it comes to new recipes to feed other people so that they feel the love she has for everyone. Now for people she really likes, she's an amazing cook and her chili is good enough to start a small war over. For others… let's just say you should run her pots and pans through a decontamination chamber and a cleansing ritual on a regular basis. Grandma Gums gains all the freebies of the 'Human' background and 'Nurgle' Patron Pool as well as 'Lost and the Damned', 'Jovial View', 'Timely Manner', 'The Long War', 'Potion Professor', and 'Reconditioning'.

-Halenthor the Corpse Consumer (200CP): It goes without saying that a doctor's job is to pick people up off the ground. It is woefully ironic that this skillset makes them effective at putting people into the ground as well. This Death Guard Apothecary is methodical and skilled in the ways of cutting and fixing bodies to the point of even having knowledge in Xenos anatomy. His hands move with a deftness that his size would have never conveyed, and strangely enough he will do whatever it takes to avoid harming children as he considers them to be innocent to the ways of the universe. His title, however, is not hyperbole; he has a penchant for searching battlefields and collecting the corpses of other Adeptus Astartes of both Chaos and Imperium to extract and compare their geneseeds. No one is certain what he does this for, as Halenthor always answers that every river has a source… even the ones made of blood. Halenthor gains all the freebies of the 'Adeptus Astartes' background and the 'Nurgle' Patron Pool, as well as 'Sound of Silence', 'Might of a Legion', 'Truckin' Along', 'Green Lifestyle', 'Mark of Nurgle', 'Pompadour Tools', and 'Warp Doctor'.

-Ahk'thoo (300CP): What… what is this. Nurglings should not be this cute. Adorable, even. This feels wrong on so many levels, but they have the kind of cuteness that makes you want to give them a hug. Clothed in black robes and a hood that's got the shape of a fly's head, this lesser daemon is all about learning about others and seeing what makes them glad to be alive. See, he fancies himself a writer and he likes the perspectives of others. In exchange for the stories of others, he gives them gifts… gifts that stay with a person and can often leave them becoming bloated and rotted with disease. After all, it's good to leave an impression, right? Ahk'thoo gains the freebies of the 'Nurgle' Patron Pool as well as 'Jovial View', 'Crawling for the Buzzwords', 'Mark of Nurgle', 'Slow March', 'Potion Professor', 'Teotl Touch', 'Donner Party', and 'Power of Pox'.



CHAOS UNDIVIDED

-Leena the Wanderer (100CP): Short black hair and eyes of grey, this woman used to be a Canoness-Preceptor of the Adepta Sororitas group and was one of their more fervent warriors that was living proof of their ability to resist becoming corrupted. Yet corruption is not the same as revelation, and after uncovering some important truths Leena deserted the Order. Nowadays she travels the galaxy in tattered robes with her clearly-altered armor underneath as she preaches the word of the Gods to any who would listen. When asked on why she would leave the Imperium, she would smile and state that Humanity is encompassed by both its good and its bad… to forsake one and lie to oneself to appear greater is to cause a disservice. All of Humanity should be revered, and that includes the emotions that have created Chaos. Leena gains the freebies of the 'Human' background and the 'Chaos Undivided' Patron Pool, as well as 'Inquisitorial Subversion', 'Chaotic Charm', 'Fetishist', 'Sermons of Faith', and 'Tranquility'.

-Nakrethar, Snake of the Stars (200CP): Strange. This member of the Black Legion is different from the others, being disciplined and courteous to anyone he meets. That isn't to say he's a pushover, as his penchant for poisoning and drinking the blood of those who try to take advantage of him shows. But to those who show respect, he is nothing but kind. He will make sure you're taking care of your equipment, adjust any of his plans to accommodate your own goals when he can, and even has an eye for appearances to ensure you're at the top of your game. He only asks that one day, he can gain your help in infiltrating Holy Terra as he feels there is something there that can greatly aid his plans. A strange request, but he insists it's of great importance. Under a strong light, one might notice his black armor is actually a really deep shade of green. Probably not important. Nakrethar gains all the freebies of the 'Adeptus Astartes' background and the 'Chaos Undivided' Patron Pool, as well as 'Might of a Legion', 'Common Sense', 'The Logic of Logistics', 'Inherited Inventory', 'Line Up', and 'Loot Train'.

-Jeth'roth (300CP): There's supposed to be no daemons of Chaos Undivided. After all, daemons are born from pieces of the Chaos Gods themselves. Yet this bald, fair-skinned human with eyes of pure black insists he is one of the only daemons that encompasses Chaos in its entirety. His appearance as a human is his proof that Chaos is intrinsically tied to every emotion Humanity feels, and shouldn't a daemon of Chaos reflect this? To fully embrace Chaos is to embrace what it means to be human. He might be crazy, but his psionic might put a dent in that reasoning. Jeth'roth gains all the freebies of the 'Chaos Undivided' Patrol Pool, as well as 'Chaotic Charm', 'Adorable Abominations', 'Sermons of Faith', 'Tag and Bag', 'Memory of Hate', 'Tranquility', 'Power of Faith', and 'Corruption of Champions'.

UNDISCOUNTED:



Cultist-chan and Dranon (200CP):
"Hwee hwill help hyuuuuuuu!"

It's not exactly certain where this duo came from, but for someone who has the marks of all four Chaos Gods and seems to be favored by them, the young woman with sharp teeth seems… less than competent. Not actively a problem, but unless it's basic tasks it wouldn't be a good idea to entrust jobs to her. Her caretaker on the other hand is a powerful Adeptus Astartes of Khorne, and is quite powerful in his own right as a combatant that can give even other Astartes pause. Just be mindful that his voice sounds like tumbling gravel making love with a trash compactor, due to his use of cigarettes that borders on the absurd. He will insist that he doesn't want to be here with her, but it speaks volumes that he's managed to keep her alive for this long.

ITEMS AND EQUIPMENT OF CHAOS

For all the powers that can be obtained in this galaxy, for all of the might that the Dark Gods can bring upon believer and nonbeliever alike… there is still a rather significant demand for technology and the equipment that can aid aspirants of Chaos to better pursue their goals or serve their true masters. Technology is pliable, adjustable, and loyal to no one save those who possess it at that very moment. Loyalty that is surprisingly hard to come by when you are among those who continually seek the attention and praise of the Gods and will do whatever they can to get ahead. Betrayal can be common if things are going well… or poorly… or if things are quiet. It is not an everyday occurrence, but any who leads a Warband or conspires with others among the worshipers of Chaos and doesn't expect treachery cannot be expected to last long.

Yet, in some cases the possession of powerful technology can instill something akin to awe and respect among a galaxy where science and innovation have been shunned by many. Technology can aid in the rise and fall of many players in the ever-shifting field of the Great Game, and when the innovation of newer equipment can be measured at a pace slower than xylem sap in the frostbitten days of ancient Terra's winter the acquisition of ancient archaeotech can be a fast road to power and respect. It is no substitute for true loyalty from others, but the respect and status that can come from having highly sought-after equipment could be all it takes to get one's foot in the door.

You will have the chance to obtain such loyalty and respect in this section from a Footfallen Rogue Trader who has sensed the flow of the Immaterium and seeks to barter with you, with powerful technologies and warp-infused weapons to see your enemies weep before you. The Imperium shall quiver at the wargear in your possession, and followers of Chaos shall speak in hushed whispers at the fortune the Gods have granted you. All will know that you are no mere mortal; you are a Champion.

<u>For the purpose of this section only, you have an additional +500CP as an item stipend. All item imports such as weapons and armor are free.</u>



Neutral:

-Armor Package (Free): The galaxy is cruel and capricious, wrought in endless turmoil because of various factions all attempting to take the stars for their own… away from its true masters. This cannot come to pass, and as such you will require some manner of protection for yourself. Your chosen background comes with its armor for free, but you may choose to purchase the other armor if you wish. You may import an armor into this equipment at no additional cost.

-Carapace Armor (50CP) (Free: Human): Standard issue for Imperial Stormtroopers of the Corpse-Emperor, this armor is considered a significant upgrade above the standard Flak Jacket millions of Guardsmen wear. Heavy layers of armaplas or ceramite are folded into plates for this armor along with carbon-fibre, plasfibre and thermoplas strips to deflect or absorb the kinetic energy of a weapons strike or blow along with being excellent at heat dispersal to provide protection against weapons like Lasguns. It also offers some protection against direct weapons strikes while deflecting damage from shrapnel and adjacent explosions, but don't expect it to hold up against direct Bolter fire.

-Astartes Aquila Armor (200CP) (Free: Adeptus Astartes): Designed by the Adeptus Mechanicus so long ago when the Anathema was beginning his Great Crusade, this armor has seen many revisions as the Crusade went on and the Anathema's blind ambitions collapsed in on itself. The Mark VII Aquila is the most common variety in use today, and works by cybernetic neuronal interface into the wearer's spine to connect to the Black Carapace and tap into the nervous system. While appearing unwieldy, an Astartes will find little weight gain and possess almost their entire movement and agility. The suit increases the strength of the wearer and also can deflect many blows thanks to its outer shell of adamantium and plasteel encased in a ceramic ablative layer. Along with its high-protein liquid food stores, life support systems, and suite of sensors and a miniature sub-atomic microfusion reactor to power it, it's little wonder that the Astartes are the Dark Gods' greatest servants.



-Weapon Package (Free): In this grimdark future, there is only war. War to bring death to billions, war that would see entire solar systems burn for the price of defiance. Do not suffer those who would usurp the galaxy's true destiny, and bury them beneath you for their ignorance. Your chosen background comes with its weapons for free, but you may choose to purchase the other weapon package if you wish:

-Human Package (50CP) (Free: Human): The size and strength of the average human makes it somewhat unlikely that they will be able to wield the powerful weapons of an Astartes, but by no means does that leave them without a weapon. Many humans among many armies will point out how Humanity has gotten along fine without the powerful Bolter. That is why with this option you will be given your choice of a Lasgun or Autogun along with a sidearm of a Laspistol or Autopistol so that you may decide whether you wish to deploy old-fashioned ballistics or enlighten your enemies to the future. For a side weapon, you may decide if you wish to employ a chain weapon to spread your enemies across the field or utilize a simple monoblade to bring a medieval aesthetic to the battle.

-Astartes Package (200CP) (Free: Adeptus Astartes): The power of an Astartes is not to be trifled with; it is often said that a single Company can take over an entire planet. But in order for such things to be more than hyperbole they must be equipped with the greatest of weapons. Without weapons, an Astartes is diminished. With this option you are given a standard Bolter to annihilate all but the strongest of enemies, a Bolt Pistol in the event you need a smaller weapon to deliver a powerful strike or if you need a back-up weapon, and a choice between a chain weapon to spill the blood of others or a simple monoblade that is worthy of one of your stature.



-Melee Weapon Upgrade (Free): Perhaps as a result of the wars and loss of technological knowledge that came with the Age of Strife, or perhaps as a result of the cultures of battle and glory that Humanity has grown up with, a personal melee weapon has been seen as a staple of many across the galaxy. It is time to find the melee weapon you desire for yourself. You may create a weapon from scratch using the section below, import a melee weapon obtained earlier/farther down below in this section for free, or import your own. Options can be combined; i.e. you could buy 'Chain Weapon' and 'Power Weapon' to create a singular chainsword with a power field.

-Chain Weapon (50CP): When you feel that need to tear through the flesh of your enemies and listen to the music that is the revving of a machine, look no further. The Chain Weapon is exactly what it says on the tin, a device that utilizes motorized biting teeth that saw and slash through an enemy. It can take the form of a sword, an axe, or even glaives and bayonets for those who want that personal touch. For an additional +50CP, you can make the weapon to make it an Eviscerator which is a much larger version of a Chain Weapon and arguably more deadly as a result of its weight contributing to its cutting power.

-Shock Weapon (50CP): It's not exactly a Power Weapon, but in a pinch a modification like this could be an asset in of itself. Lining the weapon with conductive material and activating the machinery within, this modification causes a high amount of electricity to shoot out with each strike and electrocute anyone unfortunate enough to be struck by your attacks. For an additional +50CP, this can become a secondary power generator for the weapon to boost and augment any electronic components of the weapon to work more effectively. Fight smarter, not harder.

-Inferno Weapon (50CP): Flame On! The use of fire has always been a staple in Humanity's history, and even in this grim, dark future it is no exception to the eternal machines of war. However, rather than deal with the clunky fuel tanks of the Flamer weapons, you have instead opted to install a specialized field that coats your weapon with a fiery aura to increase its cutting power. Swing your weapon as a symbol of power, or just stab it in someone and watch them cook. It's all the same.

-Two into One (50CP): Power Fist, or Chain Sword? It can be a predicament when you have to choose what you want to kill the enemy with. But why settle for one choice? This option is unique in the sense that it would allow you to merge two melee weapons into one; you could create a Chainfist by mixing a chainsword in with that power fist you had, or even mix together that rapier you have with a chainsword to mix its properties and traits together into one unified weapon of madness. The end result takes a form of your choice, and this option can be bought multiple times.

-Monoblade (50CP): It is not enough to see the enemy carved and torn apart. It is not enough to see them broken into pieces. Combat dictates effectiveness, to be able to slice away the enemy in a single stroke if need be. This modification strengthens the material of the blade as well as sharpens the edges to a monomolecular point. This makes the weapon extremely sharp, enough that a strong enough user could slice through an Astartes with their armor. Such a weapon will draw a good amount of attention towards you, so hopefully you're experienced in using it.

-Power Weapon (100CP): In a galaxy where many secrets of science and technology have been lost to the sands of time itself, the rarity of a weapon can often determine how dangerous it is. The Power Weapon is no exception, Switching on the field will coat the weapon in an energy hue of your choice, whether as an aura or as crackling lightning. Once this weapon comes into contact with an object the field will disrupt the molecular bonds of matter in the area struck, which makes for a tremendously deadly weapon. You could make this a regular weapon such as a sword or make it a Power Fist instead. This is also the option you want if you desire to create Lightning Claws.

-Relic (100CP): The annuals of history have shown many a battle that was on the verge of defeat and humiliation, only to be saved by the arrival of one who wielded a Relic weapon. This is because they are powerful mastercrafted weapons designed to augment its qualities to new heights while being a strong weapon in its own right. Power Weapons that are Relic could slice through even the heaviest of power armor with a single swing, while Inferno Weapons that were Relic could send out waves of flame capable of reducing soldiers to charcoal. These weapons are exceptionally rare and are reserved for the most elite of Adeptus Astartes. Hopefully you have a good excuse for possessing one.

-Force (100CP) (Psyker Only): The power of the Psyker is deadly indeed, even before the training that must take place to hone their abilities. A Psyker with a Force Weapon to attune their psychic prowess and use it as an extension of their powers are tremendously more dangerous as a result. Using a Force Weapon can act as a conduit for one's powers, allowing them to focus and channel their powers to strike even the mightiest of foes with force unheard of… and this is not including how much more effective it is on supernatural entities such as Daemons. For an additional +100CP this is turned into a Nemesis Force Weapon, which fine tunes the weapon to such a degree that the level of power a Psyker possesses determines its strength. You *really* ought to have a good reason for having this.

-Autogun/Autopistol Upgrade (Free): Weapons that were developed in the time of the 3rd Millennium, Autoweapons were replaced by the Lasgun in the 32nd Millennium as standard issue in the Imperial Guard. They use solid slug ammunition and were designed to eliminate heavily armored infantry or light vehicles, and as a result of being inexpensive and being capable of being produced on low-technology worlds are still seen in use today. You may create a weapon from scratch using the section below, import an Auto Weapon obtained earlier/farther down in this section for free, or import your own. Options can be combined; i.e. you could buy 'Long Barrel' and 'Oversized' to create a ridiculously high-powered rifle.

-Long Barrel (50CP): It's one thing to get up close to the enemy and shoot them enough where they gain an additional twenty-five kilograms from the amount of lead you pumped into them. It's another entirely to be able to reach out and touch someone. Selecting this option allows for the latter, granting a longer barrel to hit targets further away in the event you wanted to turn a sub-machine gun into a marksman rifle, or even a sniper rifle. Distance is no excuse for letting the enemy live. The barrel can be removed if needed to return the weapon to its normal use.

-Oversized (50CP): Go big or go home. That seems to be the name of the game in this galaxy, as one's enemies will take more than a regular shell to so much as scratch their paint job. The Autogun may not be anything like a Bolter that can fire ridiculously overpowered ammunition, but by putting this modification on the weapon it will be altered to fire larger rounds than usual to give you much more stopping power and damage. It'll make the weapon larger to accommodate for the size increase in rounds, but you might be pleased when it even lets you handle some of the bigger Tyranids around.

-Durable (50CP): The galaxy is cruel and uncaring, punishing anyone who had the gall of being too weak for the dangers lurking among its stars. It is why strength is more than just physical force. Strength is not in what you can do, but what you can take as well. This upgrade shall increase that strength, making your autogun strong enough that it could be used as a makeshift club or a temporary shield… to say nothing of being able to function regardless of any environmental condition it's found in. You could leave it in an ocean for a week, drag it through mud for five hours after, let the results bake in the sun for a month, then pick it up and shoot someone as effectively as the day it was forged.

-Optics (50CP): Iron Sights are fine and dandy when you can visibly see the enemy and it's a clear day outside. But what about when there's a literal wall of smoke between you and the enemy, or by some strange archaeotech they're completely invisibly to the naked eye? What if you have to fight at night? An upgrade like this and you don't have to worry again. Each purchase can grant night vision, infra-red, sonar, or any other kind of strange optic sensor to let you fight should you not have a clear line of sight. Never will they escape your wrath.

-Auto-Combo (50CP): It almost seems like many of the problems in this galaxy can be solved with a liberal application of gun. If that doesn't work? You simply need to use more gun. This option will allow you to do that, modifying your autoweapon so that it can have a secondary ranged weapon attached to it such as another Autogun, an explosives launcher, or even a Plasma Weapon or a Flamer to ensure you're never out of options. Anyone who assumes you're a one-trick pony will be in for a very dismaying surprise with this. For an additional +50CP, you may choose a ranged weapon outside of this setting to import and attach. It should be noted that both weapons can be reloaded.

-Bayonet (50CP): Maybe you need to take someone down silently. Maybe you ran out of ammunition. Maybe you just feel like being visceral and watch the life fade from your enemy's eyes. Regardless of your reasoning, know you're covered with this option to attach a Bayonet consisting of a monoblade to the end of your weapon so you can simply ram it into a person and carve them like meat. For an additional +50CP, you can turn the blade into a Power Blade while seamlessly blending it to be a weapon akin to the Guardian Spears of the Adeptus Custodes… of course, it could be a sword or an axe instead of a spear.

-High Capacity (50CP): An autogun is just like any other weapon when you think about it. You point at someone to shoot them, it allows you greater power in your ability to strike at others, and it almost becomes less than useless when you run out of ammunition. Nobody wants to be fending off an Ork horde and run out of ammunition in the middle of their onslaught. By purchasing this, your weapon gains a significantly increased magazine capacity while being equipped with an autoloader that activates when it senses you are running low. Stave off the tide for a little longer, all to ensure your great work does not fall short.

-Rambo Mode (50CP): Before the time of the holovids and faster-than-light travel, even before the days of the Dark Age of Technology, ancient humans had their legends. Legends of a merciless warrior of the jungle, whose strength rivaled that of an Astartes and could singlehandedly wipe out entire armies with nought but two autoguns. As romantic as the idea sounds, this option will allow you to try your own hand at mimicking the legend by making a copy of the autoweapon you can create in this section. This means you can either dual-wield an autogun or have the second one as a spare while you fight on with the original. Perhaps you could make your own legend and spin a series of holovids one day?

-Belt (100CP): Magazines can be a bit of an issue. You're busy firing until you run out of ammo, then have to reach for a new magazine and take the time to reload. Those few seconds could be rather important if say, you've got Tyranids coming at you or some Hivers drugged up on their own feces is charging you by the hundreds. Fret not, for this belt attachment to a large backpack unit will be sure to give you all the ammunition you need for those larger battles where you have to focus on killing and nothing else. If taken with 'High Capacity' then the backpack is actually a small micro-printer that will keep making more ammunition for you! Just remember the other issues like heat.

-Ripper (100CP): There is a peculiar kind of Auto Weapon that was called a shotgun. It fired one large round that propelled multiple objects to deal much more damage than a normal autoweapon. The Ogryn decided that wasn't enough, and so the Ripper was born. This particular variant allows the user to either fire off weapons as normal, or instead flip a switch and decide a mode. The first mode is launching a large, very heavy shell to deal tremendous damage to the enemy unlike what one could do normally. The second is something of a 'giggle switch' and rapid-fires multiple shots at such a pace one might be forgiven for thinking it emptied the entire clip in a single attack. It is said that this is because of the Ogryns' poor aim on average, but imagine what it could do in a skilled individual's hands.

-Assault (100CP): The quality of a weapon is important. Paramount, even. The better your weapon is, the better it shall serve you in the eternal war that is this galaxy. Yet there is a certain quality to quantity in the event you needed to make an impression. Choosing this option will grant you an additional one to five barrels along with special mechanisms to increase the rate of fire on your weapon to truly staggering heights. Where before you had to settle for aiming, now you can mow down a small army while laughing at their inadequacies. Let your power erase their flesh. For an additional +100CP for a Hurricane augmentation, which instead makes your weapon contain one to six tri-barreled fixtures to create a wall of metal to fire on your foes. Just be sure you can lift it or have enough ammo, alright?

-Powered Scope (100CP): Auto Weapons have a pretty nice range for the kind of technology that's gone into them. They can pick someone off from a few hundred meters away, even more if they've been augmented to project their shells further. Alas, there's only so far an Auto Weapon can go before one's eyes cannot keep up. This magnified scope will solve that issue, granting you the means to see as far as your weapon can strike so that you will never have to worry about not seeing your target. It can even be smart-linked so that you can see through the scope, and should you have purchased 'Optics' then it will work flawlessly through this scope.

-Relic (100CP): Even something as simple as the Auto Weapon is capable of benefiting from the might of advanced technology. Perhaps it was a new composition of metal that went into its construction, or it's a strange design that complements its launching of solid slugs to a degree that punches through normal armor. Whatever the case, what you have here is a thing of beauty. Heralding from the days of the Dark Age of Technology, it's simply better at everything. Its slugs fire much faster and farther, it has significantly greater stopping power, it's stronger in construction… one might wonder if the Jokaero didn't design this thing. Expect to keep up with a Bolter with this upgrade.

-Lasgun/Laspistol Upgrade (Free): The staple weapon of just about every human in the Milky Way, and even some Xenos. Producing beams of high-intensity amplified light, one is effectively burning the targets alive with a tool like this, and thanks to its design it is remarkably simple to craft and use. This means that there are many variations you can see in the galaxy, certainly enough for you to figure out a pattern for yourself. You may create a weapon from scratch using the section below, import a Las Weapon obtained earlier/farther down in this section for free, or import your own. Options can be combined; i.e. you could buy 'Ryza Hellgun' and 'Shotlas' to create the equivalent of a massive cannon of energy.

-Battery Pack (50CP): Light them all up! See them burn before your might and rue the day they decided to face you in combat! At least, that would be the intended reaction. Hard to do that when your lasweapon runs out of energy. That's where this wondrous device comes in, coming with a spare battery and a portable charging unit that helps in charging the spare pack so that in the event you run out, you can swap it out for a second one without fear. For an additional +50CP you can make it a Merovech Pattern Lasgun which has two packs installed in at once, so when the first pack is emptied it automatically switches to the second pack without any delay.

-Extended Barrel (50CP): The power of a lasweapon is not to be denied, both in its power and its utility. After all, the more you have then the greater your target will burn in the pyre of their mistakes. Yet while they don't suffer from the wind issues of an autoweapon, heavy cloud cover or smoke can disperse the laser beam and reduce the effectiveness of the strike. It's a bit of an issue, really. This improvement can help ease such an issue, granting greater cohesion and strength so the amount of smoke it can travel through before being dispersed is increased. Cover? What cover?

-Bayonet (50CP): So long as the enemy is far away, you can just aim your not-so-little flashlight and paint whatever you see in a wave of high-intensity heat and death courtesy of the Adeptus Mechanicus. No need to fret, just point and shoot. There is, however, the issue of what happens when the enemy is not far away at all. Cue this little bit to add a bayonet in the form of a monoblade at the end of your lasweapon. For an additional +50CP, you can turn the blade into a Power Blade while seamlessly blending it to be a weapon akin to the Guardian Spears of the Adeptus Custodes… of course, it could be a sword or an axe instead of a spear.

-Persuader (50CP): In the event that you need to kill something faster, you can't wait for reinforcements. Not when time is short and you're the only one right there. Fortunately, there are those who considered the need for going overboard and designed this particular model. Something of a 'giggle switch' that's installed, this upgrade increases the rate of fire on the lasweapon to an almost absurd degree in order to produce staggering amounts of firepower in a short amount of time. There have been reports of Hivers who have managed to erase entire blocks with a weapon like this, so do be careful where you aim it. This upgrade also increases the size of the battery packs to keep up with demand.

-Optics (50CP): More often than not when one is given a las weapon, there's pretty much only iron sights. No real scopes, no optics, nothing. Not a problem when you know exactly where the enemy is and it's a beautiful day to cook some idiots, but when it's night time and all the lasers going off gives more seizures than a rave on a daemonic Pleasure World? Bit more of a problem. That's why you can purchase this option to grant options like infrared scopes, night vision that accounts for the laser flare, sonar, or any other kind of sensor that you feel could aid you. This option can be purchased multiple times. Should you purchase the 'Long-Las' option, these sensors will be adapted into its scope.

-Focused (50CP): The large beam of light coming from a lasweapon can be intimidating to some, knowing that a battle is not too far behind or that there could be more lasweapons being discharged in short order. Yet one of the issues with lasweapons are that they fire rather large beams and as such can be significantly flashy, which is a problem when you just want to do away with the showboating and just want them dead. Cue this modification which tightens and focuses the laser discharged so that there's a greater chance of penetration and causing 'burn-through' wounds. If you're wondering why this is needed, remember that when it comes to meat just searing the outside isn't good enough.

-Potentia Coil (50CP): Such devices are normally reserved for when a Las weapon is integrated into a person as a bionic or cybernetic modification, but there's nothing wrong with doing a little cherrypicking to ensure you have every advantage available to you. Based off of an ancient archaeotech design, installing this coil in a Las Weapon ensures it has a nearly endless amount of energy to draw upon for the purpose of combat to grant its wielder a truly staggering amount of options. This coil also increases the strength of the laser beyond a regular Lasweapon, making it quite potent. Should you purchase this option with 'Battery Pack' this means the charging unit becomes much faster and ensures you'll practically never run out of ammo.

-Las-Combo (50CP): You can burn them away and light them up like a flashlight. But there's also a scary amount of enemies who will look at your lasers and kind of laugh at the idea. Tell them off when you have this nifty modification. Picking this will alter your lasweapon so that it can have a secondary ranged weapon attached to it such as an Autogun, an explosives launcher, or even a Plasma Weapon or a Flamer to ensure you're never out of options. Light them up then pump out the damage when you have their attention. It should be noted that both weapons can be reloaded.

-Dual-Las (50CP): What's better than having one torch in the dark? Why, two torches. It's a mathematical guarantee. Ask anyone who has a las-weapon, they would gladly want a second one to shoot up the enemy. Well, unless the other option was a bolter. They would then take a bolter. In this case however, this option allows one to have a copy of the lasweapon they create here for either the purposes of dual-wielding or to have one weapon to spare in case something went wrong with the other one. Fight on, and light up that night sky!

-Shotlas (100CP): By many accounts, this modification is considered illegal and will get you in trouble in most places if you are caught wielding it. Yet the techwrights of Footfall may have been onto something when one sees the weapon in action. Almost akin to a 'shotgun' autoweapon, the Shotlas pattern is a triple-barreled device that is rigged to deliver more energy per shot so that unless one was a Tyranid or a Necron, they're not getting back up. Even then, depending on where you aim it could do some damage. The cost, however, is beam cohesion. The farther you go, the more swiftly the beam loses power. This is a weapon pattern best used up close and personal.

-Retribution (100CP): Filling the air with lasers and large blasts is a potent weapon in of itself, as many humans actually will not want to get caught on the wrong end of a lasweapon. However, a lasweapon is also very flashy as it creates plenty of light and noise when it goes off. Yes, there's no recoil, but generally lasweapons are the opposite of subtle as a result. That's why there was this modification done by a very disgruntled Imperial Guardsman, letting one break the weapon down into half a dozen pieces for easy concealment while rigging said weapon to fire in a non-visible spectrum. In addition there's no flash or sound from the las-burst, which makes a weapon like this incredibly deadly as well as increasing its terror potential. Imagine talking with someone and then seeing their face become impromptu house paint without even so much as a change in the wind to give the killer away.

-Ryza Hellgun (100CP): There is the Lasgun, and then there is the Hellgun. Containing a more powerful and more advanced laser generating system than the standard pattern, these weapons are often reserved for Imperial Stormtroopers who have the superior skills and know-how to utilize these weapons effectively. …wait, we're in the far future in the home galaxy, right? Anyway, like the regular Lasweapons it can either be on semi-automatic mode or produce one continuous stream of heat and torment to adapt to whatever situation lies before you. Even better, the Ryza Pattern uses a hyper-yield power array to take advantage of its capacity to be adjusted, its higher outputs able to punch through ceramite like it wasn't there. Burn them all.

-Long-Las (100CP): Every weapon type seems to have a longer ranged variant of some kind. It never fails, although this is hardly a bad thing when you are trying to get every advantage possible in a battle with an enemy who can do any number of horrible things to you. This option is for those who seek the advantage of distance, making a longer and thinner barrel while using a stronger metal for it to increase both the range and the accuracy of the lasweapon while granting a powerful scope to see farther. Even better, there is a suppressor which can further reduce the flare of each shot to reduce any telltale signs of a shot going off. The enemy shall have to pray should you ever combine this with the 'Retribution' pattern. The barrel can be removed if needed to return the weapon to its normal use.

-Death Light (100CP): Quality, or quantity. For some strange reason you have a few who think you can only have one or the other. It's rather frustrating, but at times that kind of thinking can generate something quite useful to have in your arsenal. Made by the Mechanicus sect of Sollex, the Death Light pattern is designed to use up more energy and create a more intensive laser in order to burn through even the strongest of heat insulation. Even the Magnagorsk Hive with their insulation suits found that this weapon could tear through them like it wasn't even there. Just be sure to watch your energy supply if you use this, especially if you overcharge it.

-Relic (100CP): There were many items that were created during the time of the Great Crusade and the Heresy. Items that were of great use during the re-acquisition of territories and the eventual war that sparked when ideologies and viewpoints clashed. Items that could propel one from a mere face in the crowd to a legend in their own right. A lasweapon that is a Relic would do just that, recharging at a much faster pace as well as being stronger in power and beam cohesion. Even better, this upgrade also contains augmented cooling units so that continuous fire will not damage the weapon to ensure that it will not fail you in your time of need.

-Volkite (200CP): Oh. Well, this is far beyond what a normal Lasweapon would be, and it would make you quite terrifying to many an opponent. But considering what you will be fighting, I don't think any will blame you. This will turn the Lasgun into a fabled Volkite weapon, a thermal energy weapon capable of punching right through Astartes armor with one concentrated shot. Flesh explodes and anything in contact with the target becomes ignited and deflagrated in kind. Let those who fight you know true fear.

-Bolter/Bolt Pistol (50CP): Out of all the weapons seen in the galaxy, the Bolter is one of the most, if not the most iconic weapon available. It is a symbol of strength and power, a symbol that might makes right. Each shot a prayer to the gods of battle, each strike a challenge to the unworthy. You may create a weapon from scratch using the section below, import a Bolter Weapon obtained earlier/farther down in this section for free, or import your own. Options can be combined; i.e. you could buy 'Heavy Bolter' and 'Storm' to create a weapon able to dump hundreds of bolter rounds a second on the unfortunate sod who merited the act.

-Combi-Bolter (50CP): Of course, why settle for just one weapon? Perhaps you want to also attach a plasma weapon so that you can melt the enemy's outsides before bolting their insides. Maybe you want to shoot their armor off and then proceed to use a flamer to have yourself a good Salem-style barbecue. On the enemy's dime, of course. Very thoughtful of them. Regardless of your reasoning or the occasion in question, this option will allow you to do just that and attach a secondary weapon to the Bolter to increase your options. It should be noted that both weapons can be reloaded.

-Bayonet (50CP): Maybe you're feeling particularly showy, or the enemy is feeling particularly suicidal. Maybe it's trench warfare and you can't be bothered to waste the ammunition on creatures that are so very beneath you. Whatever the case, this option will allow you to equip a monoblade bayonet on the end of your Bolter so that you can just stab someone and save the ammunition for someone who's actually worthy of it. For an additional +50CP, you can turn the blade into a Power Blade while seamlessly blending it to be a weapon akin to the Guardian Spears of the Adeptus Custodes… of course, it could be a sword or an axe instead of a spear.

-Heavy Bolter (50CP): Go big or go home. After all, if the enemy is going to continually up the ante on the battlefield, why shouldn't you do what you can to show them that it's also how you use the size? Enter the Heavy variant, using a specific electronic pulse in the firing chamber instead of a pin to create rates of fire other bolters could only dream of. Along with being larger than your average bolter, it means that you can deliver some truly staggering amounts of pain in a short amount of time. It's large enough that humans usually put them down as gun fixtures, but Astartes could carry these into battle easily.

-Assault (50CP): The more rounds you have, the more you can slay those fools who would dare to stand against your terrible wrath. It's a mathematical guarantee, so naturally you want to be sure that you have as many rounds as possible. Enter the Assault Pattern, with a larger box magazine to carry additional ammunition and a high-speed autoreloader in order to provide a significantly higher rate of fire than most Bolters. Truly, a weapon such as this will ensure your strength of combat is greater than theirs.

-Angelus (50CP): Why carry the weapon in your hands when you could be using them for so much more better things? Like carrying even more weapons, or holding a terrible hammer with which you could bring down swift and glorious fury upon the enemy? It's a fair question, one that some Astartes answered by modifying their Bolters. With this you may create a wrist-mounted variant and fire your bolter one-handed in order to hold any of your own equipment or even perform an archaic gesture to the enemy that heralds from the time of the 2nd millennium. It is asked that you have the armor or the strength to use a weapon like this and not break your own arm in the process, or even rip it off outright from the recoil.

-Hesh (50CP): You'll notice that in this galaxy, a lot of the best things tend to be… big. Quite big. Impressively big, even. There has been more than one story about a human army ready to assault a fortress only to suddenly change the color of their trousers at seeing the size of the Astartes ready to deliver swift death upon them. Yet size can be just as important when it goes the other way, hence this pattern. Being more compact than other bolters, it effectively takes all the machinery required and makes it half the size of a regular bolter. This makes this type of bolter well suited for close quarters combat or even on assault teams where they might need to carry other equipment with them.

-Optics (50CP): Do not suffer the enemy to live. Do not allow them the luxury of breathing one more second of air than they should. Should they walk before you, blast them. Should they try to hide, seek them out. Let nothing petty like nightfall or cloaking save them from inevitable death. Purchasing this option will grant you different sensors to use beyond iron sights like infrared scopes, night vision, sonar, or any other kind of sensor that you feel could aid you. This option can be purchased multiple times in the event you do not wish to rely on simply one means to root out your quarry and deliver their souls to the Immaterium for the hubris of defying you. Should you purchase the 'Stalker' option, these sensors will be adapted into its scope.

-Double Bolters (50CP): The power of having two weapons instead of one is mighty indeed. It is so great that there was once a renowned Ork Warboss that due to complications in the Immaterium threw him back into the recent past, and the thought of having two of his favorite gun was enough for him to slaughter his past self for it. Needless to say, it's best if this option was provided instead of needing to go through that headache again. This option is simple, providing you a copy of the Bolter you create here so that you can either dual-wield them or have one in storage while you use another in the field. Just please, be rational about your weapon acquisition from here on out.

-Belt (100CP): Delivering a large amount of bolter rounds upon the enemy is a very good way to ward them off, to tell them that this is your land and that none may claim it without your death. It's also much like the words a person may use in the sense that if you run out of the stuff to use them then you're in a touch of trouble. Enter the belt feeder, attached to a large backpack unit intended to carry a great deal of ammunition for you so that you can truly perform the greatest orchestra no one shall ever live through. If taken with 'Assault' then the backpack is actually a small micro-printer that will keep making more ammunition for you! Just remember the other issues like heat.

-Storm (100CP): Why settle for one barrel when you could have two? After all, twice the barrels means twice the output, which can also mean twice the amount of enemies killed and twice the fun had by you. Storm Bolters are designed for such a purpose in mind, effectively acting like a double-barreled version that allows you to either alternate the firing between the two or have them both firing at the same time to push out truly staggering amounts of damage upon the enemy. After all, your enemy will give you no quarter, so why should you? For an additional +100CP you can instead make it a Hurricane Bolter, which adds up to four additional barrels in case you felt like you needed to murder the room everyone was in as well. Mind the recoil.

-Stalker (100CP): When an Astartes strides across the field with bolter in hand, things are going to get loud. When multiple Astartes march with multiple bolters, it is an orchestra of death and carnage so great that the gods of battle cannot help but take notice. It's why when one thinks of a sniper among those roaming super soldiers, they tend to balk at the idea. More than likely it's right before a bolt round turns them into a fine mist from afar. This type of bolter is given a powerful scope unit and an elongated barrel, effectively turning the weapon into a sniper rifle with which to reach out and deliver swift death upon those who would disbelieve the possibility. The barrel can be removed if needed to return the weapon to its normal use.

-Condemner (100CP): A regular battle is chaotic enough, what with the lasers and the bolters and the flamers pretty much turning every field into a hellish torrent of death and dismay. When psykers enter the field, it becomes much worse. Bolts of lightning and pure force, objects lifted and thrown with the flick of a hand among other things, to say nothing of psyker duels. So really, fuck 'em. This pattern attaches a silver crossbow that while archaic, holds a stake with sigils of disruption engraved upon it that are capable of disrupting a psyker's connection to the Immaterium while sending their own power out of control should the bolt connect. Dealing a severe wound while watching their psionic power consume them is often well worth the price of these bolts, so long as one has the resources to make them.

-Skapulan (100CP): Found in the ruins of a Watch Station and left with a strangely hidden history on its origins, there are many questions surrounding the make of a weapon such as this. Even the fabled Techmarines of the Deathwatch seem puzzled, only able to really determine that its use of over one hundred Machine Spirits is the reasoning for such advanced engineering. A weapon like this has accuracy and power unrivalled by any other bolter of its size while holding a fire selector and targeter to aid its wielder in combat. There's only one of its kind however, so should you possess this or have even modified it, expect to raise a significant number of red flags the moment anyone knows you possess it.

-Relic (100CP): During the days of the Great Crusade, it was continually preached that Mankind was divine and the true rulers of the galaxy. That all others were not fit to bask within their light. No matter what your enemies believe, wielding a weapon as glorious as this will make them feel the need to pray. Strong enough to fire bolter rounds much farther than usual, striking with the force of thunder, and even creating larger impacts with its rounds, a Relic is as powerful as it is extraordinarily rare even among the dark corners of the Calixis Sector. It is even rumored that each of these weapons carry a tiny fragment of the Emperor's own wrath… the legitimacy of that claim is uncertain, but the fact that it's simply better than other Bolters in every way certainly lends credence to those rumors.

-Flamer Weapon/Hand Flamer (50CP): The autoweapon and the lasgun are great for shooting an enemy. The bolter is great for destroying an enemy. Yet there is a satisfaction only a weapon such as this can provide you. A weapon that can flush out entire groups, and fill the air with the wonderful scent of promethium as scores of fools are put to the torch to light up the night sky with their own dancing as they move ever closer towards their funeral pyre. I speak of the flamer, a weapon that will torch the enemy's will as effectively as their flesh. You may create a weapon from scratch using the section below, import a Flamer Weapon obtained later in this section for free, or import your own. Options can be combined; i.e. you could buy 'Voss Pattern Nightfire' and 'Balefire' to create a weapon able to turn the entire area into an irradiated, poisonous haze of fiery hatred with which no Xenos would dare approach.

-Balefire (50CP): There are few things more annoying than shooting or injuring an enemy only for them to begin regenerating their flesh back to make all your efforts a waste. It's even more annoying because once they've killed you they'll just go on to waste everyone else's ammunition and make the whole battle a sham. End that possibility now and use this highly refined promethium blend mixed with radioactive components. While rarely deployed due to its environmental fallout, it irradiates any foes it burns as well while being brutally vicious on any Xenos with such regenerative properties like Orks. Burn them all and show them that their screams of battle are actually screams of death.

-Hellfire (50CP): It can be strangely cathartic to see opponents wailing and burning when you unleash your swift and fiery wrath upon them. Finding the enemy has powerful natural armors and can gut you before they even register the heat? Less so. That's why there's this Deathwatch modification that takes cues from the Hellfire Bolt rounds useful on the Tyranids, and mixes potent mutagenic acids into the promethium mix. This translates into a fire that eats away at bone and chitinous plates with terrifying speed and can reduce all of their defenses like ice before the flame. Perhaps it's time for a bug hunt?

-Gorgon (50CP): There are many rumors about what lengths the Inquisition will go to ensure anyone who defies them will suffer dearly. Rumors of torture for months or years on end, each method more gruesome to the last. There's even rumors of mixing their torture techniques into their weapons on the field. This weapon proves the rumors absolutely true, utilizing corrosive chemicals in its promethium blend that inflicts lingering sickness and debilitating injuries on anyone who was unfortunate enough to survive the initial effects of the weapon. It's almost as if they enjoy the pain and the torment of others, feeding off of it. But that's more of a Xenos trait, right?

-Cerebus Pattern (50CP): Why settle for one nozzle for fire when you can have three? After all, more fire means more things burn. More things burning means you're doing a good job in setting everything that isn't on your side alight into ash. This modification grants you two more barrels so that you noticeably increase the output of flames that can be dispersed at any given time. Some might say there's such a thing as overkill. Those people clearly need to be proven wrong, through your liberal application of fire. For an additional +50CP this can be turned into the Hydra Pattern which can add up to six more nozzles on the flamer in the event you just wanted the entire street to turn into a fiery pit with the absurd amount of fire you can dispense.

-Fuel Tank (50CP): The power of a flamer weapon is nothing to scoff at, especially when it is modified beyond the normal specifications presented. Yet like autoweapons and bolters and lasweapons, that power quickly runs out when the ammunition does. Having additional fuel would help you quite a bit with that issue, and so this purchase ensures that you have a spare fuel tank on hand in the event that you need to swap it out during a battle. Depending on the rate of the battle, this could be quite an effective purchase to survive before you return to base.

-Pyrophoric Vambrace (50CP): Burning it all can often be as fun as the looks on people's faces when they see the flamer weapon in your hands. Yet as strange as it sounds, there can be a benefit to being subtle. Enter this easily concealable flamer weapon that is worn on the wrist, with tubes snaking to a backpack unit that is vacuum sealed to prevent any leaks. This can free the wielder's hands for other tasks, or just to pretend they're a pyromancer as they launch flames with the wave of their hands while walking among a firestorm.

-Double Pyre (50CP): The Adepta Sororitas are often accused of loving fire just a bit too much due to their all-too-enthusiastic use of flamer weapons to scorch the enemy where they stand. Of course, one might also make the same accusation for some worshipers of Khorne who emphasize burning over killing or maiming. Why let them take it all for themselves? This option is exactly what it says on the tin, creating a copy of your flamer weapon so that you can effectively two-fist your glorious flame dispensers or simply have a back-up to your favorite weapon. The choice is yours.

-Combi-Flamer (50CP): Lots of fire can be good when you're trying to ensure you've gotten into every crack, but what about when you have an enemy that doesn't need flame or is immune to it? Well, why not just shoot them? Do the right thing and get some additional flexibility onto your weapon by purchasing this option and attaching another weapon to your flamer. It could be a bolter, an autogun, or even a lasweapon to help with any of the idiots who think protection from fire will save them. It should be noted that both weapons can be reloaded.

-Conflagaration (100CP): There is a flamer weapon, then there is this thing. It's not a weapon so much as it's a cannon meant to invoke the horrific power of the ancient dragons from mythical days. A weapon such as this is a flamer that has been sized up, acting more like a large launcher or a turret emplacement in order to push out as much flame as possible. An Astartes with this could clear out an entire building by themselves, or even turn entire sections of a battlefield into blackened ash. It's a bit of a fuel guzzler, but can one really argue with having the power of legends?

-Incinerator (100CP): How… how did you get this. No, seriously. How. A weapon like this is found only in the armories of the Grey Knights. This is a weapon that would cause untold amounts of questions and stories to spread as quickly as the flames it produces. Specifically, the flames caused by a psychically impregnated form of promethium that not only burn hotter, but burns any psionic barrier or Immaterium-based defenses as easily as it would burn flesh. Something like this would be the absolute bane of psykers or daemons, but it could also be your own downfall if you are not careful.

-Pyroclast (100CP): Well well, there's got to be a story on why you have one of these. Designed by the Primarch Vulkan himself, these unique types of flamers are far more elegant than the standard issued flamers given out along with being far more potent in burning power. In essence, they could burn away at least thrice as much as the normal flamer. On top of that their nozzle can be adjusted to create a searing cutting flame that while difficult to aim can also slice through even the most durable armor with its obscene temperatures. Nothing wrong with opening up canned meat to cook inside, after all.

-Destroyer (100CP): The heat of a flamer is terrifying enough with its use of promethium to reach heats no flamer in the 3rd millennium could ever dare to reach, but what if it's not enough? What if you had a burning need to burn it all away until there's nothing? The artisan-masters of Cadence have you covered, with a force-compression modification to create a superheated thermal-incandescent flame that could reach temperatures far hotter than normal flamers ever could while even increasing the efficiency of the fuel use! These objects are extremely rare, so hopefully you can ward away those with prying eyes and clingy hands. Or just burn them too.

-Voss Pattern Nightfire (100CP): Using flamers can be utterly terrifying for the enemy to behold, especially when you're in a bunker and you see one walking up to clear the place out. How can one hope to top such fear, that primal terror of being burned alive? Well, someone apparently rose to the challenge by creating a refined promethium blend mixed in with toxic chemicals. Highly recommended that one wear full protective gear for this, it creates a wretched flame that poisons the surrounding air with horrendous fumes and noxious smoke meant to poison anyone who survived the first volley. Gasping for air as one's skin blistered and burned… almost makes one want to take the second blast head-on just to end it all.

-Relic (100CP): There have been ancient weapons created in the past. Weapons that have been as beautiful as they have been destructive. Weapons that have conferred great status upon those who wield them and great envy among the wielder's cohorts. Relics. How fortunate, or unfortunate, for you that purchasing this option makes your flamer weapon such a Relic. To put it succinctly, this makes the weapon better at everything. Fuel efficiency, damage, and range to ensure that your wrath is as swift as it is terrible. Due to the composition of this weapon, you also have the option to make your flames a different color, whether it be black to ultraviolet to even a sickly green. The choice is yours.

-Plasma Pistol/Plasma Gun (50CP): Sometimes called 'Sun Guns', plasma weaponry is seen as some of the most dangerous weaponry in the galaxy. They work by using hydrogen in a liquid state that is fed into a miniature fusion core to be energized into plasma that is contained by magnetic fields. To fire them, the containment field opens and the plasma is discharged through a magnetic accelerator akin to a bolt. Of course, try not to mind if they malfunction. You may create a weapon from scratch using the section below, import a Plasma Weapon obtained later in this section for free, or import your own. Options can be combined; i.e. you could buy 'Apollo' and 'Heavy' to create a weapon able to reach much farther than normal as well as have enough power to drench a Leman Russ tank to watch it melt… in real time.

-Barrage (50CP): More often than not, the wielders of a plasma weapon are encouraged to take their time with their shots, and to be sparse with their weapon so that they do not overheat the device and potentially cause problems for themselves. Like every other warning in the galaxy thus far, it has been summarily ignored with this modification. By breaking the safeties and modifying the magnetic containment field, one's plasma weapon can fire much more rapidly to deliver superheated bolts upon the unfortunate fool who was in front of you that day. Risky, yes. But it comes with reward.

-Torch Mode (50CP): This is something of an unorthodox modification, but when your enemies are willing to field any number of oddities then you can't quite shirk away from getting odd yourself. By utilizing a controlled plasma arc and shaping the magnetic field, one can make a torch that is capable of cutting through twenty centimeters of adamantine in a single minute, with weaker or thinner materials falling far faster. While they make for superb tools in fixing technology or cutting bulkheads of voidships, no one will question the validity of cutting through enemies either. The weapon is able to fire in torch mode, but it will have shorter range.

-Optics (50CP): More times than not with a plasma weapon, if they take cover you can just blast it until the cover ceases to be. But what about when they take cover of night or the cover of invisibility? You must burn that away as well. Purchasing this option will grant you different sensors to use beyond iron sights like infrared scopes, night vision, sonar, or any other kind of sensor that you feel could aid you. This option can be purchased multiple times in the event you do not wish to rely on only one sensor to tell you where to shoot.

-Assault (50CP): Plasma weaponry while generally able to hit the target it's pointed at on a reliable basis, does not hold the pinpoint accuracy that one would desire if they're trying to strike a specific point multiple times. If you're trying to be surgical, that can be a bit of a problem. That's why when it comes to the Assault pattern, it's equipped with a powerful targeting array that allows the bolts to be far more accurate and reliably hit the point you desire constantly. Quite useful if you're trying to melt the joints of an Ork Stompa rather than just keep hitting it in general.

-Combi-Plasma (50CP): Plasma can be a warrior's best friend when they need to burn something away. But sometimes that's overkill, and one needs to consider using the right tools for the right job. That's why there's this option to attach a separate, ranged weapon to this plasma weapon so you can use that one for when plasma isn't needed. It could be a bolter, an autogun, or even a lasweapon to conserve your precious hydrogen. It should be noted that both weapons can be reloaded.

-Double Bubble (50CP): Why settle for one plasma gun? After all, you could be shooting out so much more, drenching them in your bubbly hot… yeah we should move on. You know the drill here, being able to use this option to make a copy of the plasma weapon that you're creating in this section. This will give you a choice on whether you want to dual-wield your weapons or simply keep a spare while you have another weapon as your primary. Never worry about one gun exploding again when you can whip out another one. Or end a battle twice as fast.

-Cannon (100CP): Size matters. While many times being able to compact the effectiveness of technology into a smaller form has a myriad of benefits, going bigger can provide a boon in of itself. This upgrade proves just that, going from a regular plasma gun to something like a shoulder-mounted cannon in order to ramp up the amount of plasma being lobbed along with the intensity of the heat from its projectiles. It is recommended you do not find a way to rapid fire this weapon, but like many other warnings you are free to ignore it.

-Twinned (100CP): Somewhere, someone with a plasma weapon took a look at a Storm Bolter and decided that it was not right that they should have all the fun. It was not right that glorious plasma should be limited to one output. Enter this modification, using ancient archaeotech to create a separate magnetic field within an additional barrel so that you may double your output of launched plasma at the enemy. As a bonus, a double-barreled plasma weapon just looks really nice.

-Apollo (100CP): What's worse than globs of molten plasma being launched at you by someone? A stream of the stuff being thrown at you like if someone was trying to paint you with some of the hottest stuff around. A machine that was first designed by a lesser known Techsmith of the Blood Angels Chapter, they clearly were appealing to an ideal outside of normal boundaries. On top of burning brighter and causing more damage over time, this modification acts more like a liquid sprayer or a Flamer or sorts as it drenches the enemy in a 'molten lava'-esque manner. It might cause more heating issues, but surely that's a worthy price to pay?

-Heavy (100CP): Do not go quietly into that night. Do not leave with a whimper. Do it loud, and do it proud. Enter the Heavy variant, which enlarges the coils in the plasma weapon along with granting an additional battery pack with a short cord to significantly increase the amount of power that is launched by the weapon itself. Effectively, a Heavy plasma weapon could deal three times the amount of damage a regular plasma weapon could, allowing one to become Death Incarnate so long as they walked the field with one of these.

-Ectoplasma (100CP): Well now. Foolish child, do you really feel that this weapon is what you need? That this will not turn against you someday? This is no mere upgrade; it is a plasma weapon that channels the raw power of the Warp into searing blasts that scream with the voices of the damned. To strike someone with this is not merely burning them alive in a bolt that's far more deadly than normal plasma, it is to lash out with a wave of tortured souls that seek to add to the collective in hopes of easing their fiery torment among the molten flames. They will not find it. Tread lightly.

-Phased (100CP): Well well well. You are quite fortunate to have collected one of the weapons of the notorious Crimson Guard, and hopefully you have a very good reason for it. This is because of both its rarity and its power, a plasma weapon that has done away with almost all of the drawbacks that are associated with plasma weapons. Its need for recharge is almost all but eliminated, while its cooling systems are great enough that almost all excess heat has been completely removed. This would allow you to fire with impunity while hardly worrying about one's power stores, letting you delivery a storm of plasma upon the unfortunate fools facing you on the field.

-Flensing Blade (50CP): You generally don't want to be left with no weapons to speak of, do you? Granted for some aspirants of Chaos they *are* the weapon, but something is often better than nothing when seeking to silence the followers of the Anathema forever. Favored by the underground cults of carnivores found upon ships within the Screaming Vortex, its wide and thin surface can slide to the bone in order to remove long strips of meat from others. Most are a meter long and can hold their edge despite their thinness thanks to the special ceramics used. Perhaps you could find other uses for this.

-Meat Slabs (50CP): Consumption is inevitably death for the consumed. Yet all must eat, and so damnation is delivered by one another rather than the whims of the Dark Gods. This replenishing supply will be able to deliver nourishment and damnation both at the same time, being carved human meat that has been properly trimmed and is ready to be used for whatever gruesome recipes you happen to have in mind. …and why should you be worried about where it came from anyway? Meat is meat. For an additional +50CP you also have access to a magnificent banquet that contains samples and dishes from animals and vegetables all across the galaxy to allow you to feast like a true superhuman.

-Leather Supply (50CP) (Free: 'Leatherworker'): Humanity is inescapably intertwined with Chaos and the Dark Gods that encompass it, and so it makes sense that Humanity provides the best tools for aspirants of Chaos to use. Such is the case with this replenishing supply of tanned human hide, perfect for binding books or etching runes into its surface or even to make different outfits and equipment so that you can display that it ill matters what Corpse Emperor they decide to follow. No one escapes Chaos, and to attempt to do so is a disservice to all.

-Nightweave Silk (50CP): There are many treasures to be found among the Halo Stars in the Koronus Expanse, recovered by traders who brave the unknown for untold riches and power that can be found so long as one seeks it out. One treasure is this opulent fabric woven from a crystalline material, shimmering with a spectrum of soft inner light when it is worn in twilight or darkness. Psykers will claim to detect the faintest echoes of suffering and something inhuman, but many human lords highly praise it for its effect and great beauty akin to a night sky… as well as the bragging rights that come with its rarity. You may choose to either have a supply of the fabric on hand or implement it into an outfit you possess to gain its properties.

-Chaos Pet (50CP): What. What is this? What is the point of this? Granted it does look rather adorable and cute, but why would you want something like this? The Dark Gods have heard your whispers of longing, the desire for companionship… and have answered with this option. You may choose any mundane animal to be touched by Chaos and gain traits that one would expect depending on the Patron you've chosen. It could be a cat, wolf, snake, or even a corgi to follow along. This option can also import pets you may have possessed for the role. Do not wander the Galaxy alone.

> **-Chaos Mount (+50CP): Oh! More than a companion then. A loyal steed ready to carry you wherever you desire. An entity of Chaos, worthy of a Lord. This causes even more Warp energy to be infused into your little pet, making them capable of growing exponentially into a fearsome size that can swiftly deliver you upon any field of battle. They will even possess minor powers of your Patron to fight alongside you, ensuring that they will not be easy to fell while serving its master. Of course, they can switch between these sizes at will if you ever needed a reason to have a Corgi the size of a semi-truck running around as an example. But what those reasons are is something only you can determine.**

-Chaos Familiar (50CP): The role of a Familiar is often to fulfill a numerous amount of tasks for their master, not unlike a squire acting on behalf of its Lord. Cybernetics or warp-sorcery can allow the Lord to see and hear what the familiar hears, but in many cases they are simply to act as a focus for sorceries or to do a number of tasks that has been given to them. A purchase of this will grant you one such familiar, with its appearance being up to you. It could look like a cybernetic cherub, or a mechanical beast, or even a Warp-Familiar that can make it look like a mannequin or living book. Some even look like miniature knights or men with moons for heads. Whatever form you choose, it shall be a loyal servant that does its best to serve you well. Should you desire it, you can import this into the 'Chaos Pet' role.

-Throne of Leadership (50CP): The Galaxy is quite large despite the ability to travel through the Immaterium. It's filled with stars, and each soul that inhabits it are like tiny fires that struggle to remain alit or become stronger to shine above all else as a Lord of Chaos. Yet their fires will fade, and many of these so-called Lords will go without thrones. You do not have to be one such Lord, for your throne awaits if you merely take it. Magnificent and massive, this seat will change in material and composition depending on the Patron you serve. It could be a throne of skulls and shattered armor that is painted in blood, or adorned in stitched flesh upon a mound of bone ground to sand to keep it lifted. It is your choice, but never forget that it is your Throne and yours alone. If you have a particular piece of furniture or a prior throne, you may import it into this option.

-Cult Supplies (50CP): In order to obtain worshipers and like-minded individuals, you need a way to entice them. Sure, the promise of power and the favor of the Gods to make them powerful and immortal is a good sales pitch, but immediate benefits of some kind never really hurt anyone. Much. That's why you need this good supply of party favors to hand out to those who decide to tag along with your growing band of entrepreneurs and visionaries, to help them identify with their new lot. Pendants to remind them of which God they now serve, slick robes to let them feel that otherworldly occultism flow through them, and even an altar so you can stand in front of it and preach to look ominous and imposing. Chaos Reigns, and so will your own cult once you get the ball rolling.

-Binder Fungus (50CP): Not all weapons are meant to cause death or dismemberment. Not all weapons are meant to harm others on a physical level. Sometimes, a weapon is meant to attack the mind and the soul with the implications of what is to come. This is one such weapon, a fungus that when spread on fertile ground will grow into the shape of symbols and runes related to the forces of Chaos. One might question the use of such a thing, but the spores are very easy to spread so entire fields and cities can be afflicted with symbols. That knowledge brings fear, and it is that fear that shall bring harm everlasting upon the unfaithful.

-Aesthetics of the Warp (50CP): There's nothing wrong with showing a little team spirit once in a while. Whether it's showing your dedication to the cause or simply wishing to take the theme of your Patron for your own, this reskinning of the Warehouse will demonstrate that you are not content to be one of the millions of aspirants that are used and forgotten. Whether it is the shimmering Warpfire torches and avian statues among blue surfaces that is from Tzeentch or the paths of skulls and pillars of Hellbrass that is from Khorne, these aesthetic options will reflect everything you enjoy about your Patron. Even better, by focusing its energies and gazing upon vehicles or ships of your choice, you can infect them with aesthetic options from your Warehouse to demonstrate your true nature.

> **-Immaterial View (50CP): Alas, you are not content with mere buildings and luxurious walls to feel like a noble. You are beyond mortal restrictions. You will not settle for being among the masses that settle for trinkets. You are a Lord, and you will be treated as such. A minute piece of the Immaterium has saturated your Warehouse and created a small virtual environment that you can wander around to enjoy the perspective of the Gods. Watch as it seems like stars form around you with the souls of your slain victims, or enjoy the mountain of skulls and fountains of blood from every single opponent you've killed. Perhaps you feel above such things, and simply wish to make it seem like your Warehouse is the Eye of a whirling psychic maelstrom fueled by twisting concepts that warp the more you grow and change from your own mortality. The choice is yours, once and future Lord.**

-Chaos Warbike (50CP): Soldiers run. You are not a soldier. You *ride*. This Assault Bike is a testament to that, warped by the Dark Gods to serve as your personal steed. Capable of some very impressive speeds and strong enough to drive through a solid rockrete wall at full speed with no harm, it is also responsive enough to perform a full range of death-defying combat maneuvers that would put any stunt driver to shame. Even better, it will twist and change itself depending on the Patron you serve in order to look as sleek or as outrageous as you deem necessary. Perhaps one day, even the mighty Doomrider will look upon your ride and be interested enough to race you. For an additional +50CP, instead of twin-linked Bolters you may arm this bike with Meltas or even Plasma Guns. You may also attach a side car armed with a mounted Bolter to this bike for an additional +50CP. You may import a bike into this option for free.

-Kroot Bolt Thrower (100CP) (50% off: Human): In the rotting stagnating corpse that is the Imperium, to conspire and deal with Xenos in any way is considered Heresy, and is subsequently punishable by death. So why not push on if you're damned in their eyes anyway? A strange mixture of primitive and advanced, the Kroot Bolt Thrower is an automatic crossbow that has been augmented by the Tau to be equipped with impact-fused plasma tips to create a truly deadly weapon. Using a hand-crank system to drop bolts into the magazine and quickly re-draw the string, it is a deceptive weapon with a high rate of fire. Sometimes the classics are the best.

-Scrap Code Generator (100CP) (50% off: Human): The machine spirits that inhabit the technology of Humanity are believed to be responsible for any functions the technology possesses. They are also seen as subservient to the Machine God, which allows the Imperium to fight its enemies at the behest of the corpse sitting upon a throne. Let's fix that issue, shall we? By shoving virus-patterns into the machine, it can cause disruption of the datacurrents while causing the Machine Spirit to have an electronic seizure. Shattering a Machine Spirit in this way allows the remnants to be reformatted and reconfigured from there, giving it new functions… and new loyalties as a result of being more pliable.

-Rak'Gol Rad Axe (100CP) (50% off: Human): The Rak'Gol are a relatively new entity within the Koronus Expanse, a reptilian threat that has sought to eradicate all Humanity with horrific cybernetics and untold amounts of taint that is both Warp and radiated in nature. Some believe this is an attempt to get additional mutations, and as a result their genetic sequences vary greatly among their numbers. This axe is one such example of their technology, a massive mono-blade on a polearm that is characterized by an ionization field. The purpose of this field is to focus a massive radiation discharge, and as a result any battlefield these weapons are used experience substantial levels of radiation contamination that puts Humans at risk of many things. Many would disapprove. But you are not among the many.

-Recoil Glove (100CP) (50% off: Human): Not everyone has the luxury of being one of the Astartes that seem to be among Chaos' most favored servants. No, not with their impressive height and immense power that is within their hands. You should fix that issue. These gauntlets uses memory wire and interlock plates so that when one grips a weapon, it locks into a strut so that one doesn't suffer wrist or arm damage. In short, this lets humans fire weapons one-handed without any of the usual problems, as well as lift and use super big weapons. Humans could even use Astartes weapons with a wonderful tool like this.

-Boarding Shield (100CP) (50% off: Adeptus Astartes): In the old days of the Great Crusade and the Horus Heresy, the Astartes needed to wield great defense along with a great offense. They could not fall. Nay, they were not *allowed* to fall. This became even more important when boarding Voidships or breaking siege defenses, and so this shield was designed. Looking like a large tower shield comprised of plasteel and ceramite, carrying one allowed an Astartes to cover the majority of their body along with a small opening to rest a ranged weapon in order to attack as well as defend. This shield also has a small energy field generator to grant it a tremendous amount of defensive capability, allowing initial strikes to be more easily handled. At least, long enough for the Astartes to get close and start delivering the pain.

-Fang Dagger (100CP) (50% off: Adeptus Astartes): While being close to the Koronus Expanse is probably a contributing factor, the Screaming Vortex has all manners of abnormalities and oddities that it has hidden away to those who cannot meet its price. This dagger that roughly measures to thirty centimeters in length that has a slight arc to its smooth, dark grey edge. It is unknown what predator this toothy dagger came from or what was needed to possess such teeth, but its status as a material predator is called into question thanks to the faint Warp energies that are imbued into it. Along with being incredibly sharp, each strike corrupts the victim the more you wound them as the energies within flare upon rending flesh. These energies could affect the wielder too, so you best be careful. Naturally, these weapons are coveted by warlords and Chaos pirates everywhere within the Vortex.

-Eclipse Pulsator (100CP) (50% off: Adeptus Astartes): There is something to be said about the skill of scavengers on the war-torn world of Kurse. There is also something to be said about the power of ancient Humanity, with even members of the Dark Mechanicus unable to discern the secrets of this device you now hold. A smooth, small metal device, it slowly will charge itself up until you can feel it humming with energy. All fine by itself, could even make a nice white noise generator as you sleep. The danger comes from when it's triggered, creating a pulse of energy that disables just about any unnatural defense utterly for a short period of time. Forcefields, psychic defenses, and other non-physical defenses within ten meters of the device will find themselves unable to function for a short time, with this device requiring a day to recharge afterwards. The only thing worse than a slave of the Corpse Emperor is a fool reliant upon their own power.

-Trophy Modification Kit (100CP) (50% off: Adeptus Astartes): Contrary to what you hear among the maggots that feed upon the Imperium's bloated carcass, the act of adorning trophies and marks of victory upon one's equipment is not a random act done in the ecstasy of victory. It is cultivated and carefully chosen, ensuring the equipment is adjusted to be more than just a gallery of accomplishments. It becomes a tale of who you are, and what you are capable of. With this kit, you can do the same and turn your equipment into a trophy gallery to embody your greatest victories with no loss of functionality. You could fashion a skull to the end of a Bolter to make it look like a fire-breathing monster, or the pelt of a wolf upon your armor to demonstrate your triumph over the beast. Let them know you are no mere aspirant. You are a Champion.

-Traitor Legion Meltagun (100CP): If a Flamer weapon is considered to be a weapon of righteous flame, then the Melta is its stronger, bigger, and all around much more nasty cousin that has worked out. Producing a short-ranged energetic beam of heat that can range in the tens of thousands of degrees Centigrade, these weapons use nuclear fusion to reduce just about any vehicle or enemy into little more than molten slag. There are many instances where a user of a Melta weapon has turned this weapon on a Leman Russ tank, only to cook its occupants just as quickly as the hull of the tank. Cleanse the field in blessed fire and pay tribute to the Gods with their charred corpses. Even better, for an additional +50CP you may turn this weapon into a devastating Multi-Melta which holds additional barrels for increased output, and an increased maximum range to reach other targets.

-Inferno Pistol (100CP): There were many secrets that were lost to the bloated Imperium thanks to the Age of Strife. Secrets that as it stands shall never be obtained again. That's why certain equipment is considered extremely valuable and a sign of establishment to possess, which makes it all the more pleasant to see the look on their faces when those who follow the Dark Gods are wielding the tools. Taking the standard technology of a Melta weapon and compacting it down to the size of a pistol, Inferno weapons are capable of stopping an Astartes in Terminator Armor in their tracks or even slicing through the hull armor of a Land Raider tank. While it only has twenty-five percent effective range of a standard Melta and much less ammunition, a weapon like this at the size it comes in can be an extremely unpleasant surprise for the enemy.

-Grav-Gun (100CP): One thing you're sure to have noticed is that the more powerful a being is in this world, the larger they are. This makes sense, as more mass means more strength to bear and more options available. Yet there is a delicious irony in turning that strength against them. A powerful relic from the days of the Dark Age of Technology, the Graviton Gun employs gravity itself to turn a target's mass against itself in order to crush a target under its own weight as they scream helplessly. These weapons are primarily gifted to the Astartes and is an honor to wield one… so it's sure to really rile them up when they see a member of Chaos demonstrate how to really wield this weapon and use it to its full potential. Using a sustained blast could even crush a tank to a small piece or destroy the structural integrity of a building as though the might of the Gods were gripping it. Bring the strength of the Gods down upon the unbelievers.

-Searing Blade (100CP): Those serving the Imperium make a big deal about their holy light and fire. They insist that their blessed flames are what cleanses and purifies the galaxy, that it is they who are the true warriors of a God. That their flames carry a righteous cause. What a grand and intoxicating innocence. More like an elongated axe than a sword, this golden sickle-shaped sword is a favorite for many cults in the Screaming Vortex for its appearance alone. Its power is what truly lures potential wielders, being cool to the touch until it strikes an enemy. From there, it will immediately ignite with heat intense enough to cook flesh into a blackened ruin nearly instantly. They wish to know what a cleansing flame is? They will need to speak to you, before begging for forgiveness after you have shown them true fire of purity.

-Servo-Harness (100CP) (Free: 'Warpsmith'): Those who like to plumb the depths of ancient archaeotech and xenos technology need to be prepared. They need to possess the tools. Without tools, there is no work. You shall have those tools. This is a backpack that attaches to you and has four Mechadendrites of your choice designed for the purpose of exploration and optical enhancement so that the exact specifications of artifacts you find can be uncovered to you. Molecular make-up, structural integrity, carbon-dating, and more will be laid bare for the quizzical mind to begin the process of learning and eventual replication. Let innovation commence.

-Velklir Rapier (200CP) (50% off: Human): Loathe are the forces of the Corpse Emperor to admit that there are some things capable of proving the power one can find when serving the forces of Chaos. The forces of Chaos are even more loathe to admit when some weapons are simply much better than the paltry hand-me-downs that come from scavenging battlefields. This weapon utilized by the elite bodyguards of Velklir Sorcerers on Q'sal is an example, with nearly any Aspirant who fancies themselves a swordsman willing to sell their own soul for this blade. Another's soul, preferably. Appearing almost like a ray of light instead of a blade, this impossibly thin sword is likewise impossible to break no matter what massive weapon is brought to bear against it. This makes it a perfect weapon to parry larger attacks as the sword guides its user to strike true against its enemy. When removed from an enemy, the blade seems to drip with blood as an expression of disdain; it seeks true opponents and all it has found so far are cattle to be butchered. Perhaps you will aid it.

-Frozen Shard (200CP) (50% off: Human): There are those in the Imperium that seem to disregard any proof of the Dark Gods. Any attempts to believe otherwise gain the attention of the Inquisition, but even they pale when presented with tangible proof of true Divinity. Rumors to be pieces of the Frozen Heart of the Screaming Vortex, blades like this one are impossible to disguise as it is so frictionless and sharp that no paint or masking material can adhere to its surface. Even more terrifying is how the blade's point seems to guide its user's movements, sliding over armor and finding even the smallest joint or defect to exploit before driving itself in and piercing flesh in such a whispery fashion that one might not even realize they have been cut… until they begin bleeding profusely and the blade is withdrawn. Do not squander this gift from the Ruinous Powers lightly.

-Stryxis Æther Rifle (200CP) (50% off: Human): These Xenos are a nomadic race that wander the Koronus Expanse on the border of the Calixis Sector, often seen as untrustworthy and vile by just about any who do not understand the value they could potentially bring to the table. In a way, they are like kin to Chaos. But their penchant for thieving and collecting is not their only value, as this wondrous rifle can attest. Very rare, these weapons possess a pale and misty glow while firing a peculiar energy that is capable of passing through most forms of solid protection. This could mean even an Astartes would find their armor being so much dead weight, bleeding from the inside as you cackled at the relic within your hand. It is little wonder they are referred to as 'ghost-light' weapons, and perhaps you will fuel your own superstitious legends with this device.

-Ignatus Power Armor (200CP) (50% off: Human): It's horribly unfair that the Astartes who have turned to the dark gods end up getting all the best toys. They already have a great deal of power with their personal weaponry, and they have far better armor too? The favor and power of the Gods is not meant to be hoarded and squandered by those who are simply bigger. It's why you've obtained this Ignatus Power Armor, granting much better protection via ceramite plates and electrically motivated fibrebundles to not only augment the user's movement and strength as if they wore nothing at all, but is also inlaid with hexagrammic wards to resist any psionic attacks. Along with a power supply that can run for five days of continuous battle (with the supply lasting far longer without battle) and being easily recharged, expect to rise through the ranks quite quickly with this armor. You may import armor to take on the likeness and/or benefits of this armor.

-Hrud Fusil (200CP) (50% off: Adeptus Astartes): A reclusive species, the Hrud xenos are unique in that they possess an innate entropic field that can prematurely age anything organic in their immediate area while being shrouded in darkness. It is theorized that this is due to exposure to the Warp; an accusation not helped by the development of this rifle. More akin to a plasma musket, these weapons fire shots that are phased between realspace and the Immaterium to simply bypass the defenses of a target unpredictably. Even the Inquisition of the Imperium finds this weapon quite useful, as its agents can attest. Perhaps you can show them that what they don't understand shall come back to haunt them.

-Bone Maul (200CP) (50% off: Adeptus Astartes): The denizens of the Screaming Vortex are not like those within the bloated corpse that is the Imperium, that much should be evident by now. They push the boundaries of what is sensible and will dip into the very horror of one's mind to create weapons of terror. Such is the case with this weapon, being made of bone that is far heavier and stronger than normal. The Writhing World's biomancers realized the power of intimidation, and so with each bloody impact this grimey and dull-grey maul's runes will activate and make it cleaner and brighter. Upon the victim's death, the maul will be akin to gleaning ivory to showcase the blood dripping off of it. The effect reverses itself soon after the battle, so if you want it to remain pristine you'll need a regular supply of cleaners.

-Rak'Gol Rad-beam Cannon (200CP) (50% off: Adeptus Astartes): In order to truly spread destruction upon the field of battle, it is not enough to destroy your enemy. No, you must go further. Taint the world. Remove hope for all generations who follow. Those who do not follow the Gods will learn of their hubris. Taken from the Xenos Rak'Gol race, this weapon is rarely seen among their ranks for a reason. The weapon discharges a very high intensity of ionizing radiation that irradiates living tissue and the earth while voraciously breaking down inorganic material around it such as armor. The radiation is indiscriminate, so the user is encouraged to have some form of protection. Do not let that detract you, as this is still a very powerful weapon that would even give an Astartes pause. As they should, for daring to remain ignorant about the Gods.

-Dark Halo (200CP) (50% off: Adeptus Astartes): One of the greatest joys of serving the Dark Gods one can have is the feeling of power one gets from corrupting the relics of the Imperium. With every theft from the Corpse Emperor's blind followers, the Gods smile in contentment. This corrupted variant of the Iron Halo is one such artifact, able to be worn on a helmet or a shoulder pad in order to convey its effects. When activated, it creates a powerful conversion field that can augment the defenses and shielding of power armor in order to let the user weather even the fiercest of onslaughts so that they may destroy their foes. Even better, these Halos are so rare that even wearing one will deliver a sense of awe and reverence to those around you, making you appear more of a fit for leadership than others. Blessings of the Gods be upon you, Champion.

-Yu'vath Bone Warden (200CP): Humanity is far from the first civilization that the Gods have sought out. Judging from the relic that is here, they were not the most advanced either. Yet it is up to the forefathers to impart divine wisdom onto those who follow, and to provide aides if need be. Such is this relic, normally reserved to guard treasures of a long-past alien race before you found a way to bind one to yourself. Taking the appearance of a corpse held together by arcs of black energy, the addition of other dead bodies turns this entity into a maelstrom of hands and mouths that whirl through the air in search of their next victim. It is possible to destroy a Bone Warden by destroying its physical state and dispersing its dark matter, but should its Warp-Shard Crown be intact it will simply assimilate more corpses to regenerate and continue its assault. The dead will have their due.

-Cold Trade Hub (200CP): It's a big galaxy out there, one with an endless amount of mysteries and treasures just waiting to be discovered or plundered. Treasures that could be worth a fortune should you fence them to the right buyers. Yet the kind of things you could find would often get you executed or worse, which can put a bit of a crimp on payday. What's an entrepreneur like you to do? Take it to a proper market. By purchasing this, you gain access to the Cold Trade of the Calixis Sector where all manners of wondrous items are sold from the exotic arts to the terrifying archaeotech of forgotten Xenos. Even here you should be careful of what you advertise, but if you play your cards right you could become very rich and powerful indeed. Should you leave this world, you will find similar underworld markets in dangerous locations that are ready to buy and sell.

-Corrupted Bruul Parasite (200CP): There is little that escapes the touch of the Dark Gods, especially when it can be useful. For every task, there is a tool. Even the Imperium, self-absorbed and choked upon their own propaganda, can see this. It is why you have been presented with this creature. Indigenous to the Jericho Reach, these creatures tend to nestle inside the brains of sentient creatures and draw energy from their prey's consciousness while controlling the body. This one however… is special. Twisted by the Immaterium and crossbred with a Medusae, it instead has given you the means to drain the memories and souls of others by placing your hand upon the victim's head in order to obtain their knowledge and strength. Naturally it would be best if you saved this for an enemy who could not fight back. If you felt especially cruel, you could instead implant them with a parasite to take control of them like a puppet by using the Immaterium itself… or spread your parasite to create more soulsuckers like yourself. It's time to begin the feed.

-Spyrer Hunting Rig (300CP) (50% off: Human): In the spires of Necromunda, one must find ways to pass the time. After all, one can't work all day like the teeming billions in the Underhive. That is why one can don a Hunting Rig and begin a little sporting event to entertain themselves. This armor is able to outrival even the Astartes' own armor, even providing sustenance to the wearer so they don't need to worry about food. As time goes on and the user pushes the armor to its limits, it will begin feeding power to other sections of the suit and unlock various functions to essentially evolve itself in according to how the user fights. Whether it is the brutal assault of the Orrus, the speed and mobility of the Jakara, the stealth and sneaking of the Malcadon or the gliding and camouflage nature of the Yeld, the suit will do its best to fit the fighting style down to a 't'. For an additional +100CP you can choose to make it a Patriarch or Matriarch type suit instead, which has even greater power and protections and can provide enough fighting power to give Astartes pause. You may import armor to take on the likeness and/or benefits of this armor.

-Dimensional Key (300CP) (50% off: Human): A Daemon Prince is immortal. Eternal. This is the main draw of those in service to the Gods; to become closer to them and feel their Divine Power change them into beings of strength. Yet there are legends and tales of forging powerful relics from divine entities, and so it should be no surprise that keys made from the thighbones of said Daemon Princes would come about. By taking one of these keys and plunging it into a dying warrior, the veil between the Immaterium and realspace is pierced to create a whirling maelstrom of chaotic energy. This energy can disorient and stun those who are not in service to the Dark Gods, which can prove to be a valuable trick to use. If you're not of that mindset, you could instead use such keys to guide yourself and others nearby through the Immaterium… which can be very beneficial or very dangerous depending on where you travel.

-Terminator Power Armor (300CP) (50% off: Adeptus Astartes): If Astartes Power Armor is able to turn one into a fighting force of destruction, then the Terminator Armor will just outright allow one to ascend into a force of nature itself. Comprising of an outer layer of ceramite armor surrounding an adamantine exoskeleton, it could survive hits that would even penetrate and destroy the armor of a tank while providing enough strength to wield vehicle-mounted weapons with one's own hands. Even better, the *Crux Terminus* attached to the shoulder of the armor provides even greater protection from blows that would even fell a war engine, ensuring any who wears this is almost unstoppable. This suit is an exceptional piece of equipment indeed, and so wearing it will be an equally exceptional status symbol to those around you. Just be mindful that anyone who wants even the slightest favor with the forces of Chaos will seek to scoop your eyeballs out in your sleep or any number of methods to get that armor from you. You may import armor to take on the likeness and/or benefits of this armor.

-Inert Daemonhost (300CP) (50% off: Adeptus Astartes): Only the most ruthless and horrific aspirants of Chaos would dare to use such a thing. To toy with such powers is to risk eternal suffering, to make a single mistake is to instantly court death or worse. So naturally, someone thought it was a good idea. This is an empty body, engraved with foul runes and embraced with adamantine chains with hundreds of smaller engravings upon each link. It appears to be entertaining décor at first, but using a specific summoning ritual is where things get interesting. One can effectively bind a supernatural entity like a Daemon to this body, ensnaring it and forcing it to bend to the user's will. Curiously, you can even adjust the bindings on this host so that the looser they are, the more of its original power it will be able to call upon. Just be careful and do not let it get loose… extremely few entities like being bound.



Ship Upgrade:

So… spoiler alert: You will be picked up when this is over, by Astartes who are willing to band with you. Thing is, they'll be arriving in a *Cobra*-class Destroyer. Even among the Imperium, Astartes do not get access to ships beyond what they absolutely need due to the Imperial Navy being paranoid. As those who work for the Dark Gods, their options are limited even further. It is troubling for any who wish to roam the stars and wish to feel relatively safe, especially when conquest is afoot. But fear not, for a generous upgrade can be provided to you so you have some breathing room. If you're feeling especially bold you can purchase these options multiple times for multiple ships. But beware, for everything has a price.

-*Devastation-class* Cruiser (100CP): A rarity among the forces of Chaos, this vessel of approximately five kilometers in length is a fleet-support carrier that comes equipped with large starboard and port launch bays in order to field large swathes of attack fighters and bombers, to say nothing of boarding craft. While the vessel itself does not perform well in short-range, its powerful long-range Lances and racks of turbo-laser batteries means it can provide devastating long-range assaults to provide further support. It also comes equipped with repair and refitting stations for the compliment of craft it carries.

-*Retaliator-class* Grand Cruiser (200CP): Similar in function to the Imperial *Exorcist*-class Grand Cruiser, this vessel of six and a half kilometers in length excels in self-sufficiency and flexibility when it comes to long voyages or varied forms of combat. Bristling with lances and macrobatteries, this ship combines its weapons with the large amount of attack craft launch bays it possesses to deliver a truly terrifying barrage of attacks that could see lesser ships crippled within the first wave. As these vessels were designed to operate for entire years without ever needing to go back to port, they are highly valued by any sensible warband.

-*Desolator*-class Battleship (300CP): An ancient battleship design that heralds from the days of the very beginning of the Imperium, this vessel of eight and a half kilometers in length utilizes technology that has been long since lost to the Adeptus Mechanicus. Armed with a great deal of torpedo tubes and packed with as many macrobatteries and lance weapons as it can muster, this long-range craft can gut any firing line before it can dare threaten this terrifying weapon. Even more deadly is its speed, allowing it to outrun all but the most powerful of engines while keeping itself at arm's length from the victim it has chosen to destroy. Your enemies will know true fear upon seeing this ancient vessel.

Chaos Aligned:

It should be rather evident by now that the armory that is available to the forces of Chaos is as vast as it is diverse. Should one look hard enough or have the proper connections, then they can walk away with a batch of equipment capable of rending a small army within an afternoon if you wanted to rush it. Of course, no one would fault you with taking your time and enjoying yourself, either.

However. It's not the best that the Dark Gods have to offer. They have many different trinkets that hold their blessing, items that can change the course of a planet's history were they in the right place at the right time… or were held by the right person. Even wielding some of these items can bring you status and reputation that can echo along the undercurrents of the galaxy, and using them will make it so your name is whispered in hushed tones along the streets. That's not even counting the main draw of what comes next.

You see, with every Astartes Legion there was a Primarch. Each one born of the Emperor who fashioned them after striking a bargain with the Dark Gods for the knowledge needed. Ignoring how he tried to handle that deal, each of these Primarchs wielded powerful weapons capable of leveling mountains or felling entire buildings with a wave of their hand. For one reason or another these weapons were changed beyond recognition or lost to the ages as time moved on and the Legions went their separate ways.

You will have the chance to obtain these weapons. But much like you would suspect, there is a catch.

You can only obtain the weapon aligned with your Patron

The rest of the items have no such locks, with discounts applying to your primary Patron's item tree, but these Primarch weapons are locked. Yes, this means even with 'Ode to Malice' you may only choose the weapon provided by your primary Patron. Your companions will not be able to obtain a weapon of the Primarchs, either. This is a gift for you and you alone, as a sort of 'loyalty rewards' program for throwing your lot in with them. This is not only because of the power these weapons provide but also for the renown they will bring. Word will spread rapidly, and hundreds of cultists will flock to you and sing your praises, perhaps thousands. Gathering a warband will be significantly less difficult by brandishing this weapon… but with renown comes risk. Many aspiring warbands or would-be champions will desire the weapon and seek to attack you to claim it for their own. The Imperium will do whatever it can to strike you down before you gain momentum, should they catch wind. This is not including the reactions of the Primarchs, now Daemon Princes for their services to the Gods. There is no telling how they will react to you perverting heirlooms of their history for the power they bring you.

Of course, you could always refuse the weapon, but why turn down such an obvious advantage just because of the jealous looks you'll get?



KHORNE THE BLOOD GOD, LORD OF SKULLS

-Gorefather, Consumer of Worlds (Khorne Only): When the Primarch Angron was buried under tons of rubble on the War World of Armatura, he had used both his chain axes, Gorefather and Gorechild, to cut his way out of the rubble. He discarded these weapons soon after, believing them to be ruined. Khârn the Betrayer collected Gorechild, ignoring his Legion's superstition of inherited weapons and encouraging one of the Dark Mechanicus to repair the weapon. Gorefather itself was never recovered, a testament to how Angron had been losing himself to the Butcher's Nails that had plagued him.

Until now, when Khorne's own smiths have refashioned the weapon and had a Bloodthirster present it to you as a reward for following the true path of martial prowess and bloodshed.

Lined with the teeth of Mica Dragons from the Death World of Luther Mcintyre and gilded with Hellbrass from Khorne's own forges, this chainaxe is utterly unbreakable and sharp enough that it could utterly slice through nonphysical barriers as easily as it can slice through physical ones. Which is to say, exceptionally easy. Before, it could allow an unskilled wielder to slice an armored Astartes from crown to crotch with minimal effort, but now it is great enough that you could fell a Titan with a single blow while parrying bolts of psychic energy. That's *before* it's in the hands of someone skilled. As a final boon, the more blood it is allowed to drink from slain enemies the greater its own power shall be. Let the blood flow.

-Kill Counter (50CP) (Free: Khorne): It can be difficult to keep track of things, when one is in the thick of battle and bloodlust has taken over any sense of thought or rationale. The adrenaline of combat, the rush of seeing flesh torn apart by your own hand as proof of your strength, it's exhilarating. That's why technology should aid you in what matters most. Linked both to your weapon and any sensors you have, this little tidbit helps you keep track of how many people you kill in a battle at a time, while logging the amount during each battle in a data file. If you wish, you can also pull up your high score so you know how many you need to beat your record. Think about what matters most.

-Blood Pool (50CP) (Free: Khorne): At the end of the day when you're done with a good long round of impromptu street painting, you just need to relax. The blood has flowed, the skulls are packed away, and it's time for a good rest. You need a place to invoke that relaxation. Cue this pool of boiling blood, taken from horrific beasts slain and placed at just the right temperature for you to wade right in and take a nice soak. Not only is it cleansing, but the scent will never be nauseous or sickening to you. It's also self-cleaning, so don't worry about a thing and just sink right in. Blood for the Blood God.

-Khornate Crest (100CP) (Free: Khorne): When it comes to a God of Violence and Bloodshed, it makes perfect sense that any equipment of Khorne's would be the most straightforward. Meet the enemy head-on, show no quarter, and do your best. So this upgrade to one's armor ended up being equally straightforward. Taking the form of demonic horns, its own power granted noticeably increased protection to one's head while attracting the attention and respect of martial warriors who live for the thrill of combat. In a sense, the horns speak to them and allow one to have more influence over said warriors. It's time for the hunt.

-Skull Forge (100CP) (50% off: Khorne): It is a well-known fact that Khorne despises magic and psionics. He does not hate their power, he hates their cowardice. He hates that they take the power of the Gods' own fire and use it simply to make things easier on themselves. No risk, for all the reward. This is not his way. This large forge is an example of his way. Along with obviously being a forge that one can use to create and fashion various tools, one can feed souls into the forge in order to fuel various enchantments that are placed within the weapons at the time of crafting. This reduces the cost of enchantments considerably and strengthens them so long as blood is used to seal the energies in. Should you throw in a Psyker or one who uses magic, their skulls will be added to a compendium with their greatest enchantment etched into the bone for you to read and replicate as needed. As it should be.

-Skull Mask of Ang'grath (100CP) (50% off: Khorne): Occasionally, a Daemon is able to provide a relic that gains the attention and the pride of those who serve Khorne. It ill matters if it's only in likeness, for the symbolism could provide all the power one needs. Fashioned after the Lord of All Bloodthirsters, the Skull Mask of Ang'grath will grant the wearer some of the Bloodthirster's own combat prowess and skill, which turns them into a horrific maelstrom of death and gore. The mask also channels some of Ang'grath's own visage, causing those with weak will to become overcome with fear and run off, and even those with strong wills may find a bit of unease in the back of their minds. While it primarily works if one wears the skull upon their face, surely that's a small price to pay?

-Icon of Endless War (200CP) (50% off: Khorne): Long ago, there were eight Icons made to pay homage to the glory of Khorne. Each of them were unique, whether it be a crimson banner of flayed skin, a flaming brass skull that can never be extinguished, or even a symbol of Khorne that forever drips blood. Regardless, they were spread across the Screaming Vortex millennia ago. You happened to have found one. Upon being held aloft by one hand or being carried into battle upon a backpack, those who follow your ways will be pushed to be more ruthless in battle in something of a blood frenzy while their skill with weapons shoots up a significant degree so long as this banner is in sight. What was once a ragtag band becomes a ruthless fighting force, and what was once an impressive army becomes Murder Incarnate.

-Bloodskull Pendant (200CP) (50% off: Khorne): It should be quite clear by now that many of Khorne's worshippers tend to be mad. As in 'quite willing to chop someone's head off from being offended at a joke' mad. It can be rough holding a lot of that anger in, which is why with this pendant you don't have to. This trinket is worn around the neck with an ornate brass chain that almost seems to sizzle with fury, and is as black as the darkest night one has ever seen. Yet on command, the black surface swells to a luminous red and begins to make the wearer levitate, surrounded by the unholy energies fueled by their rage. When it activates, the wearer's arms spread as bolts of blood red lightning strike everyone within four meters, causing all but those with especially strong wills to be reduced to nothing but charred bones. Khornate champions will be able to guide the energies and temper them, fueling them into their weapons to empower with their endless anger and make their strikes strike with the fury of a tempest storm. The act drains a lot of willpower and the pendant takes time to recharge, but isn't it good to get all that anger out of your system?

-Arena of Skulls (200CP) (50% off: Khorne): Endless battle. Endless carnage and gore. Bloodshed that never ends. These are the things that many followers of Khorne desire, and it is that desire that leads them to self-destruction when they cannot find it. It might not hurt to have a place where you can quench any of that bloodthirst, mm? Enter this gruesome arena. Carved from the bone of beasts slain and armies trampled, held together by ornate brass and carved stone. A place that continues to amalgamate and forge horrific beasts to be sent out in gladiatorial combat. This arena collects the blood of those slain and uses it to continue its machinations, and with each new beast added it will add to its options. Those who fight here will find their martial skills improving quite quickly, and should you choose the souls of those you brought in here to kill will be forever trapped as additional gladiators to fight and die, their powers and skills contributing to the monsters the Arena creates. Finally, should a person slay a beast that pushed them to their limits the blood will surround and seep into the warrior to change them, adding a tiny piece of their strength and optionally alter their physical appearance to the victor as a reward for following the path of blood. You may choose if this is a property or a Warehouse attachment.

-Collar of Khorne (300CP) (50% off: Khorne): Do not suffer the coward. Do not suffer the craven. He who uses the strength of others and calls it their own is a fool who must perish. Let Khorne's rage guide you, just as Khorne's very rage was used to craft this collar of pure Hellbrass. Upon being equipped, this brilliant ornate collar will protect one from any sort of psyker or psionic ability. Their energies will wash right off, their rituals will utterly fail. Laugh as their spells fail, for it means another skull is to be added to the trophy pile. Better, when you equip this collar it cannot be removed by anyone except you, which means only your death will serve as a deterrent. That is, if such a feat were easy. It is also on record that these collars make for excellent dog collars, as Khorne regularly uses them on his Flesh Hounds when sending them out. Just don't put them on a psyker or sorcerer, for in doing so it will automatically shrink enough to where it will decapitate them.

-Talisman of Burning Blood (300CP) (50% off: Khorne): The Lord of Skulls cares not from where the blood flows, only that it does. Should you fail to deliver enough blood, then it is your own that shall sate his eternal thirst. Yet there are times when Khorne recognizes that one will be much more useful alive than dead. They are very rare moments, but they do not come without a boon. Forged from the brass that makes Khorne's very own throne, this talisman has the ability to not only raise the anger of oneself and those around the user to a bloodboil but it can also harness and focus that rage so it does not blind them to higher rationale. This allows them to channel that rage into a tangible benefit, causing much more damage with weapons than normal and striking with the force of a storm. Some call it a state of tranquil fury. Others recognize it for what it is, a state that allows one to reach levels of slaughter no mortal could ever hope to achieve.

-Chains of Dominance (300CP) (50% off: Khorne): As stated before, Khorne is very disapproving of using cravenly spells and throwing them as though it were one's own power. It is stealing fire and claiming you were creating it. It is not the Psyker's place to be at the top, rather below. That is, below your heel. By chaining a psyker or a wielder of magic to a wall, you may not only trap them there thanks to the Hellbrass runes disrupting their power but you may also forcefully drain them of their energies to imbue weapons and armor. A telekinetic's energy would create greater enchantments of defense and powerful strikes, a pyromancer's energy would create a flaming sword capable of slicing through powerful defenses, and so on. While it does depend on the power of the chained to begin with, surely you can think of ways to use this. If you end up draining them completely… well hopefully you have a forge so they can perform one last act of service.





TZEENTCH THE CHANGER OF WAYS, ARCHITECT OF FATE

-The Blade of Ahn-Nunura (Tzeentch Only): Named after the Prosperine war god of ancient myth, this weapon was by the side of Magnus the Red ever since he rose to the stars and began to explore the nature of the Immaterium. It was a representation of his might and his keen intellect as he scoured the endless expanses, a tool as brilliant as his mind as tome after tome filled his library. More importantly, it was a symbol of his loyalty to Prospero. He would do whatever it took to ensure their survival and success; no spell was forbidden if it granted a chance.

Your Patron hopes you feel the weight of his responsibility as a Lord of Change places the weapon in your hands, plucked from endless possibilities when Magnus sold his soul and brought the City of Light into the Immaterium.

Taking the form of a large khopesh sickle-sword, this ancient force weapon has been blessed by Tzeentch's very magicks and is able to both amplify and channel psionic power to a disturbing degree. Tank hulls would be sliced as easily as flesh, and with each kill the souls of the slain would be subjected to the energies of the blade and add to the power of the spells cast. Worse, those who lived would still be exposed to its mutagenic properties and warped into vile Chaos Spawn meant to serve the owner of this blade. Change is coming, my friends… how will you handle it when it arrives?

-Goldsmithing Tools (50CP) (Free: Tzeentch): It almost seems like to be a proper Sorcerer in this galaxy, you need to have a certain amount of fashion. Shine. Bling, as it were. One might argue that it in the nature of the sorcerer to feel superior, to present oneself as a noble of reality itself that supersedes mere mortal kings. They could also just be vain. Either way, this impeccable kit is designed to fuel such needs, granting all the tools required to forge, shape, and fashion up all kinds of jewelry and talismans to act as a focus for psionic powers. Let the power of your mind take form, and show them you are a king.

-Plush Seating Cushions (50CP) (Free: Tzeentch): Casting all manners of Warp-Sorcery and researching tomes can be tiring. Yes you're an amazing being whose mind can rend the teeming masses into insanity as they feel to appreciate your genius, but even you need to take a break. That or have a nice seat to read your freshly obtained scrolls. These obscenely silky cushions are stuffed from the finest feathers of Tzeentch daemons, ensuring they're always fresh and exactly as soft as they need to be for you. They're also self-cleaning, so you can just focus on taking your mind off of things.

-Tanor Mimic-Mask (100CP) (Free: Tzeentch): The sorcerers of Tanor have a peculiar trait in that they refuse to have their faces seen, or even to be heard speaking. You will never hear them, only communicating through intricate expressions and body language as they hide behind an ever growing amount of masks. You have obtained one such mask, allowing you to disguise your face quite effectively to the point of even changing bone structure or eye color while ensuring it is pleasing to the eye. However, on a whim you can also make the mask shift to a visage so frightening that those of weak will would find themselves screaming and running if not dropping dead from fright. What better way to mask one's own intent?

-Puzzle Box (100CP) (50% Off: Tzeentch): The Immaterium is as vast as it is complex, and the things one can learn from it are equally as complex. There's just so many *fascinating things* to show a person. Help them along with this golden triangle puzzle the size of one's head while possessing an Egyptian theme. The puzzle is never the same each time, requiring one be quick as well as clever if they are to solve it to the point where smarter people might obsess over trying to solve it themselves. Upon success, their prize is being sucked into the puzzle itself. You see, it is not only a trap to contain the foolish but it is also a horrific trap that allows you to use the energy of their souls to augment your psionic powers. Of course you could always just release them instead, but be warned that they might be a bit off. It does use a fraction of Warp Energy to contain them, after all.

-Crystal Talon (100CP) (50% Off: Tzeentch): The power of fire is as vast as it is terrifying. There is a reason that it is always fire that is used to bring a civilization up from the mud, and why it is fire that is used to burn that civilization down. Fire can allow one to become a god, able to control the power of life and death as they so demanded. This crystalline talon ring will prove it as well, imbuing your psionic power into whatever physical ammunition you wish in order to turn them into fiery Inferno Rounds that burn with supernatural energies and can melt ceramite like flesh. The more supernatural energies you have access to, the more variety you have in imbuing and transforming your ammunition. The Khornates think themselves superior with binding magic to metal, but it is clear you've pulled one over them by taking the next logical step.

-Changer of the Flames (200CP) (50% Off: Tzeentch): Yet why stop there when it comes to flames? That's just *normal* fire, things you see all the time. Why not shake things up a bit, and give the enemy something they should truly fear when you bring this beast to bare and condemn them to a grisly fate of your design? Colored a brilliant blue and gold with ornate patterns to make the barrel look like a dragon head, this Flamer weapon is the result of ripping apart Flamers of Tzeentch daemons and using their very fires to drench the enemy in raw Warpstuff. Providing the immediate results don't kill them as flesh and ceramite melt like clay, the energies means anyone bathed in the stuff could mutate into anything from an amorphous tumor to a monster to even a Chaos Spawn. Sorcerers with skill could control what happens… but why would you?

-Talisman of Tzeentch (200CP) (50% Off: Tzeentch): What happens when you get two sorcerers and put them both in the same room? The answer is egos start to clash; wielding that kind of power often goes to one's head and there's very few who enjoy the idea of playing second fiddle when having access to such things. Fortunately, one who has this talisman is sure to have an edge in the argument. Anyone within fifty meters of the one wearing the talisman would find that any of their psionic powers are much harder to activate, to the point where those weak of will cannot use any of their psionic abilities at all and the stronger ones must exert more effort while the wearer can continue to cast with abandon. This effectively could make you the strongest Psyker in the room with this trinket alone, or at least give you a good advantage as they wonder what was going on before you flash cooked them. None shall be mightier than you. None.

-Meditation Chamber (200CP) (50% Off: Tzeentch): Ever being of power worth their salt must have a place of research. Nay, a place of power. You are not some crude cultist scavenging for scraps of paper and lurking among filthy alleys to practice your craft. You are a Sorcerer. You are one whose mind has touched alien shores and glimpsed into the infinite in search of forbidden powers to add to your own. This chamber is a testament to your desire for such power, holding a crystalline lens that allows one to scry alien dimensions and places of power to expand their mind and learn from what lies there as the information places itself in their mind in a manner you can comprehend it. Directly under the lens lies a meditation circle, perfect for applying that knowledge gleaned to create new forms of psionic manipulation and dark rituals as it becomes inscribed upon empty tomes in a corner. Finally, should one encounter something truly enlightening or wondrous that they never knew, the knowledge can imbue a portion of power to their soul with an optional mutation to their appearance to reflect their new perspective of the cosmos. Knowledge is power, and your power shall be absolute. You may choose if this is a property or a Warehouse attachment.

-Golden Eye of Tzeentch (300CP) (50% Off: Tzeentch): Much like how Magnus the Red gave up his eye in pursuit of knowledge, sometimes the Greater Daemons of Tzeentch will give up an eye so that others will obtain the knowledge of the stars. Granted it isn't always given up willingly, but more often than not it is for a purpose. All as planned. This item here is a fossilized eye of said Greater Daemon, and can see beyond the boundaries of life and death to provide its user precious knowledge to further their schemes. It is quite potent, as it conveys a 'danger sense' of sorts that allows one to dodge and evade strikes coming quite easily before they arrive due to the crystal clarity of the visions. When the fossilized eye is used in divination, it also provides a very strong boost and allows one to see farther into the future with much greater clarity to details. Naturally, this would be quite the benefit to any who seek to scheme and plot. Just be warned, the farther you go out the more possibilities will be present. Hopefully you can handle it all, lest you choose the wrong future to plan around.

-Warp Staff (300CP) (50% Off: Tzeentch): One of the iconic pieces of gear that are sought by Sorcerers of Tzeentch is the staff. It is more than just a focus to channel one's psychic power or a tool to attune to the energies surrounding oneself. It is an object of status and superiority, showing that you are not among the mere dabblers of the galaxy who wish to cherrypick what they want. You know what it takes, and this staff is proof of your dedication. A rod of glimmering metal studded with icons of might and engraved in runes that seem to change for each person looking upon it, this staff is quite valued in that it can harness the psionic powers of the one who wields it so that it is not only stronger than before but is also significantly more accurate than it would originally be. The rod also provides another very important boon, shielding the user from any backlash or exposure to malignant effects when channeling the powers of the Warp… so long as they can handle the power in question, at least. This potential energy that would lash at the user is instead channeled into their psychic attacks to truly rend the enemy apart. Let the enemy be careful, lest they come across a true Sorcerer.

-Reliquary of Souls (300CP) (50% Off: Tzeentch): There is an old Terran saying that goes around, that three can keep a secret if two of them are dead. Normally they would be right. Alas, those people who use the saying have never met you, one who even the dead cannot keep knowledge away from. Not with this horrific tome wrapped in Eldar skin and embedded with a corrupted Soul Stone, pages created from the slightest amount of wraithbone stolen from the object the stone was taken from. This tome that upon slaying an enemy, you can trap their soul within the tome and read them like a book. Literally, as information you seek appears upon the pages that is drawn from both their memories and their subconscious awareness of the world. This could even mean by trapping a Psyker you could learn their spells and knowledge, as well as how they used what they knew so that you too could replicate their abilities. Some would say it is cruel, but it's better to think they would be proud. After all, like the Eldar you can see quite far with this tome.





SLAANESH THE LORD OF SENSATION, SHE WHO THIRSTS

-Fireblade (Slaanesh Only): During the Great Crusade, the Primarch Fulgrim had went back to Terra to meet his Legion and had traveled to Mount Narodnya to find the greatest forge of the Urals to create the greatest weapon ever. Upon meeting Ferrus Manus there, the two tried to compete against each other and worked endlessly for three months to see who would actually create such a weapon, their pride in their skills refusing to let the other concede. While Fulgrim had made the hammer Forgebreaker, Ferrus had made the golden sword Fireblade. The two were equally impressed, and traded weapons to use throughout the Crusade until he found the Blade of the Laer. Fireblade was later thought lost when the two met upon the fields of Istvaan V for a gruesome duel to the death.

It is no surprise then that Slaanesh had the weapon recovered by a Keeper of Secrets and presented to you, for there is nothing else that perfectly embodies the fires of passion and perfection that sweep their Palace within the Immaterium every waking moment.

This sword, complimenting your technique and grace to the point of your fighting being a dance, forever burns with the fires of the forge, its surface akin to a small sun that forever shines with the power of creativity. Not only is its blade sharp enough to slice through a shielded tank as effortlessly as wet tissue paper, but the heat it creates is so great that one could create raging infernos across the battlefield with a single swing that outperform even plasma weaponry. Slaanesh's dark touch has blessed this weapon as well, as the more people you personally slay with this weapon in a display of skill the greater the power of this sword becomes thanks to absorbing the ashes of the victims. The galaxy is a stage, the spotlight is on you. This is your moment, and it is the duty of those lesser to help you shine.

-Artistry Kit (50CP) (Free: Slaanesh): To strive for perfection in the arts, one must perform. To be able to perform, one must practice. To practice, one must have the means. It is a logical process, and anyone who calls themselves an artist without having the means to be one is just a complete fool. Enter this wonderful kit held in a case of ornate wood, containing any sort of tools needed to perform in an art of your choice. Sculpting, engraving, wood carving, painting, and more. It's all in your hands now, and it would be so wonderful to see those hands perform.

-Pleasurable Robes (50CP) (Free: Slaanesh): Oooooh, this. This is the good stuff. By no means should one be discouraged from chasing that greater high or reaching an elevated state of skill, but you know what they say: What goes up must come down. Unfortunately, no high lasts forever, and so when you're starting to calm down and want an uneventful crash, look no further than these robes. Silk so soft even a Keeper of Secrets would be envious, they feel absolutely wonderful on the skin and help with just letting go of everything to relax. Never dirty, never too small or too large unless you like that… comfy and easy to wear!

-Pain Vents (100CP) (Free: Slaanesh): Appearances aren't everything, you know. What might be tasteful to one person could be utterly disgusting to another. Granted it's another story if they're terrible and wouldn't know taste if it hit them in the abdomen with a chainsword, but there are times when appearances are not everything. These vents are one example, appearing like metallic tubes intertwined throughout a weapon like snakes. It does nothing on its own, yes. When the weapon is fired it's another story, releasing an otherworldly wailing noise from the tubes as each shot combined with the last creates a horrific orchestra of agony. The noise is enough to cause a terrible fear inside those who hear it, and only those with strong will can resist the urge to run screaming in fear. Yet as started before, there's no accounting for taste, so should you choose you can decide to have the vents play music of your choice while keeping the same effects of fear.

-Beguiling Gem (100CP) (50% Off: Slaanesh): The more beautiful and pure someone is, the more enjoyable it seems to be when you corrupt them and show them a darker side to finding pleasure. Not always the case, but it seems to happen enough to the point that one could write a doctoral thesis on the idea. If you do pursue that intellectual high, you'll want this gem. It's a gorgeous crystal that fits in the palm of your hand and has a curious effect on anyone who even does a passing glance on it, assaulting their mind with visions and sensations from every debased vice imaginable. Yes, *every* one imaginable. Unless one has the willpower to resist and fight its effects, they won't be able to help but keep looking. Plenty of opportunity, wouldn't you say?

-Scales of Reshaping (100CP) (50% Off: Slaanesh): It can be so frustrating when one is trying to shop for new armors to take to the field. That one has the best defense, but it's so bulky and cumbersome. That one has a nice field, but it would be nice if it could have a cleavage window for you. What's a Champion to do when everyone's so set in their ways of armor crafting? This black glove with gold trimming is here to help, imbued by Slaaneshi daemons to allow you to reshape and trim your armors as desired. Take that Terminator Armor and make it look like a knight's regalia, or trim the waist so it accentuates your thighs just right. It won't lose its effectiveness either, which is a huge plus. Just be sure you don't cut away too much, lest all you're left with is bikini armor. Comfort levels aside, that could pose an issue.

-Rapturous Standard (200CP) (50% Off: Slaanesh): Excess is bliss. To achieve excess is to surpass your own limits and become a new kind of being blessed with awareness of the universe. Only through excess can one become stronger, better, and more. To be enraptured in excess is to see the face of a god. Taking the form of a banner that can be carried with one hand or affixed to a backpack, this item is infused with the essence of thousands of Slaaneshi followers who died in blissful slaughter. Those you consider allies when seeing it will find themselves overcome with feelings of invincibility, their willpower increased and even able to push through grievous injuries in pursuit of their objective. Let all of them feel the bliss of excess. Let it consume them, so that they may consume others.

-Spore Caster (200CP) (50% Off: Slaanesh): As one has likely noted by now, the excessive nature of those who follow Slaanesh means that they will continue to seek newer and more strange ways to reach the sensations they desire. Those who venture into this unknown territory in hopes of continuing the chase of pleasure are often rewarded by Slaanesh, such as with this curious fungus launcher that stores exotic bulbs harvested from the worlds of the Screaming Vortex. The bulbs themselves are harmless, but when the bulbs explode and release the spores that were contained within? That's when it gets nasty, infecting a person and bombarding them with intense psychopathic hallucinations that feel more vivid than anything before. Those with strong immune systems might shrug it off, but you could reduce a field of soldiers into a blood orgy with this weapon assuming they didn't become incapacitated or worse. Perhaps they finally see things how you see them.

-Artistic Studio (200CP) (50% Off: Slaanesh): One cannot just send out a few pieces of work created on the side and call it art. No. Such things are worse than a mockery of your skill, they are an offense. The way you slave away at honing yourself, ensuring every flaw is removed and every action is more precise and powerful than before. The hours, weeks that you spend analyzing your own craft as each perceived imperfection invokes rage unlike any other as you swear to fix it. Art is suffering, and what you have here shall be your torture chamber. Tools lining the wall that grow in quality and strength as you do, with enough measuring equipment to find the very length of atoms across a surface. Floors and tables that are perfectly leveled… you think you know level, but this is *perfectly* level. You will find that being in here makes your mind race with ideas, like a Muse of old legend was on overdrive and trying to tell you as much as she could as your skills in arts and crafts increases just as quickly. Finally, you'll find that any time you or someone using this place achieves something you're truly proud of, it imbues a small portion of power to one's skill and an optional mutation in appearance to reflect the skill furthered. It's time to show them what art really means. You may choose if this is a property or a Warehouse attachment.

-Nightmare Choir (300CP) (50% Off: Slaanesh): Do not suffer the silence. Do not allow the silence to continue. Do not accept the silence, for this silence is a grave offense to the Prince of Sensation. A time of quiet means that nothing is being done, and there is no excess to be pursued in the wake of nothingness. It is time to do your duty to She Who Thirsts, and make things *LOUD* now. This is a combination of a powerful Sonic Cannon along with a backpack unit that takes the form of a strange pipe organ system, both a strange collection of warp-spawned technology and ancient Slaaneshi lore. Together they create an extremely powerful sonic weapon, possessing enough physical force to liquefy the armor of Astartes along with the Astartes inside, and the six to seven Astartes behind them. It could go further if you turned up the volume. Even more terrifying is how not only it can stun anyone unfortunate enough to not be killed by the weapon, but can also invigorate its user and help them work at top efficiency. Should you wish, you may play any music you desire through this weapon. Unleash the Bass Cannon.

-Shroud of Sublimation (300CP) (50% Off: Slaanesh): Do you know what the beautiful thing about desire is? It's not just the thrill of finally achieving it, or the elation of realizing you have a purpose in life is the desire is large enough. No. It's the knowledge of knowing that if one desires something enough that they will do nearly anything to attain it. No act would be too cruel, no deed too vile. To feel so strongly that you would destroy everything you ever used to love just to have what you truly do love is an act that makes the Lord of Pleasure shudder in rapturous ecstasy. You can watch what it's like for yourself with this cloak that shimmers like the more beautiful stars, as many would be enraptured by its beauty and stare intensely should they be of weak will. It's when you activate its effect that you truly witness the power of desire, as those who gaze are beset with powerful visions of what they desire the most… sexual or otherwise. Their deepest, most passionate cravings laid before them, and yourself so you know exactly what to say to who. After all, if you know what it is then you know what to tell them to get them to follow you. Many of them will be slavishly devoted, willingly to do quite a lot for you to get what you have promised. Just be sure you can deliver, or have a way to dispose of them before the jig is up.

-Hookah of Sublime Acquisition (300CP) (50% Off: Slaanesh): It is the will of the Prince of Pleasure for one to seek out new sensations and continue the path to perfection as tribute to their gloriousness. It is not enough that one is merely good or one simply enjoys themselves, for without excess one cannot achieve even greater heights to reach for the heights beyond those. Of course, no one said the two acts were mutually exclusive either. Cue this hookah twice the size of a van, its insides steeped in Warp energy as it waits for the fuel to activate. While one can certainly mix in copious amounts of drugs to mix their effects and gain absurd highs, its more sinister option is to drop people within the glass container to be melted down and turned into a very special smoke. This smoke contains the skills, learning aptitude and insights a person has and once someone has smoked this drug then they will possess those traits as well. It's quite devious, but if they weren't using it well enough then why shouldn't you enjoy yourself while putting it to better use?





NURGLE THE LORD OF DECAY, MASTER OF PLAGUE AND PESTILENCE

-Scythe of Barbarus (Nurgle Only): On a world wrapped in poisonous fog, there was once a cabal of powerful necromancers who ruled over the planet and harvested humans in the valleys as fodder. The Overlord of the planet tried to groom the Primarch Mortarion to be his heir over a planet of death, but he felt the people deserved to live. His first true act of rebellion was to fend off a warband with a massive harvesting scythe, and it was with this weapon he would train the people and help them rise up. He would teach them that even in a world of death and decay, life was to be protected. When he left the planet, the scythe was presumed lost as Mortarion left with the crafted scythe Silence.

Perhaps that is why Nurgle had the weapon retrieved, dipping it within his own cauldron before having this Great Unclean One presenting it to you. Fond memories of when a favored child learned a valuable lesson.

There strangely is no rust upon this weapon, instead possessing a film of flesh as bone reinforces the shaft to make the weapon almost feel alive. Pestilence and rot have hardened this weapon, causing it to become powerful enough that one could slice open tanks and Terminators alike as if one were harvesting wheat upon the field of battle. Anything it touches decays and withers, causing people and equipment to rapidly rot as though hundreds of years had passed before exploding into disgusting plagues that seek to spread and infect anyone nearby. Even more impressive, the more one slays and kills like this, the stronger the weapon becomes with its plagues spreading farther. Give the gift of life to a rotting universe.

-Collection Kit (50CP) (Free: Nurgle): To understand the world that Nurgle walks, one must expand their knowledge of life and all the mysteries it holds. After all, all life is precious to the Lord of Decay. Especially the ones that spring from the corpses of the dead, they who have partaken from the death of others so that they can live. A sterile kit with various glass tubes and collections tools, it's a perfect battlefield aid for recovering any number of tissue samples from bodies or the rot surrounding it. Learn about it so you can love it.

-Old Photograph (50CP) (Free: Nurgle): There's no place like home, and there's nothing like knowing that you are loved by someone. It is love that conquers all, and love that can keep one going in the most adverse of situations. It's likely where this old photo came from. A bit of wear and tear, but it shows you along with the ones you love the most alongside you so that you never forget those who love you. Oh yeah, and anyone who tries to harm it ends up getting infected with Nurgle's Rot.

-Mask of Death (100CP) (Free: Nurgle): When Mortarion left the world of Barbarus, he required his armor to be modified so that he could breathe in a mixture of the toxins found in its atmosphere to survive, at least until such a time that the poisons could be removed. Such a moment never came, but the idea of the mask survived for those who wished to slowly acclimate to the path of Nurgle. By wearing this mask and attaching canisters of toxins, the mask will scan your threshold and filter the toxins in, trace by trace until it seems like you could handle greater doses. It would then increase the dose, continuing until you were fully capable of handling it with no issues. A perfect way to get strong enough to get closer to Grandfather Nurgle.

-Plague Lantern (100CP) (50% Off: Nurgle): Sometimes it can be rough to see the joy that is life behind all the death that can be encountered in the galaxy. All the carnage and the gore, from countless lives that could have been lived… just swept away like candles before the darkness. But that is why you are here, to guide others through the darkness into the light. This is how you help them see. Designed like an old oil lamp, inside the glass is a sickly green crystal that illuminates the area with a baleful light on demand. Using this light will encourage plant growth in the area and accelerate it to be healthy, as well as accelerate the entropy and decay of machinery and corpses so disease and rot can quickly create new life in the form of insects and plague. From life comes death, and from death springs life. Such is the way of things.

-Undead Heart (100CP) (50% Off: Nurgle): To be of Nurgle is to appreciate life on a level that no other will reach. It is to understand that corruption is just another form of life, and that its strength lies within its ability to endure. To love something, one must get closer to it. You shall become corruption, with this rotted heart implanted within you. Upon letting it steep within you and take hold, it shall boost your natural healing ability by afflicting you with plagues that help. Wounds mend themselves, strikes hold less effect, and on demand the flesh can ooze to form scab-like armor that could even shrug off rounds from a Bolter. Just remember that hearts are a sign of affection, and you could say Nurgle has granted you his heart. One of them, anyway. That's more than what most people get, and it's proof he loves you.

-Icon of Seeping Decay (200CP) (50% Off: Nurgle): All these nobles and kingdoms that proclaim themselves as everlasting. Even the Imperium has fallen prey to this, thinking that it can weather the sands of time as the galaxy around it falls into stagnation and decay. It will learn, as have all the empires and kingdoms before it. No king rules forever. Only death is eternal. An icon of long-forgotten faith that is steeped in Nurgle's decay, this is a banner that can be affixed to one's backpack or carried in one hand. Upon sight, your followers will find their resolve and will significantly increased in the face of horrific battle, along with becoming faster and more quick to approach the enemy as if death itself carries them to carry out its everlasting duty. Let this kingdom fall into rot like the rest.

-Plague Fist (200CP) (50% Off: Nurgle): There is regular love, and then there is tough love. What's the difference? Well, tough love is when you realize there's no getting around it and you just have to smack someone hard enough that all their health just falls right out. This means not just any method will work, and you need to whip out something special. Enter this contaminated Power Fist, filled to the brim with endless contagions that lash at a target each time you strike them so they only wish they died. Even better, upon striking the ground you can summon swarms of insects and flies that fly around you to shield you from incoming fire while stunning enemies around you so that the insects can descent and feed upon those poor fools who do not run away in time. It's time to show some love.

-Garden of Plagues (200CP) (50% Off: Nurgle): Have you ever found yourself in a situation where you just wanted to give and give until you couldn't give anymore? Decided that in a galaxy of death and stagnation, you just wanted to do your part and bring joy to a world that so desperately needed the affections of one who didn't judge? While you're not alone, you also happen to be in the same boat as others in that you need a place to make your presents. Fret not, for your parlor awaits. A large forest that seems to always be hot and humid, it's at just the right temperature for plants and wildlife to thrive and grow at an accelerated rate. The soil is rich in nutrients to guarantee bountiful yields, and time seems to flow faster to allow life to spread… and die, and rise anew as all manners of viruses and plagues that achieve symbiosis. Adding more plants or plagues simply lets it take new material in, like giving a plant water to grow. Finally, upon cultivating a plant or pathogen that fills you or anyone who uses this place with love and pride in their work will find a tiny piece of that love empowering their soul and optionally altering their appearance to take on traits of the life around them. All life is connected, and it's our duty to help it along. You may choose if this is a property or a Warehouse attachment.

-Bile Launcher (300CP) (50% Off: Nurgle): It happens at times. What should have been a pilgrimage to help care for a world and prevent the stagnation from lingering too much to give life a chance is stonewalled because of fools with delusions of grandeur who believe all they see falls under their dominion. Fools who think because the words come from their mouth, that all of reality should listen. Times like this, it's best to get out the heavy duty guns and show them that life and death wait for no one. Akin to a massive rocker launcher that one carries upon their shoulder, each canister is loaded with Nurgle's Rot, a horrific disease fueled by Warp energies and will guide its own projectiles to the location with the greatest concentration of people. Detonation spreads the disease, which not only affects the flesh by curdling the blood in their veins and fusing their eyes together while a horn grows, but it also corrodes and infects the soul until they finally give up and give themselves to Nurgle. This creates the Plaguebringer, diseased entities which follow the whims of the one who created it. Let corruption sweep across the land, and all who do not accept life fall unto death.

-Infant Destroyer Hive (300CP) (50% Off: Nurgle): He who cares for life regardless of its form is among Nurgle's favored. No matter its origin or its design or its state, all life deserves a chance. So naturally, those who give themselves to fuel the lives of others is almost akin to a saint among the followers of the Lord of Decay. It's not for everyone however, so please take these words to heart when it is said that this is quite the sacrifice you would give. Implanting a warp-infused embryo, your body would begin to grow and hollow inside as the beginnings of a Destroyer Hive form within your torso. It is small initially, with a few dozen Plague Drones forming that fly out and feed upon flesh to bring back inside you. But as time goes on and you allow them to feed, the swarm will grow as will you to contain this hive. These drones contain a myriad of plagues and venoms that will spread as the drones rush out, feeding and infecting alike. And lo, you shall bring a terrible plague on the livestock in the field, on the animals and the donkeys and camels and sheep and goats and men.

-Cauldron of Plagues (300CP) (50% Off: Nurgle): The Garden of Nurgle is where he toils and creates every single one of his gifts for the Materium personally. No pathogen has passed to the galaxy without first being born in his cauldron, no pox that has not had his unique touch to ensure that it has known his approval. It's what makes him the most loving God of them all. Yet imitation is the sincerest form of flattery, and so you've managed to acquire your own cauldron. Pathogens you place inside will find themselves significantly strengthened, augmenting their strong points while allowing you to change or twist any downsides as needed or even remove them. The more pathogens you put inside, the more easily you can mix and combine traits to create whole new pathogens to unleash upon the world. Or others. Really, it's six of one and a half-dozen of the other. Of course, if you felt like it you could add a person inside and watch them emerge after being infused with the pathogen of your choice if you wanted a test drive as well.





CHAOS UNDIVIDED

-Worldbreaker (Undivided Only): The first of his sons the Emperor found upon the mining world of Cthonia, Horus Lupercal was placed in command of most of the Great Crusade meant to retake the galaxy. It was said that as a sign of his love and devotion to the Primarch, the Emperor himself crafted a power maul that was both a status symbol and a tool capable of shattering nearly any foe. It soon earned its name during the Heresy, where Horus broke world after world until he was destroyed. Even with his death, his Legion tried to have him cloned so he could use the weapon once more, until Abaddon the Despoiler shattered the weapon and slew the clone to become Warmaster.

Its pieces have been collected and forged anew, cast into a weapon of your choice as Bel'kalor himself presents it to you. Worldbreaker is reborn, and in your hands the galaxy shall fear it.

It is a weapon as powerful as it is mythical, containing an archaeotech power field capable of shattering tanks like paper and sending out waves of energy to rend swathes of foes into charred husks. The might of the Dark Gods have infused it, allowing it to lash the souls of those you hit as they scream in agony while holding the power to slice open portals into the Immaterium to suck in any fool who had the misfortune of being near you. Greater still is its unique blessing; for every enemy slain in the name of conquest and bending the knee of the people the weapon shall grow in power, with leaders and those able to influence the world providing a larger boost in accordance to how well they could influence said world. You are the rocks of the galaxy's eternal shore. Worlds shall crash and be broken.

-Ritual Kit (50CP) (Free: Undivided): One of the greatest facets about conducting rituals is the symbolism involved. Every word has a meaning, every rune serves a purpose. Even the way one carves the runes or paints the symbols is important, as the significance of such things could easily determine whether your ritual succeeds or not. In some strange way, it's like trying to bake a cake for someone. This portable kit will help you on that front, containing a supply of useful and exotic items such as dried blood, skin parchments, carving knives, and other rather useful tools for calling forth creatures of the Immaterium. Just be sure you can contain them too.

-Cloth of the Faithful (50CP) (Free: Undivided): Starting a religious movement shares a lot of important traits with public speaking. That is, first impressions matter and you need to keep their attention. A robe like this will aid you, adorned in the Eight-Pointed Star of Chaos and lined with important symbolism that hits all the top points of Chaos such as freedom from tyranny and fascism, the ability to do what you please, and embracing all aspects of yourself. Your speeches will more easily gain attention so long as you wear this robe while speaking. There is nothing to be ashamed of, and those you teach should know that.

-Skull of Monarchia (100CP) (Free: Undivided): Inevitably, time can weaken the grip of old grudges and disdain one has for something that has slighted them in the past. Bygones can become bygones, and soon enough what was once an enemy can soon become a friend again. Only this is a sham, and you know it. Those who abuse and take advantage of others will never change from their ways, and you need to remind people of that. This object will serve as that reminder, a skull adorned in precious metals and protected with a strong force field that appears untouched by time itself. It's likely why the Word Bearers were able to recover it after the Ultramarines destroyed the city of Monarchia on the Emperor's orders. Those who gaze upon the skull will remember acts of abuse and torment that was brought upon them and more importantly, they will remember who did it. The fires of discontent and vengeance will burn with a greater passion than before, which lets you easily show them the way to obtain said vengeance.

-Rune Shield (100CP) (50% Off: Undivided): There isn't a single follower of Chaos that has not heard about the power and might of Daemon Weapons. Yet, sometimes Daemons can be trapped in objects not intended to kill such as a shield. This tends to drive the Daemon mad, as being unable to destroy anything makes it try to shatter its housing to escape. Most of the time the object is destroyed, but rarely the housing survives the Daemon's departure, like this blackened shield adorned in horrific runes and tainted by the fires of its malice. As a result the large shield grants a greater level of protection to its wielder should one carry it into battle to defend against multiple lascannon shots, but the more one has given into darkness and corruption one, the stronger this shield becomes in their hands to the point of tanking multiple heavy bolter strikes at the same time. The wretched light of the Emperor shall not pass your defenses this day.

-Sinister (100CP) (50% Off: Undivided): There's something to be said about trademark weapons. After all, if a weapon becomes synonymous with you then it becomes more than just a reliable tool you can use to carve others up. It becomes the stuff of legends, and when that happens the wielder is woven into that legend as well. A good example is this Bolt Pistol, used in every Black Crusade that was launched by Abaddon the Despoiler and has a habit of trading hands regularly. Now it is in your hands. Along with being stronger than normal bolt pistols due to being of archaeotech design, it holds the Dark Gods' blessing and will heal both the user and those around them by the amount of damage it does to the flesh of enemies. It is a vicious weapon that represents the Dark Gods perfectly, and it longs for a representative like yourself.

-The Cursed Crozius (200CP) (50% Off: Undivided): In the days before the Heresy, the Word Bearers' Chaplains were sent into the Legiones Astartes to be vigilant for signs of sedition since the Edict of Nikaea, since tensions were high and feelings of resentment were all but inevitable. Yet no one really considered the idea of one of the Chaplains becoming so enraged that they would beat one of the White Scars' Librarians to death. Probably should have been a red flag. The mace itself survived and still bears the stains of the Librarian's blood, and not only is this regular mace club stronger than a Power Maul but because of the stains it instills knowledge on how to effectively combat an enemy army to those surrounding it. As a bonus, when one is using the mace in battle the weapon will unerringly seek out weak spots in enemy armor as a manifestation of the Chaplain's hatred. Tear it all down.

-Icon of Vengeance (200CP) (50% Off: Undivided): Never forget what they did. Never forgive what they did. They're not the good guys in this situation, and their sanctimonious attitude about it just makes them even more insufferable in the long run. Do whatever it takes to deny them their victory. Release this banner, atop an iron pole and adorned with burning skulls and the eight-pointed star of Chaos. When you raise the banner with one hand or fix it upon your backpack, it begins to collect energy from the Immaterium for the purpose of dispersing it among your followers. The end result is that those who see the banner will not only become resentful of their enemies but also very brave. Almost brave enough to the point of suicide as they charge into battle, unafraid of any intimidation tactics or weaponry while pushing through all but the most grievous of injuries. They will win, even if it means choking the enemy with their corpses.

-Altar of the Neverborn (200CP) (50% Off: Undivided): The entities of the Immaterium are not as different from humanity as one would think. They are born of human thought and emotion, a reflection of who we all are. At times they can even be born from human souls, taken by the Dark Gods and forged into new entities that will live forever as extensions of divinity itself. This altar room will show you soon enough, crafted of pure obsidian and stone with four large braziers of fire around the center of the room that empower and strengthen any rituals done in the name of faith. In the center is a set of stairs made of broken religious icons, leading to an altar made of solid carved bone with the symbol of Chaos etched in, with any offerings being destroyed or killed on said altar turning into energy that swirls around the room. Said energy can be used upon yourself or others, to gain powerful visions that show the best version of yourself and the worst, along with the event that will decide your path. Holding sermons here could allow the faith and belief of those you preach to combine and create entirely new forms of Lesser Daemons to act as servants, and should one reach a true state of enlightenment or religious fervor bordering on ecstasy they will find a tiny piece of that moment empowering their soul, with an optional appearance alteration to reflect their growing bond with their faith. It is not the destiny of Man to deny the Divine, but to embrace it and become one with it. You may choose if this is a property or a Warehouse attachment.

-Black Sun of Medrengard (300CP) (50% Off: Undivided): The world of Mendrengard is home to the Iron Warriors, an exceptionally organized and powerful Legion lead by the mighty Perturabo in his unyielding quest to see the Imperium torn down for ignoring who he truly was. Of course it's said to orbit a black sun since the world is in the Immaterium, a reflection of his hatred for the Emperor and the Imperium itself. So it comes to the surprise of no one that the Iron Warriors would have found a way to harness the power of that star into a power core to be installed in this plasma gun. Not only does it hit harder than most plasma weapons would, but its blackened bolts tend to phase right through any cover an enemy may be hiding behind while possessing a chance at striking their very soul to stun them. That is, if they weren't killed by the immediate effects of a powerful plasma bolt. The effects also splash out, hitting anyone in the immediate vicinity of the area struck. Do not allow anyone to escape. Not a single one.

-Book of Lorgar (300CP) (50% Off: Undivided): All he ever wanted was the truth. A truth that was denied to him when the Emperor destroyed his faith and forced him to bow in shame. A truth that was denied to so many people, and only finally received acceptance when the galaxy itself was burning in the fires of Horus' ambitions. It was a travesty that it took that long for the galaxy to see the truth, but by then Lorgar had found beings much more worthy of being called gods. This book details his findings, carrying the darkest of secrets that grant insight into the nature of man and their relation to the gods. Summoning rituals using this book become much more effective, while preaching the contents inside will encourage many to throw off the shackles society has given them in favor of teachings that encourage them to be mighty, putting all of their effort into becoming stronger. It even gives some details on how gods function, and in researching them you will always find something useful in this book. Embrace divinity, and become unto a god to be praised.

-Plans of the Eternal Fortress (300CP) (50% Off: Undivided): A warzone spanning twenty kilometers, filled with minefields and bunkers and trenches to just about every single siege emplacement imaginable. Massive walls with entire kilometers designed to offer as much killing ground as possible to defenders. A central keep with the greatest defenses, only to have hundreds of guns pointing inward as an invader's final prize. These design plans are for no mere fortress. No, it is Perturabo's grand design, his masterpiece. This is the plans for the Eternal Fortress, the very trap he used to nearly destroy the entirety of the Imperial Fists and deal a tremendous blow to Rogal Dorn. The same trap that allowed him to become a Daemon Prince through the sacrifice of four hundred gene-seeds. It even holds notes and suggestions for altering the plans in the event of differing terrain or natural catastrophes, to use them to your advantage. How succulent and sweet the trap shall be when they try to break in, only to find it snapping shut with them inside.

DRAWBACKS

Well, you've gotten through the fun part. You've chosen your path, pledged your allegiance and gathered your powers. Allies were collected, spoils were attained. For all intents and purposes you should have everything you need. Emphasis on 'should'. There are always those who are greedy and thirst for more, desiring to collect more power or gear in order to not only survive, but to thrive. To dominate.

There is a way to sate that thirst, but power has its price.

You may take any number of drawback options here to accumulate additional points to spend. You will also note that there is no cap to how many points you can collect in this section. After all, why should anyone stop you if you're so eager to take them and increase what you start out with? Just be sure you don't overwhelm yourself by taking too many. Actually, no. Disregard that. It's always entertaining to see the more elaborate ways one tries to end their own life out of an abundance of confidence in oneself.

-Motivated (Mandatory): The Dark Gods despise one thing more than failure or an inability to get things done. They despise it when their agents don't really do anything. Just sitting around and accomplishing absolutely nothing is a sure way to find oneself wracked with pain as you get warped into a gibbering sentient tumor with five faces for a butt. Spoilers: That's not the situation you want. Long story short, you best be doing at least something here. You don't have to destroy worlds or erase an entire Astartes chapter, even just taking out a rival or something works. The Great Game is waged between all the Gods in the eternal bid for superiority, and there are still Xenos that could use some corralling to prevent plans from being derailed. The Gods refuse to give something for nothing, so do try to figure something out lest you trip the fail condition and get Spawned.

-Old Memories (+0CP): Perhaps you've been to a world like this before. Maybe you were just passing by, or trying out the local Xenos culture. Maybe you were pulled here by accident in a… yeah let's not talk about that one time. The point is, should you desire it then you can cause the incidents and memories of that time to be present during your journey here. Hopefully you didn't leave anything too messed up the last time.

-Slow Progression (+100CP): You might notice that things take quite a bit of time to happen here. Battles can take weeks, any form of true invention could take years or more. While you're not going to be suffering the worst of it, taking this option does ensure that what you do takes a little longer than usual. It's as if you're bashing your hands against a large brick wall that keeps events from going too quickly in this place, making sure that the status quo takes more effort before being broken. But that seems silly, it's just getting used to this place, right? …right?

-Gravel Voice (+100CP): It's one thing to always sound like you're trying to be broody and grim to fit with the galaxy's state, but it's another to sound like you're literally gargling glass. Alas, this is how you're going to sound, like a snarling animal that ate some glass before deciding to mutate vocal chords. Hopefully that sort of thing doesn't get on your nerves, or that you have anything that relies on precise voice commands.

-Fanfare (+100CP): There are times when you need some peace and quiet, times where you need to take extra care and caution when preparing for the battle ahead or get through a checkpoint without drawing too much attention to yourself. Alas, such things are of the past now. Followers tend to have a habit of praising you and acting like a cocky gang due to you being in the area, requiring you to regularly keep them in check lest they mouth off to the wrong person and get you in trouble. You can almost hear the background music as it all goes sideways.

-Farsight (+100CP): Man. What a dick. It's bad enough that the Eldar tend to carry a 'mightier-than-thou' attitude with what they'll do to ensure the survival of their race, but there is one who seems to make a hobby out of it. He'll engage in all manners of machinations that seem nonsensical until the end result happens, ranging from things like moving your ammo supply to the pocket on the right instead of the left to engineering your vehicle so stepping on the gas turns the volume up on the radio. All of these things tend to add up, just so he could lord it over you. Try not to get too enraged when Eldrad swoops in and laughs about how he made you look like a fool in front of a voxcast for giggles just to prevent a Craftworld from dying or whatever his excuse is.

-Gentle Sway (+100CP): Oh. Well then, ever hear of method acting? When one decides to just throw themselves into their role so much they almost become it? No spoilers for what this means for you, but in case you don't get the gist it means you're going to fulfill the mannerisms usually seen by worshipers of your Patron. Slaaneshi will get a bit too into things to increase sensation, Nurglites won't mind getting infected as much, the list goes on. You won't be diving headfirst into corruption, but trying new things never hurt anyone, right? Or trying that new thing, or maybe that one…

-Mutant Friendly (+200CP): Oh. Oh no. You've effectively obtained a very noticeable mutation that clearly marks you as one of Chaos. It could be horns and a demonic appearance, it could be a drider body with claws made of warpfire, or something equally noticeable. How is this a downside, you ask? Well on top of it being much harder to disguise yourself, it also makes you much easier to spot on the field of battle or anywhere, really. This will make missions to find you or attempts to go headhunting much more successful as far as locating you. If you take this, do yourself a favor and make it so you won't go down easy.

-Jealous Co-Workers (+200CP): You are a rising star, you know. Among the billions who would vie to be in your position, it was you who was chosen to take center stage in this moment of time. There are those who would disagree with this choice, and wish to prove themselves. How? Well, by sabotaging you of course. How else could they get ahead, if not by dragging you down? Others who serve your Patron will be less likely to aid you, more content to scheme, betray, or just outright stab you in the face for the chance to obtain what you have. While relations were a bit strained before, now it's going to be much more difficult to find truly loyal allies. Perhaps you could train them from the ground up, or find a way to plan on their sudden yet inevitable betrayal.

-Human Resources (+200CP): It's so hard to find good help, you know? It seems like whoever isn't praying or venerating their masters all the time just seems to be scraped from the bottom of the barrel and couldn't tell a Servitor from a Necron… and not just because they don't know what a Necron is. You'll find that competent allies will be much more difficult to find and that you'll either need to do some extra digging to collect them or provide a good sales pitch to let you train them as a reward for helping them. Just be sure you pick the right one so they don't think your Bolter is a lunch box.

-Event Horizon (+200CP): The Immaterium is more than just a place where multiple voidships travel to achieve faster-than-light speeds or a place where the Gods of Chaos reside. It is the afterlife of this galaxy, the place where everyone goes after they die to either spend eternity there or to be sent back in some form. Needless to say, someone's let the place go to hell. In times of rest or when you sleep, you'll be besieged by horrific visions or hallucinations. Visions of what it is like in the palaces of the Dark Gods, of endless tortures and torments as laughing daemons toy with the souls of mortals with the hopeful knowledge that you'll be next. It's hard to say if you'll ever get used to them, but hopefully you'll stay reasonable even with these events. Going mad might be what they want of you, so that you can finally join them.

-Krumpin' Time (+200CP): Oh dear. There's pub brawls and then there's this event. Suffice to say, i-

'EY, YA. YOU'VE GOT A BIT O' SCRAP IN YA AN WEZ GONNA KRUMP YA. BEDDA' BRING YER BESTEST OR S'GONNA GIT OOGLEE F'YAZ!

…right. Yes. Long story short, you've got a bunch of Orks trying to fight you. They think it's funny, and they'll show up at some strange times. Hope you can stay on your toes.

-Full Attention (+300CP): Before, the Ruinous Powers had decided that you were of great interest to them and offered their prized relics in order to secure a few favors for themselves. Taking this option makes things so much more… interesting. By taking this, you reveal to them everything about yourself. Who you are, where you have been… what you could become. This makes them wish to keep you here, and they will put much more effort into ensuring that happens. Much greater temptations will be presented, horrific events will occur to manipulate you into staying, and more will happen. You have gone from being an agent to something of a favorite toy. One the Gods do not wish to share, and should you accept their offer even in duress this will be your new home.

-Silent March (+300CP): They do not stop. They do not surrender. They do not cease. They march to their objective, flaying anything that tries to stop them. With no words they will reduce entire worlds into a cold and empty grave, and when one falls it is never certain if they are truly dead. They are slow, but they are methodical. They are the Necrons, and you have stirred the forces of Trazyn the Infinite as he sees in you an extremely rare opportunity. You see, you are unique. He has never seen one like you before, and he will never consider his collection complete until he has you within his grasp. Stay on the move.

-Imperial Order (+300CP): Your arrival has not gone unnoticed. After Abaddon the Despoiler destroyed any hope of a prophecy of ultimate victory for the Imperium by defiling Saint Gersthal's tomb, they have been itching to return the favor by spoiling a prophecy of Chaos. The Imperium has mobilized a powerful force of an entire Astartes company and have sent them with the intent of bringing your head. They will regularly assault you. They will have access to relics of the past and blessings to strike against any Warp-touched entities, while being lead by one of the greatest Astartes to exist. Beware, for Cato Sicarius of the Ultramarines comes for you, and your death shall be his greatest achievement yet.

-Need to Feed (+300CP): Entities that thrive on pain and suffering. The more horrific, the better. The dying breath of one in pain for three hundred years is akin to sweet nectar, and the screams of hundreds tortured in unison is one of the most beautiful songs ever conducted. Yet they desire more. Nay, crave more. It is suffering that staves off Slaanesh, and the Dark Eldar have marked you as an important target to harvest. They will start small, trying to torment or use your companions. In time this will grow, and they will seek to torment you personally. Not kill, torment. There are things far more exquisite and delectable than death, after all.

-Horrific Tact (+300CP): If there's one thing that the various warbands of Chaos have in common, it's that many of them have quite the ego on themselves. After all, to survive long enough means they are worth it, and so not just anyone can speak to them without proving themselves. You decided that was for cowards, and have taken a hard 'join or die' when it comes to your recruitment policies. It might work on the lowly cultists and those afraid to cross you, but to entities like the Astartes of the Traitor Legions it is more likely to make you grave enemies in the long run or a doombolt to the face in the short run. With any luck you won't cause too much of a ruckus or set yourself up for a perfect backstab.

-Lost in the Warp (+600CP): Oh. This is bad. This is REALLY bad. Remember how you collected all those wonderful abilities and toys? Well, someone thought that you didn't need more than that. Tzeentch giggled, and as a result you've lost everything that you didn't acquire above. Now while you've got quite a lot of tools to get you through your time here, that doesn't help if say, someone decided to make you take a walk through the Immaterium without a Gellar Field to protect you or someone like Lucius the Eternal decided you looked incredibly yummy. This shouldn't even be said, but please exercise caution if you take this.

-Nobility (+600CP): Upon arriving here, it was clear that you were special. Quite special, as you have attracted the attention of powerful beings that offered much to you. This kind of thing is not done lightly, and so every psyker of Chaos in the galaxy received a vision of you. They have all come to believe that offering you as a sacrifice to the Dark Gods will cause them to be ascended as a Daemon Prince. Nobody knows if it's true or not, but that's the top reward anyone can have here if they're serving Chaos. Best advice to give you? Run.

-Possessed (+600CP): Daemons are capricious creatures. More importantly they are inherently selfish, and any opportunity to manifest in the Materium to indulge themselves is one they will take. So imagine the joy when a Greater Daemon found that you were a perfect host. One currently inhabits your mind, and it will spend every waking moment trying to make you let your guard down in the hopes of possessing you and taking over permanently. It will constantly push at your will, try to belittle and torment you, and generally do whatever it can for that one moment of weakness to seize control. What will happen if it does? …it is my highest recommendation that you do not let it succeed.

-Rage of the Primarch (+600CP): You've gone and done it now. Your existence offends one of the Daemon Primarchs, those among the Emperor's sons who accepted Chaos and ascended to daemonhood for their services. Why? Is it what you represent? Is it that you were given a potential chance that they were denied? Or maybe you have something of theirs and they want it back by any means? Regardless of the answer, they have gathered their old Legion and have launched their own Black Crusade, tearing their way through the Materium to not merely kill you, but to utterly annihilate you so that you are deader than Horus himself. It's going to get very eventful for you. If you wish, you can take this multiple times.

END CHOICE

When all is said and done, you will find yourself outside of the Immaterium to go about your adventure. With any luck it will be an entertaining one that comes out with you being alive. At the least, you will be provided transportation should you activate a provided beacon and allow yourself to be picked up by the Chaos Space Marine warband 'Beasts of Annihilation'. With how many of themselves they allow to be possessed by daemons, all but the most egregious quirks you have should barely phase them.

But after a good decade of being here, you will have a choice to make.

Go Home:

The Perils of the Warp have tormented you long enough. The laughter of thirsting gods will haunt you no longer, and you shall be returned back to your point of origin with all you have accumulated thus far. All wounds and mental maladies are healed, as well as any mutations you may have taken on. As a consolation prize, please take an additional +1000CP to spend on powers or items as you see fit, and a lifetime supply of prescription-strength sleep medication to help you sleep. Rest now. You've earned it.

Stay Here:

Here? You wish to remain in this place? Something of a surprise, but if that is your wish then let it be done. You end your journey here, remaining in this realm of grim and dark atmospheres in order to take your place as a true Champion of Chaos. Your affairs back home will be handled, pets will be given to loving caretakers, and your loved ones will know that you are happy. As a final reward, the Dark Gods grant an additional +1000CP and their eternal favor. Let the galaxy burn.

Move On (Required: Relic Weapon Rejected):

You never really intended to go too deep in this place. Maybe it was the perspective, or maybe you just enjoyed the idea of playing with phenomenal powers for once. But it's time to move to more healthy pastures, and so you travel to the next world. All wounds and mental maladies are healed, as well as any mutations you may have taken on. Let us hope the next world is more kind to you.

Fulfill the Prophecy (Required: Relic Weapon Accepted):

Interesting. VERY interesting. You've taken the Primarch Weapon your Patron has provided, and intend to see this through. Foolish, or fantastic? We'll have to see, but now you're in this for the long haul. It's time to see just how you will make your mark upon this galaxy, and what you will do to make it happen.

For those who have come and gone, another chapter has come to a close and it is time to see where your story goes now. For those who desire to see where this chapter in particular leads, please stay tuned for…

PART 2: The Crimson Path

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Oh. You're still here?

Were the others not enough? The Gods themselves offering some of their most valued prizes and favors, all competing for your loyalty to them to ensure you helped them out? Why is that, I wonder?

Do none of their gifts please you? Did you feel like they wanted to use you as much as you wanted to use them? Or were you simply turned away by their perceived failings, ignoring their strengths and only focusing on the damage the acts of their followers have done upon the galaxy in the name of their lords? It is understandable considering the volume of heinous acts they have committed in hopes of being noticed, but that does not mean the beneficial sides are gone, are they?

But if you're here, I suppose it doesn't matter what the actual reason is for you being here. Not in this world, mind you. But here, with your back turned to the Gods with no intent on accepting their promises or boons in hopes of gaining a follower unlike any who have walked among their hordes.

This is normally the moment where you would be questioned on why you even decided to spend time in this place, if you did not seek to experience that side of the conflict with all the ups and downs
associated with it. But as I have said before, every journey has its beginnings… and sometimes that means writing your own beginning to ensure the story is one that is more interesting. There is one more option you may choose, to forsake the Gods and achieve a path separate from them.

But like everything, it has its price.

Should you truly wish to go down this route, to ensure the influence of Chaos shall never touch you, you will be locked in this path. You will never be able to take any boon of Chaos, no choice of theirs open to you, and vice versa. They shall never open their doors to you while you are here, never will their ethereal light grace your skin. You will only be allowed to choose options from what follows next.

…

…

I see. I suppose that was something of a stupid warning, now wasn't it? If you were here, then that was a price you were gladly willing to pay.

Very well. Let us leave this mutable place of plagued souls and thirsting, laughing Gods. It's time to take you to the last option I had reserved, albeit one I did not expect to be utilized. The Gods have attempted to give much after all, and to ignore that in search of something else requires great willpower and courage, a desire to be beholden to none who would see themselves as greater than you. That takes much strength of mind to resist such gifts.

Your new Patron will be pleased to hear of such strength. He will cherish it like he had cherished his own sons once.



You now have +1000CP to use to make your decisions.



GOD-EMPEROR OF MANKIND, MASTER OF MAN, THE ANATHEMA

He who has done his best to fight the vestiges of Chaos and ensure Mankind is the dominant race of the Milky Way Galaxy, he who has done his best to remain and fight with every fiber of his being to ensure that Death does not take him and cast his favored people into Chaos. I speak of the one who has created the Imperium of Man, who has allowed them to retake the stars once more and created warriors to aid Humanity in its time of need. I speak of the Emperor of Mankind himself.

Though he worked to uplift Humanity, he represented Order in a galaxy that Chaos sought to use for its own ends. Entire worlds were razed to preserve his Great Crusade, countless lives who fought against him to serve as the bones that paved the road towards a new dawn. All of this was done to ensure that Mankind as a whole would not only persevere, but prosper under the light of his guidance. After all, in his view Mankind are far superior to any Xenos in the galaxy, and it is the duty of the Xenos to submit or to be terminated to make room for its rightful masters. Any human who felt otherwise was a traitor to his species and joined the Xenos in death.

Yet this Order is not as bad as one would think. Order brings unity in a time of disorganization, and with unity comes a force that cannot be broken. The faith of its people in one another creates bonds that are not easily broken, and the loyalty ensures humanity works to increase its understanding of the universe, and by proxy, its strength in a world that would see them dead. Order. Unity. Strength.

For all of this, the Emperor has been left upon the Golden Throne, a result of the Horus Heresy that had taken him from his faithful subjects. He has been watching the Astronomicon, the guiding beacon which lets the Imperium travel through the Warp safely, as well as guiding his subjects through the occasional vision and psychic action. Yet many believe they follow the God-Emperor's will, the Imperium falling into stagnation and religious fervor as its leaders attempt to preserve what remains for the sake of the Imperium's way of life and its safety.

You will be different.

You have been brought into the galaxy during a time of crisis. Abaddon prepares for his 13th Black Crusade, and the Golden Throne has begun to demonstrate irreparable damage. Chaos has done much to try and collect its champions once more, the Daemon Primarchs slowly stirring from their stupor. It is looking grim, and Man needs a hero. Your refusal of Chaos' call will make you such a hero.

CHOSEN FORM

Still wanting to walk this path, then? Brave of you… or foolish. We'll find out which one it is soon enough. The Imperium is in dire need of one who will do what they can to save it, and it ill matters how they look.

Well, no. I shouldn't lie. The Imperium is quite xenophobic as I'm sure you've realized by now. They will slay any who dares to challenge the superior destiny of Humanity, any who would dare threaten them and take the stars from their hands. Fortunately for you, we can fix that tidbit for your time here. You've got two options, and can only choose one. You may roll for your age and start with the gender you entered this world in, or pay 50CP to decide both.

Human (Free) (Roll 1d8+20 for your age):

+Can more easily fit into crowds, social gatherings, and other similar places
+Enemies might end up underestimating you. The fools.
-Not as strong or intimidating as an Astartes
-Might be more difficult for Astartes to listen to you. Make way for the Emperor's Angels.
You are one of trillions of humans under the banner of the Imperium of Mankind, who would normally be expected to pay their tithe and do what they can to ensure the servants of the God-Emperor are supplied for their wars. However, you are no ordinary human. Scouted at a young age, someone decided you had a talent. Maybe it was subterfuge, maybe it was death. It ill mattered, what was important was that you could serve far better than being another peasant. You could be more than that. You could be a hero.

Adeptus Astartes (200CP) (Roll 1d8 centuries for your age):

+As an eight foot superhuman, you command respect wherever you go
+More obviously, you have a great deal of extra strength and power to use in the name of duty
-Much more difficult to blend into a crowd, if not impossible thanks to your stature
-The Forces of Chaos might seek to strike you more often, as you are a more valuable target
Order. Discipline. Valor. Service to the God-Emperor. These were what you were asked to embody when the Sky-Warriors descended from the sky and found you worthy of joining them. You are still not sure what they saw in you, but you have endured much in order to meet their expectations. Trials, surgeries, tortures beyond measure… but when they were finished with you, you were more than human. You were far more; you were an Astartes. A Space Marine, one of the Emperor's chosen children to do battle among the stars. You are the instrument with which The Emperor Protects.

If you are somehow female as an Astartes… well. I'm sure there's a story behind that one. Make it a good one, won't you?

LOCATION

It is time we have placed you in the world, to do your duty. Of course I say it is duty, but can we really call it that if you chose this path for yourself? It would be more of a journey, a conscious decision to turn to the golden light of the Imperium and save its denizens in the name of a greater cause. But to understand what you are trying to save, let's explain the nature of where you will be:

The Segmentum Solar:

This location is considered the HQ of the Imperium itself, its main home… its birthplace. It is in this place that the God-Emperor of Mankind was born, grew into the shining example of Humanity he is remembered for, and started the Great Crusade in order to re-unite Man under the light of a new and prosperous age. Here he would begin his fight against the Ruinous Powers… and it is here he would remain, never to walk again.

The Segmentum Solar is the region of space that is under a tight grip by Imperial forces, as the center of this sector is Holy Terra itself… next to it, Luna is the Imperial Navy's Shipyards. The Fabricator World of Mars is where the Adeptus Mechanicus has staked its permanent home, and the Ring of Iron around is where the Imperial Navy has decided to make its main headquarters. It is because this sector is so important to Humanity for both its roots and its origins that the Segmentum Solar is both the most densely populated and the most ancient sector of space in Human history.

All of this will be destroyed, if you do not do what you can for the sake of Humanity. Trillions upon trillions will die, and the Gods will laugh in the orgy of wretched memories and consumption of souls that will follow. In the fight against Chaos, the Imperium has thrown countless soldiers against them… innumerable fleets, burned entire worlds to scorn them. Slowly but surely the Imperium has become jaded in its fight, slaughtering billions of its own to save trillions more. They have forgotten one important lesson, one that the Solar shall remember soon enough thanks to you.

They will remember that all it takes is one person to make the difference.

Roll a 1d8 to decide your starting world, or you may pay 50CP to decide for yourself.

1- **Holy Terra ('Ode to Mankind' Free): The very Throneworld of the Imperium of Man, this holy site is the most sacred and revered world in the history of Humanity as its birthplace. It is considered so important that billions of pilgrims attempt to reach it, despite the planet being barren and grey with all its oceans dried up and its soil contaminated from the wars waged and the Hive Cities erected upon it. The Imperial Palace resides here, and within it the Golden Throne upon which the God-Emperor of Mankind Himself fights for our very survival every day. The Astronomicon is also here, a guiding beacon for all ships which travel the Immaterium and make life within the Imperium of Man a possibility. Without the Astronomicon or the Emperor, life as we know it would fail and fall to the Dark Gods. The Emperor Protects.**

2- **Mars ('Magos' Free): Also known as the "Red Planet", this world is the greatest Forge World known to Man as well as the headquarters and birthplace of the Adeptus Mechanicus. The Mechanicus worships technology, viewing the Emperor as the physical avatar of the Omnissiah which guides and directs them in their curiosity of the machine and the metal. As a result, it is responsible for the oversight of all the technology that is in use throughout the Imperium of Man today, and a choked hellscape thanks to the endless churning and working of factories dotted across the entire planet. In orbit, the Ring of Iron is busy churning out new starships for the Imperium of Man and is one of the largest suppliers of ships that allows the Imperium to hold so many worlds. Praise be to the Omnissiah.**

3- **Elysia ('Common Sense' Free): Thirty light years from the world of Armageddon, this verdant Civilized World is home to the famed Elysian Drop Troops regiment of the Imperial Guard. Laying on a major trade route and surrounded by numerous asteroids and dense gas clouds that can be used for hiding, the planet is beset frequently by human and Eldar pirates who seek to profit off the work and toil of others. As a result the Elysian Planetary Defense Force has intensive experience in ship-to-ship combat along with naval support when attacking bases. Curiously enough, the regiment is an all-volunteer outfit that requires the soldier in question graduate as not only an expert marksman but to also serve a full tour in the PDF beforehand so that the soldier is an effective attacker beyond your average Guardsman.**

4- **Necromunda ('Artificer' Free): A Hive World that is a large producer of munitions for the Imperial Guard, this planet is one of the worlds from which the Imperial Fists Chapter seeks out neophytes and recruits. Necromunda is a typical Hive World, which means powerful gangs tend to control the lower portions of the cities while the higher portions are more carefully monitored and reserved for the upper echelons of the planet's populace. There are tales of how this world used to be more vibrant and part of a powerful Technobility, but a menace from the stars had caused a battle so great that the world's surface was reduced to a horrible state. Yet the Hunting Rigs of the Spyre Hunters are miraculous indeed, the nobility holding technology that is said to rival the Astartes themselves… and elicits rumors that they gain some technology from the Tau Empire.**

5- Armageddon: Another Imperial Hive World, the world of Armageddon has seen more than its fair share of blood and destruction. Thousands of years of industry has reduced its surface to barren wastes and derelict plains, forcing its populace to stay within the cities that have such a large industrial output that many worlds rely on it to continue functioning. Its populace has been through much, such as the First War of Armageddon which saw the traitorous World Eaters attack the planet while being led by the Daemonic Primarch Angron. While the forces of Chaos were pushed back, the planet found itself beset once more by Orks being lead by Ghazghkull Thraka, which led to the Second and Third Wars of Armageddon that ravaged the world even further. It would seem that this planet will always have its share of battle and combat.

6- Tentrion: A formerly abandoned remnant of the Dark Age of Technology, this planet was the site of one of the earliest battles of the Great Crusade which saw the formation and expansion of the Imperium of Man. The planet was able to resist the might of the Emperor for a short time, before the Titans of the Legio Praesagius arrived to show them who possessed the true strength of Mankind. It took the Titans only five days to break the forces of Tentrion, and to submit to the Master of Mankind to be brought into the fold. Today it is a world of sprawling cities and manufacturing factories of rather prodigious output that gladly serves the Imperium with its bountiful supplies and machines to ensure Man's rightful place in this galaxy.

7- Saturn: Well… I hope you have a reason for being here. The sixth planet within the Sol System, this ringed gas giant's moons have multiple military structures and orbital rings that are run by none other than the Imperial Inquisition. As a result, anyone who is not given clearance by the Inquisition is treated with extreme suspicion at best. Curiously there are rumors of a fortress-monastery on one of the moons of this planet, but there are no officially recognized Astartes Chapters that are said to be in this section of the Sol System. Tread very carefully here, as the Inquisition's main headquarters is not a place to be casual in.

8- Free Choice: Isn't this a treat? The Will of the Emperor has blessed your journey here and you find that you are able to start in any location within the Segmentum Solar that you please. While this choice comes with its own perils, it does mean that you have a lot more leeway in how your journey starts. Blessings of the Emperor be upon you.

PERKS OF THE IMPERIUM

The forces of the Ruinous Powers gather in the Eye of Terror, and with the enemies of Man at the steps of every door one cannot afford to leave the safety of the Imperium ill-equipped. As such there is always a need for recruits and bodies to shore up the defenses of Humanity and all that is within the galaxy, even if most recruits will have their lives measures by how long it takes them to go into battle.

But we all know that you've got a leg up on normal recruits, don't you? You're not like them… and they're not like you. This is nothing to brag about, but a simple fact that should be quite apparent by now. Even so, I know how the concept of choice is so very important to you… so let's get to the meat of this.

-Imperial Voice (Free): You'll note that a lot of the big names of the Imperium tend to have… powerful voices. They are above and beyond the grunts that are fed into the daily grinder of War, their very words letting others know who is the master and who is the servant. Their voice bleeds with authority and respect… and now, so too shall your own voice carry those very qualities. Whether it is deep and brooding, fair and courageous, or simply carries the tone of a demigod in the flesh is up to you. The Emperor accounts for all things.

-Stylish Brooding (Free): Another thing you've likely noted about most of the Emperor's followers is their tendency to look… kind of grimdark? The solemn faces, or the obscene amount of baldness in some of them, or whatnot. Some of them even have their faces replaced with metal skulls! The changes that fighting Chaos can bring are concerning indeed, but you may choose to pick this up if you want to preserve your visage or even have it manifest in ways you would prefer. Some would argue that this is more in the realm of Slaanesh, but… well, I doubt you'd want to fight someone just to have your hard-earned appearance become desiccated without asking for it. This effect only works for your time here, but consider it a gift for your services to Man.

-Sound of Silence (100CP) (Free: Human): Even though you've thrown your lot in with the golden light of the Imperium of Man, the Milky Way galaxy can still be a rather rough place. Entire worlds made barren and desolate, billions in destitute conditions or worse… and let's not talk about how even other members of the Imperium might decide that might makes right and attempt to practice it on you with any resistance branding you a heretic. The horrors these can all bring would drive lesser men to ruin. But you're not 'lesser', and you've gained a resistance to being broken by these atrocities. You're not ignoring them, but you can acknowledge the reality of the situation without the weight of its existence crushing you or driving you to do unsavory things to avoid being in the same position. In the grimdark future, you're a comfortable shade of grey.

-Beginner's Luck (100CP) (Free: Human): To survive, you must be able to adapt. In order to adapt, you must be able to learn. The Imperium of Man frowns on the common man learning too much and getting seduced by the powers of Chaos, but you? Learning is your gig. Skills you never knew before, you can now pick up with alarming speed to get a suitable level of competence with it. This won't instantly make you a master, but it can make you on average quite quickly… enough for you to take that skill and work on it yourself the rest of the way, and enough to learn how to demonstrate proper etiquette for a social gathering at the governor's palace the very next night, for example.

-Heresy Detector (200CP) (50% off: Human): Every Man must be vigilant, for there is danger and heresy around every corner. Any sign of weakness will be exploited, every temptation a calling for the Dark Gods. But they will not have much success around you, for you are more than aware of how their machinations can manifest when they attempt to subvert light into dark. Signs of suspicious or heretical activity are laid bare to you, with only the most cleverly hidden schemes being spirited away from your senses. It will take quite a bit of work for them to pull one over you, for you have Man's best interest at heart. They shall not be subverted under your watch.

-The Will of the Emperor (200CP) (50% off: Human): The Ecclesiarchy is easily one of the most powerful organizations in the Imperium, responsible for saving the souls of trillions on a regular basis as they purge false religions and invoke only the correct ones: Those who praise and worship the Savior of Man, the God-Emperor of Mankind. But every Man must do their part as well, and so you not only are able to make rather convincing sermons on what path shall free Man from its suffering but could also whip up followers of such beliefs into a fervor that would make them more accepting of things. The Emperor Protects, but Man must do his part as well.

-Inquisitorial Agent (400CP) (50% off: Human): The role of Inquisitor is a harsh one, traveler. Are you sure you seek this? Should you choose this, your origin story changes as you become a member of an Inquisitor's cadre, or even an Inquisitor yourself. Inquisitors are a secret police force outside of the normal Imperium of Man's hierarchy, tasked with protecting it from the seductive ways of Chaos along with proclaimed heretics, mutants, or any other Xenos threat that lay within the galaxy. You are seen as one of the first and last lines of defense, continually risking your eternal soul to damnation so that others need not worry about straying from the light. As a result, you have a much higher knowledge of Chaos' inner workings than usual, along with a mindset that can understand the workings of Chaos artifacts or Xenotech faster than others would while your mind can handle alien truths more effectively. Fear the one whose mind is as strong as their body.

-Gothic Eternity (400CP) (50% off: Human): Say what you will about the oddity of all the baroque designs and the giant pauldrons, one thing that stands out is the durability of these items the Imperium has created. Even the followers of Chaos can't deny this, often looting the weapons and armor off the rightful angels of the Emperor who happen to be using a better model compared to their own wargear. But you? You are a testament to the fact that Man is greater than time, for your own equipment and the equipment you create can stand the tests of time itself… ten thousand years could go by and it would function as effectively as it did the day it was made, if it was left alone this entire time. As a bonus, you can easily create gothic or baroque aesthetics for your equipment that will always be classy in this world.

-Beefy McLargeHuge (100CP) (Free: Astartes): You were engineered and modified to be a bulwark against the Emperor's enemies. With a biological enhancement method that was devised by the Emperor himself, those who would deny Man's rightful place in the galaxy will find your strength to be akin to a tidal wave that will destroy all upon the shores. Of course, there are always exceptions that benefit from this treatment above others. Your strength is great enough that you could wear incredibly thick armor that would weigh down any mortal man, and run around with no loss of movement or speed even if the armor design appeared to be impractical for such tasks. You are meant to be strong, after all… it would do ill if you could not even move around with a shield as thick as tank armor.

-Dominant Dedication (100CP) (Free: Astartes): The loyalty your average Astartes has for the Emperor of Mankind, and by extension the Imperium of Man, is much like everything else about them. That is, above and beyond what mere humans are capable of on average. This is because of the various psychosurgeries and mental conditionings done to ensure that any Astartes is a perfect soldier in not only body, but in mind. As an aspirant member of the Imperium, that dedication can be utilized effectively, allowing an unparalleled honing of skill and talent as you continue to practice and improve them in the service that has been laid out before you. The Imperium has done a fine job with rebuilding you… and Chaos shall fear the day you decide to use the Imperium's gifts to their fullest.

-Hunt of the Wyld (200CP) (50% off: Astartes): The trials of an Aspirant are gruesome and arduous, meant to weed out promising recruits to ensure only the most capable are chosen to become Space Marines. Your trial was a Trial of the Hunt, where you had to find an apex predator on a world that to call 'hellishly dangerous' would be softening the blow. As a survivor, you learned how to track prey in these conditions with no equipment or gear, while being articulately aware of your enemy's vitals and anatomy with minimal study of their movements in order to slay them or even capture them. Along with the expert foraging and myriad ways of using an animal for cloth or materials, there is almost no environment you aren't dangerous in.

-Strength of the Body (200CP) (50% off: Astartes): Every fight with Chaos is not merely a battle over territory or resources. Their machinations extend beyond the physical, and so each fight is a battle for the soul. As such, there is no action that is deemed unnecessary when it comes to personal protection. The biology of an Astartes is sturdy as is, but with this it's altered just a tiny bit so that you can better resist the detrimental mutations of Chaos or other sources, and outright shrug off any of the life threatening ones. So you won't get a mutation that kills you, but an arm made of bees or tails made of warpfire might still be within the realm of possibility… so please be careful.

-Might of a Legion (400CP) (50% off: Astartes): Are you sure you want this? Well… alright then. This changes your origin story, being a part of one of the current Chapters of the Imperium or even one of the original Nine Loyalist Legions that decided Chaos would not sink its claws into the hearts of Man and swore to fight their traitorous brothers for the future of Humanity. Along with the history that comes with it and the ability to instill discipline in others far easier, you find your combat prowess having increased a tremendous amount, being hardened by the Horus Heresy and the combat that followed. On top of that, you'll find you gained the specialty that the Chapter or Legion in question was known for. How are you still alive, then? The light of the Emperor is rumored to do strange things to a person, and such things as time are quite malleable. Choose your story wisely.

-Blessed Use (400CP) (50% off: Astartes): The agents of the Golden Throne, your new backers, realize that there's a certain thing to be said about wargear that is custom tailored to your needs in order to complete tasks you may have ahead of you. After all, there is the fact that not every piece of equipment will be suited to its wearer, nor will they always be up to task for what you demand of it. That is why the light of the Emperor is with you. Your wargear, such as your weapons and armor, will be slowly changed as you use them more. They will be transformed to suit your needs, changed by the light of Mankind's Master to become better conduits for your abilities and to fit your style of combat. This could mean that the armor becomes unnaturally light, or that your weapon starts to corrupt anything you use it on. Regardless, one thing remains clear: Glory to Humanity.

-Ivory Gleaning (50CP): If there is one thing the Imperium of Man was very good at, it's the utilization of Human Resources. Thanks to the banning of Abominable Intelligence, billions of surrogate laborers are crafted from the vat-grown bodies of Mechanicus Laboratories or from the bodies of prisoners and unfortunates who must pay for their sins through servitude. Yet there are some vanity Servitors like the Servo-Skulls or Cherubim that are considered a privilege to possess and own among one's ranks. You possess the means to not only create these Servitors from bodies you find, but you also find they won't go berserk and try to devour your throat! For an extra +50CP you can even get the data plans to fashion Combat Servitors out of other people. Isn't that nice?

-Gold Star (50CP): Among the trillions of humans that live under the blessed light of the Master of Mankind, the vast majority of them will go unsung in the pages of history. They will never be known to the galaxy at large. Then there are those who are legends, whose names are sung by choirs and voxcasts for thousands of years as a Hero of the Imperium. Upon purchase, your reputation within the Imperium increases considerably which grants you a degree of respect among those who call it home. You may purchase this option multiple times to increase what you possess and become a pinnacle of what every human should strive to be.

-Aesthetical Integrity (100CP): If there's one thing you've likely noticed about the forces of Man… it's that they really like their odd aesthetics. Lots of skulls and eagles, lots of black and gold, the kind of thing that looks badass and divine but by all rights shouldn't be functioning. Why not join in on the fun and pick this up? This option will let you change up the design of your weapons and armor, putting on eagles or gothic-looking appearances, or even just embellished designs and aesthetics in general while suffering no loss of effectiveness. Demonstrate your loyalty to the God-Emperor and all of Man!

-Mechanicus Aide (100CP) (Free: Magos): The flesh is weak. There is only so far it can go, so much it can accomplish on its own. More must be done to ensure that the person survives. What is weak must be replaced. Whether by choice or by force, you have opted to undergo cybernetic modification under the guidance of the Adeptus Mechanicus and its agents of the Omnissiah, giving you upgrades and abilities that you alone could never achieve on your own. Along with normal forms of implants, you will be given access to rare caches from the Dark Age of Technology to aid you in your quest against the enemies of Man. This purchase will grant you access to the 'Grafting & Modification' table at the end of the document.

-Psyker Surprise (100CP): In a galaxy where mankind considers themselves to be supreme and any mutation to be abhorrent, this particular mutation may be the most contested one of all. Why so? Well, psykers are connected to the Immaterium, which grants many opportunities and normally just as many dangers. After all, daemons are creatures of the Immaterium and that makes psykers very valuable to them for many reasons. Upon purchase, you won't have to worry about most of those dangers, being granted a powerful protection… that is, as long as you don't get too full of yourself and willingly do something stupid. Stupidity can't be protected against. This purchase grants access to the 'Psyker Powers' table at the end of the document.

-Common Sense (200CP): Why is this an option, you ask? Well, I'm sure you've heard so many stories on how common sense… isn't common. With the closed-minded nature of the Ecclesiarchy and the Inquisition it can lead to many becoming dogmatic, fanatical or just plain assholes. Which means it's up to someone to keep them in line. I'm not saying you don't have it, but picking this up will bolster that common sense while giving you the mannerisms and skills to articulate yourself to others so they can understand the advantages of thinking and acting rationally. Yes, sometimes sanity does have its advantages. As a result, your mind is also significantly less likely to be open to the influence of others' charisma, by the simple reasoning of looking at their ideas and realizing just how stupid it sounds. If you willingly give into those things… well, that's on you.

-Artificer (200CP): Rare is the soldier who understands the full functions of their own equipment. Oh sure there's cleaning it and making sure it runs, but such knowledge as actually repairing it has become more and more rare, being left to beings like the Mechanicus while the majority of the Imperium focuses on their Imperial Truth and their eternal war. You are different, and have chosen to go above and beyond. You're skilled in not only maintaining equipment like Lasguns, Lascannons, Bolters, Chain Weapons and Power Armor, but also in actually repairing and upgrading it as needed, slowly turning them into masterwork Artificer equipment over time. Should you pick up 'Aesthetical Integrity', you can also reshape the designs of the weapons and armor as needed… even making Astartes Armor that wasn't as bulky with no loss in effectiveness, as one example.

-Genetor (300CP): The human form has been declared divine, and to mess with that form would be heresy of the highest order. Yet, did the Emperor not alter Mankind to create the Astartes? Is it not right to strive to be a specimen of Man like he is? You will take his ideas to heart. Whether you were tutored by the ancient Magos that worked alongside the Emperor or stole their knowledge somehow, you have an exceptional skill with gene-editing and altering the physiology of others. Whether it's giving someone new limbs, discerning the secrets of the Astartes, or even figuring out how to clone others… you can figure it out. The more you learn, the more effective this will become. All shall fear the day you get your hands on something truly impressive like Primarch material.

-Magos (300CP): Ultimately, when it comes to the Adeptus Mechanicus there is little that can be said to convince others that Man does not need their expertise. After all, Humanity is always striving for a better day and greater power to ensure that their rightful place in the galaxy is forever. While some see it as disrespectful to the flesh one is born with, others see it as acceptable to cut away what is weak and build a better Man instead. You have moved yourself to the latter it seems, being quite influential in the ranks of the Mechanicus to the point of knowing many secrets and insights to the technology Man has made, such as the Titans that once strode across the battlefield to bring death to Man's inferiors. It is a precarious position you are in, when Man is fearful of change and the past. …but maybe you might fix this.

-Silence Falls (300CP): There was once an order called the Sisters of Silence. Granted they are still present, but they were as respected as they were feared, considered wraiths that could find corruption no matter how deep it was. They were so sacred as to unsettle Ork savagery and bring existential horror to the Eldar. In essence, they were Untouchable. …and whether it is because you trained under them or found some manner of their texts, you may be as such too. Psyker abilities not only wash over you like water in all but the strongest cases, but also a hazard around you, being actively interfered with should you will it. Divinations fail, mind probes go blank, and more. Rejoice, for the howls of the Warp will be empty words. For the purposes of this ability, you do not have the downsides of being a Blank.

-Endowed Belief (300CP): The Imperial Creed is a powerful tool, helpful in keeping trillions of souls in line so that the Imperium of Man does not fall prey to lesser species or the foolish dreams of the weak who would forsake their fellow Man. It goes against what the Emperor said back in the days of the Great Crusade, but one cannot deny the benefit that this faith has brought. You have noticed this as well, for the more people practice and follow a faith the more that things tend to happen even if they are not psykers. Things such as actively resisting corruption through prayer, or finding their forces being just a little more successful… or finding the greatest of their fallen returning in dark times to be a beacon of hope in a horrific battle before fading away into legend for another day. The Emperor Protects.

-Ode to Mankind (300CP): For ten thousand years, the Emperor has been sitting upon the Golden Throne. Ten thousand years, he has suffered and waited, trapped in a living nightmare. Many say he no longer has strength. They would be wrong. He has seen your coming, and he has saved a minute portion of strength should you choose to accept it. It would be an arduous process, and you would never be the same again. Yet… it could help you survive. Better, it could help turn the tide of battle. For so long he has taken. Now he shall give.

It's a tiny piece. The barest sliver of his own soul. Yet in taking it, you shall find yourself changing. Your soul shall grow stronger and greater, and on demand you could give off a brilliant light that would burn corruption itself away. Your voice would carry the weight of age and wisdom, causing many to believe that you know what you speak of. Even your very mind would change, allowing you clairvoyance into important events in the future that can be shared with others. Events so real it's as if you were there. Who knows if more would occur over time, but in doing this you are almost like… it would be a strain to use the term 'family', but considering his situation it is clear you would be seen as one of his favored agents.

BOONS OF THE EMPEROR

He really is thankful, you know.

The Dark Gods offered as much as they could. They provided their best package deals, presented powers and potential that would be reserved for their greatest Champions within the Materium. Entire worlds have been razed for less, and the forces of Chaos realized what you could give them if you merely agreed to be one of their top agents. Yet you did what was thought to be impossible.

You turned them down. Forsaken their Empyrean Light for a more Divine one.

As stated before, you will not be able to take any Chaos powers while you are here as a result of this choice. Their doors are forever closed to you, their powers rejected by your act. None of their choices will be available to you. Such is the price of taking the road of Order. Yet the Master of Mankind realizes that you are in need of an edge yourself… and he is nothing if not grateful for the chance that you may be able to grant Humanity. Within you he sees a second chance to restore Humanity and tip the tides of conflict to allow them to thrive once more, rather than be beset on all sides by vultures and beasts who would take Man's strength for their own.

He will offer what little strength he has reserved for you. You will become a light in the darkness, his own agent to stride forth and assist the Imperium of Man. He knows of the monumental task that he places upon you, and that many within the Imperium itself will resist you and call you a heretical falsehood.

It is time to show them what the Light of the Emperor truly means.





GOD-EMPEROR OF MANKIND, MASTER OF MAN, THE ANATHEMA

-Mankind's Hope (Emperor Only): Humanity cannot stumble in the darkness to be subject to the thirst of laughing gods or xenos monsters who see them only as food or tools. Nay, humanity is meant to be more than that. They are meant to be masters of the stars, with creation itself as their birthright. Yet not all humans will be able to see this, having been under the foot of would-be subjugators for too long. That is why those you wish to free or lead may find themselves sometimes getting flashes, visions depicting an angelic figure that comes with cryptic or subtle clues on what they should do to rise and benefit mankind. It is hard to say how they will handle these visions, but what you do know is that it will bring inspiration and determination to those who accept these visions. Should they fully embrace these visions, others may find a certain weight to their words as they describe these visions… visions that had to come from a holy figure, such as yourself.

-Suffer Not (Emperor Only): Although it is the destiny of Man to be rulers and owners of all that lies within creation, there are those who would see that destiny stolen and for man to be laid low. They will whisper promises of power, of glory without hardship. They would preach that man could release his shackles of responsibility and become as gods. …but even gods realize that it is by the will and thought of Man that the gods even exist. Temptations are much easier for you to resist, and all but the strongest attempts at corruption will falter and fail when faced with your determination and will. Not only can you sense what is corruptive, but those around you or fighting for you will also notice a significant resistance to corruptive effects or attempts to force them from their path. The galaxy may echo with the laughter of gods seducing mortals, but it is Man who decides whether a god shall live.

-Golden Army (Emperor Only): Even the Emperor during the days of the Unification War realized that while he was the pinnacle of what Man could become, he was still only one man. One light in the darkness that threatened to swallow the species he was willing to sacrifice everything for. The realization came with another just as quickly: He merely needed more lights. While one man can do many things, the entirety of Humanity can redefine creation itself. Through a powerful charisma and presence, you find that it is as easy to collect and motivate those to serve your cause as it is to breathe. So long as you stay the course and continue to strive for the improvement and prosperity of those who swear loyalty to you, you will have no shortage of those willing to aid you in your vision. Let creation tremble, for its masters have come.

-Strength of the People ('Ode to Mankind' Only): The only thing more saddening than seeing others try to push Man down and take advantage of them, is seeing Mankind do the same thing to itself. Tales of abuse and maliciousness are all too common, pushing down those who cannot defend themselves as of yet. Those poor and abandoned people who have no idea that they're much stronger than they think they are. You will find that your presence around the downtrodden and the weak will encourage this idea within others, and discussions to show them their inner strength and convince them to strive for it will be significantly more successful than usual. Let your power be their power. Let them rise to what they could be.

-Strength of the Self ('Ode to Mankind' Only): The Emperor had many things aiding him when it came to the Unification Wars and the Great Crusade afterwards, but chief among them was his ability to hold a great presence. When he spoke, others listened, for his very being radiated something that made it so they could not help but pay attention to the things he had to present to Mankind. That is what it takes to lead, and so that is what you shall have. Your charisma is not only significantly increased to grant you words and speech patterns that implore others to listen, but you may use psionic abilities to further increase this charisma that you possess should you wish to throw your metaphorical weight around. In dealing with Xenos, humans who dare to usurp the destiny of the whole, or foul entities that would lord over Humanity as gods, you must show that you are not speaking in their court. They are speaking in *yours*.

-Strength of the Future ('Ode to Mankind' Only): The dead are just that. Dead. They cannot judge you nor can they claim to know the things you would do to ensure your people survive. No deed is too vile, no act is too great. Nothing will stop you from ensuring that creation rightfully gives Humanity the respect and state of being that it deserves. It is not enough that you are strong, but that you are seen as strong. On demand you can walk, act, and talk in a manner that practically oozes strength and an appearance of being a dominant force that will never go down without a fight. The weak will be uncertain if attacking you is such a good idea, provided they aren't thinking of submitting. What's more, you can even help teach and aid others to present themselves in a similar way as well, raising them from looking weak and pathetic to acting like true bastions of strength and courage. After all, the more you act like something the more you become it.

-Holy Quip (50CP): There is an old saying among the trillions of citizens within the Imperium: "He who laughs last, laughs best." It is not an inaccurate saying, as many of Man's ancient and modern heroes have been known to deliver impressive statements and retorts to their enemies to deliver a grave insult to a well-deserved injury. As a potential hero of Mankind, should you choose this option you too will be able to deliver heroic or seething one-liners at the drop of a bolter casing, showing to dark forces that your sharpest weapon is not your sword, but your wits.

-Loyal and Pure (50CP): It is said that the will of the Emperor is what keeps those loyal to him from being swayed and corrupted by the heretical forces of Chaos. By basking within the light, it is enough to push back the darkness. Yet, there is something to be said about playing things safe. You know how to create and fashion Purity Seals, scripts of paper that have excerpts of holy scripture written upon them and are placed upon equipment and armor through special wax. Each seal is blessed, granting additional protection against unholy or corruptive effects with multiple seals causing a stacking effect. Let it be shown that there are none purer.

-Humanity's Colors (50CP): It is only natural for Humanity to conquer and rule. That is because it is the birthright of Man to reign over all that there is, and for Man to destroy what denies this fact. Some xenos and dark forces take offense at this, thinking that Humanity simply views it as another competition. If that is the case, then let Man wear the colors of dominance and superiority. Through careful application you can gild your equipment and weapons in gold and skulls, with ornate holy symbols decorating the surface while your equipment suffers no loss of effectiveness. If anything, such actions only serve to intimidate your enemies and bolster the morale of your allies. There is a reason they call it a Golden Age.

-Divine Purpose (50CP): Not everyone is blessed to have a guiding light and innate knowledge of their purpose. Whether victims of outside forces or victims of hopeless delusions, many are left stumbling in the dark and unable to recognize who they truly are or what they are meant to be. These people are not meant to be chided or demeaned, but lifted up and shown the way to a new dawn. Your very presence will draw notice from the despondent and wretched who wish for more, and should you appeal to their sense of purpose or desire to become more you will find them invigorated and enticed to find their place in the world by following your leadership. You are the shepherd which will lead the lost.

-Aquila Dominance (50CP): The double-headed Aquila represents the entirety of the Imperium of Man. It is a symbol the Emperor Himself chose during the Unification Wars on Terra, and it is held with such reverence that for a Guardsman to not salute it is punished by branding his left cheek and court-martialing him. Yet for all of this, you have been given a very rare opportunity. With this, you may have the ability to breed and train aquila birds of your very own. They will be significantly larger and more intelligent than your average breed, and their feathers in time will take on a lustrous sheen of gold the older they grow. They are also fiercely loyal, understanding they are merely a representation of Mankind's birthright.

-Guiding Pen (100CP): Though the complexity of Mankind's mind has bore eternal fruits of purpose and progress, there are those who would use it for squabbling and factionalism. After all, riches and spoils of war have caused Man to slay their own kind when blinded by short-sighted goals and empty dreams of power. But you know better, and through your will they will know better too. You can more easily coax factions that dislike each other to working towards a common goal, or even encourage two hated rivals to put aside their differences for this one strike. It's not a permanent solution, but all roads must start somewhere.

-Guiding Sword (100CP): There is no greater authority than Man's authority. Yet there are those who feel as though their authority is greater than others and needlessly complicate their rule with bureaucracy and politics. It is no longer a matter of being right, but of being 'politically correct'. This will not stand. Those in your groups or organizations that you deem as a personal agent or an important figure will find it much more likely to cut through any regulations or rules that might hamper the execution of your decisions. Outside of your organization… well, it depends on how powerful your forces are. Words only have weight if you show your rightful place among or above them.

-Strength Through Unity (100CP): Many times it takes hundreds of years for a war to be won, with countless corpses creating a mountain with rivers of blood so vast that even the dark god Khorne would pause and muse that it's a start. Yet for each such war, there are exponentially more wars that were won without a single shot being fired. These are the wars that history never speaks of, but is a constant reminder of Man's rightful place in this galaxy. The more organized and strong your forces look, the more it will bolster the morale of your allies and diminish the morale of your enemies. Cohesion and uniformity will only add to this effect, for there is no greater example of Humanity's strength than the many acting as one.

-Unity Through Faith (100CP): The Codex Astartes has been a guiding light for many chapters of Adeptus Astartes for millennia, written by the Primarch Roboute Guilliman to not only prevent an incident like the Horus Heresy again but to also provide moral behavior, tactical doctrine, and the order of battle that all Chapters should adhere to. While some Chapters do not follow the letter, they are unified in following the spirit. Your forces are the same with this option, allowing creeds and beliefs to unify those serving under you regardless of where they may have come from. They will find common ground amongst each other in time, but first and foremost they will be united by the doctrines you grant them. The longer they follow this doctrine, the more organized they will become. Never forget that this is Man's greatest strength.

-By Any Other Name (100CP): The farther you go from some of the more entrenched worlds of the Imperium, the more you might notice that the beliefs of Man will diverge to some extent. Yet Man is unified even then, for they all share a common trait: They are but facets of the Emperor, similar to the role the Omnissiah serves. So long as they accept this, they are saved. You too can invoke this, delivering very convincing arguments for why their skyfathers and nature spirits are pieces or symbols of Mankind's ultimate savior. Man's desire to believe in something greater is a double-edged sword, but that is why you shall show them that it is merely another facet of Man's greatest examples.

-Cleansing Rounds (200CP): Though the power and determination of Man is what will see their destiny achieved in the end, the unfortunate truth is that not every person is initially strong enough to do what needs to be done. They can be torn asunder and shredded like a farm animal by those who consider them as such. You cannot let this happen. You will not let it happen. With this, you have learned a powerful ritual to bless and consecrate various forms of ammunition so that it deals significantly greater damage against the unholy and the corruptive while being very painful. There is no punishment too great for those who would tempt Man.

-Cleansing Act (200CP): It is a terrible day when it happens, but there are times when Man's tools are tainted by those who wish to steal his birthright. Horrible effects upon weapons, or foul daemons hiding within the steel of a chestplate, or any number of twisted acts done to pervert what is a tool for realizing one's destiny. Yet in the face of righteousness, foul works can be undone. With focus and fervor you can engage in a battle of wills to push back the corruptive effects or malefic spirits, purifying the weapon and even imparting a blessing of sorts to empower the weapon depending on how powerful the corruption was. Be wary of biting off more than you can chew, but let that never be an excuse not to turn would-be predators of Man into rightful prey.

-Faith in Numbers (200CP): There are many who scoff at a man. Mocking him because he is alone, that he is merely a man. They are fools, heathens who fail to realize that there is nothing mere about a man. As such, there is nothing mere about Humanity and the conviction that they can possess. That same conviction can be sensed within you, a near boundless presence that can be sensed and makes it very easy for others to want to follow or join you. Is it the power you can bring them that is rightfully theirs? Is it that your cause aligns with them? Or maybe they realize they can be greater should they allow you to lead them. It ill matters. What matters is that in the end, you shall ensure the dominance and superiority of your kind and that they will help you.

-Not Done Yet (200CP): The enemies of Man would call them craven and weak, unable to fight for what they believe in as a mere being of flesh. The Emperor knew better, for if Man fought for what was truly his then there was no force that will keep them from their goal. However, there is no shame in helping them along or giving strength to their convictions. Just from fighting near you, your forces will find their healing noticeably accelerated as their wounds knit and allow them to keep going. Yet for lethal strikes… should they find themselves on death's door, they will find inner strength for one last attack. One great push that will come with the strength of ten before they finally give. In death they will find peace, but that does not mean they will go alone.

-Legion of the Damned (200CP): Even in death, there are those who continue to look out for Man's benefit. When all hope is lost and it feels as though the darkest hour is upon them, there is a brotherhood of vengeance and flame that will refuse to let this come to pass. A brotherhood made from those who perished. With this, they will find your forces. They will follow them, and only in their most dire moment they will arrive in holy flame and do what they can to save as many as possible. They are said to be wraiths or ghosts. But you know better. You know they are the will of Man made manifest. They are what happens when Man refuses to give in.

-Sanguinor's Legacy (300CP): Legend has it that the Sanguinor is a manifestation of the Primarch Sanguinius' better nature and honor, the part that kept his inner darkness in check that was free to roam after his death at the hands of Horus. Others believe that he is the original founder of the Sanguinary Guard, kept alive by the divine will of the Emperor. The real answer may lie somewhere in the middle, an answer that will need to be riddled with this strange warp-entity that has begun to appear in your forces. Appearing only in dire need to both your forces and your goals, this entity embodies the noble nature and desirable traits that your own forces see in you. This entity also represents the combat prowess others believe you possess, fighting with such fervor that some say it could make the impossible a possibility. It is hard to say. Yet if Man's hope and wishes for a brighter future could make this, there may be a possibility after all.

-Creed's Apprentice (300CP): It is not only the might and strength of Humanity that grants them their right to rule, but also their cunning. Tactics that are as merciless as they are brilliant, intended to win battles that will shape the next thousand years. It is this cleverness that Man… is… is that a Baneblade behind that house?

Sorry. Anyway, the point is that the best of Man's tactics have been laid before you to give you greater chances of survival, with emphasis on ambush tactics and thinking many steps ahead of the enemy. You also know how to make the most out of any equipment or soldier you possess while having significantly greater results in moving them around without the enemy noticing, allowing you to maximize your results to ensure that it is Man who succeeds. After all, nothing quite says 'surprise' more effectively than finding a Baneblade tank somehow got behind enemy lines.

-Foresight (300CP): Sacrifice. Pain. Anguish. The Emperor of Man has suffered this time and time again. Enough death to leave even a Man broken. Yet for all of the hardships and the pain, he has continued to give more. This is because his love outweighs his agony… and he knows it will increase the likelihood of Man not only surviving, but achieving their rightful place among the stars as its rulers. You too, understand this devotion and the pain you will need to endure should you wish to change a world. You will give. You will suffer. Yet depending on how much you give up and toil, you will see the seeds of long-lasting changes begin to form on a world. Reform. Innovation. A Destiny made Manifest. The more you give, the more lasting these changes will become with their potency likewise increasing. The Emperor gives his all every day, and for that Mankind continues to live. What will happen if you do the same?

COMPANIONS OF THE IMPERIUM

Surviving in this cold, desolate galaxy with enemies on all sides can be something of a concern. The disgusting Xenos that are spread among the galaxy would rather shoot you on sight provided they weren't going to use you for their own purposes first, while the heretical forces of Chaos would try to sully the purity that is the human spirit for their own selfish whims. They know they are less than nothing without Man to aide them. Yet there are those who are short-sighted and foolish, attempting to consolidate power within the Imperium as they are not satisfied with serving Humanity. Nay, they think Humanity must serve them. Vain, but without caution they will sabotage your attempts.

For a price, you could get that help. After all, Mankind is not one person. Mankind is but many.

-Saviors of the Void (50CP+): Should you be the only one to arrive, hurled through the Void and placed here to save a galaxy beset by hungry, selfish fools trying to steal Humanity's birthright? Hardly. Who better to help you than those you know and care for? Using this option, you may import or create a companion at 50CP each, up to 200CP upon which you will be able to import or create up to eight of your companions to arrive here with you. For an undiscounted +100CP surcharge, you remove this limit strictly for importing companions. Each companion is capable of receiving the freebies of the God-Emperor of Mankind along with 800CP to spend for skills and abilities. For an undiscounted +100CP surcharge as a human, you may make any number of them an 'Adeptus Astartes' instead of a 'Human' for their background. If you have already become an 'Adeptus Astartes' then this cost is negated and you may make your companions the same for free.

-Canon Companion (200CP): Well well well. While your coming was foretold, there may have been one who paid closer attention than most at the finer details of such an event. It's likely why this particular entity was waiting for you at the site of your arrival, with a simple proposal: help them save the galaxy from Chaos, and they shall follow you. This entity can be any human or Adeptus Astartes that has served within the ranks of the Imperium of Man. Primarchs are exempt, as they have their own agendas to pursue in this world, and should it be a person who has become a Living Saint of the Immaterium you will obtain them how they were before… such things as 'Time' are fluid like the sea in the Immaterium. Naturally, the God-Emperor Himself seems to be completely absent from this offer as well. After all, He must tend to this galaxy as best He can. It's you who must walk forth.

Because you are choosing from one Patron, companions from the next section will be half-priced as though they were discounted. You may import companions into these roles if you wish.



GOD-EMPEROR OF MANKIND, MASTER OF MAN, THE ANATHEMA

-Death Korps Officer Galim Cynabrak (50CP): Gilded in armor of bronze down to the gas mask, this native of Krieg is a testament to the grim perspective the entire Death Korps possess. He wears no medals, for such things are meaningless when bravery is to be expected of every soldier of the Emperor. Yet as an officer, he is at least mindful of both the tactical and strategical requirements of an army, and is quite skilled at getting the most out of whatever forces he commands. As a veteran of the Death Korps, he is also quite the fighter in close combat with a chainsword. Just remind him to minimize friendly casualties at times, as he has no regard for petty things like losing half of his men in one battle. A soldier is a tool, and a tool must serve their purpose. Galim gains all the freebies of the 'Human' background and the 'God Emperor' Patron Pool, as well as 'Heresy Detector', 'Dominant Dedication', 'Guiding Sword', 'Strength through Unity', and 'Not Done Yet'.

-Dialogus Advance Ria Lightsworn (50CP): Not all Adepta Sororitas take to the field with fire and fury. Many serve as scholars and advisors, such as this woman with striking blonde hair and eyes of ice blue. She seeks to obtain as much knowledge as possible so that she might better advise and understand where actions lead, while using her knowledge to detect even the slightest traces of corruption. Yet for all her duties, she finds it is best to wear bulky armor or thick robes anyway… being born on an Agri-World, she had access to foods most of the Imperium does not and has developed an above-average curvesome figure. She is not ashamed, but she does wish it would stop distracting those she's trying to talk to. Ria gains all the freebies of the 'Human' background and the 'God-Emperor' Patron Pool, as well as 'Heresy Detector', 'Strength of the Body', 'Loyal and Pure', 'Humanity's Colors', and 'Cleansing Act'.

-Radical Inquisitor Diskoh Slicks (50CP): An oddity even among the Inquisition from his décor alone, Diskoh Slicks hails from the Hive World of Necromunda in one of the lower levels of a city. It is rumored that he introduced himself to the local Imperial authorities by shooting a sniper on a building using an illegal Plasma Pistol while riding down a hill of corpses on a hoverboard… during night, while wearing opaque eyewear reserved for bright days. Sticking with his unusual accent, no doubt a remnant of his time on the planet, he travels the Galaxy looking for whatever is safe enough for Humanity to handle, and tends to purge the rest. His penchant for riding his hoverboard while wearing his coat open and his hat backwards has led to the existential crisis of fourteen new recruits thus far. Diskoh Slicks comes with all the freebies of the 'Human' background and the 'God-Emperor' Patron Pool, as well as 'Inquisitorial Agent', 'Common Sense', 'Humanity's Colors', 'Aquila Dominance', and 'Guiding Sword'.

-Puritan Inquisitor Obiwan Sherlock Clousseau (50CP): Little is known about this man other than he is a typical example of an agent of the Inquisition; ever vigilant of genetic deviance and psychic misdeeds committed against the holy essence of Humanity. Thanks to the machinations of both the Adeptus Mechanicus and the Jokaero technology available, he's got a tool for just about anything that could be thrown at him. One might consider him going far too overboard in how much he tries to prep for anything, but second thoughts lead to a realization that his profession essentially requires him to be overly paranoid. Obiwan comes with all the freebies of the 'Human' background and the 'God-Emperor' Patron Pool, as well as 'Heresy Detector', 'Inquisitorial Agent', 'Guiding Sword', and 'Faith in Numbers'.

-Emchi Akuman Rex of the White Scars (100CP): Heralding from the planet of Chogoris, this Apothecary has a bit more compassion than is expected of the usual Adeptus Astartes. He even takes care to try and avoid destroying plantlife if he feels he has the luxury to, and will spend his free time exploring the world around him to learn more about it. If prodded, he says he wishes to take in the beauty of the world that the God-Emperor has blessed them with… or to witness the carnage that enemies of the Imperium wish to inflict to forever remove that beauty. Either way, it is a learning experience. Akuman gains all the freebies of the 'Adeptus Astartes' background and the 'God-Emperor' Patron Pool, as well as 'Hunt of the Wyld', 'Might of a Legion', 'Strength through Unity', 'Faith in Numbers', and 'Not Done Yet'.

-Strike Leader Afonso Moreno of the Carcharodons (100CP): No one is really sure which Loyalist Chapter the Carcharodons are descended from, but their penchant for blood and evisceration of their enemies has left many in the Imperium of Man worried that they are perilously close to becoming corrupted. Yet Afonso appears to be different, looking at his kills and his battles with a bit of a macabre outlook. Simply put, he enjoys cooking what he kills. Local fauna, vicious monsters, vicious people… it ill matters. Meat is meat. Blood is blood. The servants of Man shall eat, so that Man as a whole shall rise. Afonso gains all the freebies of the 'Adeptus Astartes' background and the 'God-Emperor' Patron Pool, as well as 'Hunt of the Wyld', 'Strength of the Body', 'Blessed Use', and 'Not Done Yet'.

-Chaplain Gallus Cahon of the Lamenters (100CP): Successors of the Blood Angels Chapter, the Lamenters seem to have quite an accursed legacy that follows them everywhere. Yet that is no excuse for trying as Gallus will mention. Never does he lose hope, and he will always encourage you to never lose hope as well. Even if that means giving you a big hug and telling you that it's going to be okay. Giving up on yourself is when you let them win, and you're better than that. With a perfect smile and an angelic face, he will move the world to make sure you know that everything is going to be alright. Gallus gains all the freebies of the 'Adeptus Astartes' background and the 'God-Emperor' Patron Pool, as well as 'Sound of Silence', 'Might of a Legion', 'Loyal and Pure', 'Divine Purpose', and 'Faith in Numbers'.

-Librarian Don Sideslide of the Blood Ravens (100CP): …lock the Reliquary. Don't get the wrong idea, this loyal and strong Librarian is ever vigilant and loves to learn whatever he can in order to help his friends win battles. He even tries to do his best to teach those close to him, as he feels knowledge is what ensures that everyone is properly equipped to handle situations. He'll fight tooth and nail for the right to spread knowledge. But things have a habit of going missing around Don. For reasons. Just play it safe and make a habit of locking up whatever you can around him. Don comes with all the freebies of the 'Adeptus Astartes' background and the 'God-Emperor' Patron Pool, as well as 'Strength of the Body', 'Artificer', 'Strength through Unity', and 'Cleansing Act'.

-Techmarine 'Almighty' Johnny Braveheart of the Blood Angels (100CP): You're… not entirely sure how this particular fellow managed to arrive. You're also not quite sure how he's even alive seeing as he's been occasionally thinking his Bolter magazine has been giving him pointers and bits of wisdom. But eccentric antics aside, he does have a knack of pointing out the flaws and issues of nearly any technology he's presented with and he's practically a sponge when it comes to learning new things. Some think that this is his way of staving off the Black Rage, focusing his anger on picking out problems with things that can be fixed in some way. Other think he's just always been off and point to how shifty he always seems to look as proof. Johnny comes with all the freebies of the 'Adeptus Astartes' background and the 'God-Emperor' Patron Pool, as well as 'Strength of the Body', 'Artificer', 'Strength through Unity', and 'Cleansing Act'.



UNDISCOUNTED:



Sanctioned Psyker Boone & Commissar Raege (200CP):
"Every day is great when you're Boone!"

Originally the daughter of a noble on a relatively important planet, Boone was originally meant to be taken by the Black Ships in order to be fed into the Golden Throne. Thanks to paperwork shifting, she was instead taken to be trained as a Sanctioned Psyker in the Imperial Guard. Since then she has tried her best to fulfill her duties as a personal assistant and as the company Psyker, with varying degrees of success. Her superior, the dreaded Commissar Raege, is by contrast an exceptionally skilled fighter who is just as good at leading her troops into battle. She's quite skilled at channeling her anger, and is more protective of Boone than she would like to let on despite her hatred of all other psykers. It's safe to say the both of them have issues despite working well together.

ITEMS AND EQUIPMENT OF THE IMPERIUM

For all the powers that can be obtained in this galaxy, for all of the might that faith in the God-Emperor can bring upon His faithful subjects… there is still a rather significant demand for technology and the equipment that can aid Humanity to better pursue their goals or purge the galaxy of filth. Technology is strange to all but the Adeptus Mechanicus and the Machine Spirits that are housed within every piece, and often when one displeases them it could mean a very swift end to one who has relied upon it for so long. After all, even the God-Emperor had need of Technology to expand the Imperium among the stars.

Yet, in some cases the possession of powerful technology can turn the tide of battle and forge legends that continue to inspire Humanity to rise up and be better than they once were. Technology can aid in the rise and fall of many who faithfully continue upon His great plan for Humanity, and when the innovation of newer equipment can be measured at a pace slower than xylem sap in the frostbitten days of ancient Terra's winter the acquisition of ancient archaeotech can be a fast road to respect and results. It is no substitute for true loyalty from others, but the legends that can come from having highly sought-after equipment could be all it takes to get one's foot in the door.

You will have the chance to obtain such powerful tools in this section from a Master of Relics from the honored Blood Ravens Chapter. He has heard of a rising star among the Imperium of Man and has opted to allow you access to their reliquary to aid you. He swears upon his honor that all of these different items were granted to the Blood Ravens through gifts from other Chapters or were obtained through other means such as discovery among lost ruins or recovering them from the fields of battle. Choose your equipment wisely, for you walk a hard path in a galaxy that seeks to drag you down. But that's what it means to be a Man.

<u>For the purpose of this section only, you have an additional +500CP as an item stipend. All item imports such as weapons or armor are free.</u>



Neutral:

-Armor Package (Free): The galaxy is cruel and capricious, wrought in endless turmoil because of various factions all attempting to take the stars for their own… away from its true masters. This cannot come to pass, and as such you will require some manner of protection for yourself. Your chosen background comes with its armor for free, but you may choose to purchase the other armor if you wish. You may import an armor into this equipment at no additional cost.

-Carapace Armor (50CP) (Free: Human): Standard issue for Imperial Stormtroopers, this armor is considered a significant upgrade above the standard Flak Jacket millions of Guardsmen wear. Heavy layers of armaplas or ceramite are folded into plates for this armor along with carbon-fibre, plasfibre and thermoplas strips to deflect or absorb the kinetic energy of a weapons strike or blow along with being excellent at heat dispersal to provide protection against weapons like Lasguns. It also offers some protection against direct weapons strikes while deflecting damage from shrapnel and adjacent explosions, but don't expect it to hold up against direct Bolter fire.

-Astartes Aquila Armor (200CP) (Free: Adeptus Astartes): Designed by the Adeptus Mechanicus so long ago when the Emperor was beginning his Great Crusade, this armor has seen many revisions as the Crusade went on and in His great wisdom he found the need for improvement. The Mark VII Aquila is the most common variety in use today, and works by cybernetic neuronal interface into the wearer's spine to connect to the Black Carapace and tap into the nervous system. While appearing unwieldy, an Astartes will find little weight gain and possess almost their entire movement and agility. The suit increases the strength of the wearer and also can deflect many blows thanks to its outer shell of adamantium and plasteel encased in a ceramic ablative layer. Along with its high-protein liquid food stores, life support systems, and suite of sensors and a miniature sub-atomic microfusion reactor to power it, it's little wonder that the Astartes are truly the Emperor's Angels.



-Weapon Package (Free): In this grimdark future, there is only war. War to bring death to billions, war that would see entire solar systems burn for the price of defiance. Do not suffer those who would usurp the galaxy's true destiny, and bury them beneath you for their ignorance. Your chosen background comes with its weapons for free, but you may choose to purchase the other weapon package if you wish:

-Human Package (50CP) (Free: Human): The size and strength of the average human makes it somewhat unlikely that they will be able to wield the powerful weapons of an Astartes, but by no means does that leave them without a weapon. Many humans among many armies will point out how Humanity has gotten along fine without the powerful Bolter. That is why with this option you will be given your choice of a Lasgun or Autogun along with a sidearm of a Laspistol or Autopistol so that you may decide whether you wish to deploy old-fashioned ballistics or enlighten your enemies to the future. For a side weapon, you may decide if you wish to employ a chain weapon to spread your enemies across the field or utilize a simple monoblade to bring a medieval aesthetic to the battle.

-Astartes Package (200CP) (Free: Adeptus Astartes): The power of an Astartes is not to be trifled with; it is often said that a single Company can take over an entire planet. But in order for such things to be more than hyperbole they must be equipped with the greatest of weapons. Without weapons, an Astartes is diminished. With this option you are given a standard Bolter to annihilate all but the strongest of enemies, a Bolt Pistol in the event you need a smaller weapon to deliver a powerful strike or if you need a back-up weapon, and a choice between a chain weapon to spill the blood of others or a simple monoblade that is worthy of one of your stature.



-Melee Weapon Upgrade (Free): Perhaps as a result of the wars and loss of technological knowledge that came with the Age of Strife, or perhaps as a result of the cultures of battle and glory that Humanity has grown up with, a personal melee weapon has been seen as a staple of many across the galaxy. It is time to find the melee weapon you desire for yourself. You may create a weapon from scratch using the section below, import a melee weapon obtained earlier/farther down below in this section for free, or import your own. Options can be combined; i.e. you could buy 'Chain Weapon' and 'Power Weapon' to create a singular chainsword with a power field.

-Chain Weapon (50CP): When you feel that need to tear through the flesh of your enemies and listen to the music that is the revving of a machine, look no further. The Chain Weapon is exactly what it says on the tin, a device that utilizes motorized biting teeth that saw and slash through an enemy. It can take the form of a sword, an axe, or even glaives and bayonets for those who want that personal touch. For an additional +50CP, you can make the weapon to make it an Eviscerator which is a much larger version of a Chain Weapon and arguably more deadly as a result of its weight contributing to its cutting power.

-Shock Weapon (50CP): It's not exactly a Power Weapon, but in a pinch a modification like this could be an asset in of itself. Lining the weapon with conductive material and activating the machinery within, this modification causes a high amount of electricity to shoot out with each strike and electrocute anyone unfortunate enough to be struck by your attacks. For an additional +50CP, this can become a secondary power generator for the weapon to boost and augment any electronic components of the weapon to work more effectively. Fight smarter, not harder.

-Inferno Weapon (50CP): Flame On! The use of fire has always been a staple in Humanity's history, and even in this grim, dark future it is no exception to the eternal machines of war. However, rather than deal with the clunky fuel tanks of the Flamer weapons, you have instead opted to install a specialized field that coats your weapon with a fiery aura to increase its cutting power. Swing your weapon as a symbol of power, or just stab it in someone and watch them cook. It's all the same.

-Two into One (50CP): Power Fist, or Chain Sword? It can be a predicament when you have to choose what you want to kill the enemy with. But why settle for one choice? This option is unique in the sense that it would allow you to merge two melee weapons into one; you could create a Chainfist by mixing a chainsword in with that power fist you had, or even mix together that rapier you have with a chainsword to mix its properties and traits together into one unified weapon of madness. The end result takes a form of your choice, and this option can be bought multiple times.

-Monoblade (50CP): It is not enough to see the enemy carved and torn apart. It is not enough to see them broken into pieces. Combat dictates effectiveness, to be able to slice away the enemy in a single stroke if need be. This modification strengthens the material of the blade as well as sharpens the edges to a monomolecular point. This makes the weapon extremely sharp, enough that a strong enough user could slice through an Astartes with their armor. Such a weapon will draw a good amount of attention towards you, so hopefully you're experienced in using it.

-Power Weapon (100CP): In a galaxy where many secrets of science and technology have been lost to the sands of time itself, the rarity of a weapon can often determine how dangerous it is. The Power Weapon is no exception, Switching on the field will coat the weapon in an energy hue of your choice, whether as an aura or as crackling lightning. Once this weapon comes into contact with an object the field will disrupt the molecular bonds of matter in the area struck, which makes for a tremendously deadly weapon. You could make this a regular weapon such as a sword or make it a Power Fist instead. This is also the option you want if you desire to create Lightning Claws.

-Relic (100CP): The annuals of history have shown many a battle that was on the verge of defeat and humiliation, only to be saved by the arrival of one who wielded a Relic weapon. This is because they are powerful mastercrafted weapons designed to augment its qualities to new heights while being a strong weapon in its own right. Power Weapons that are Relic could slice through even the heaviest of power armor with a single swing, while Inferno Weapons that were Relic could send out waves of flame capable of reducing soldiers to charcoal. These weapons are exceptionally rare and are reserved for the most elite of Adeptus Astartes. Hopefully you have a good excuse for possessing one.

-Force (100CP) (Psyker Only): The power of the Psyker is deadly indeed, even before the training that must take place to hone their abilities. A Psyker with a Force Weapon to attune their psychic prowess and use it as an extension of their powers are tremendously more dangerous as a result. Using a Force Weapon can act as a conduit for one's powers, allowing them to focus and channel their powers to strike even the mightiest of foes with force unheard of… and this is not including how much more effective it is on supernatural entities such as Daemons. For an additional +100CP this is turned into a Nemesis Force Weapon, which fine tunes the weapon to such a degree that the level of power a Psyker possesses determines its strength. You *really* ought to have a good reason for having this.

-Autogun/Autopistol Upgrade (Free): Weapons that were developed in the time of the 3rd Millennium, Autoweapons were replaced by the Lasgun in the 32nd Millennium as standard issue in the Imperial Guard. They use solid slug ammunition and were designed to eliminate heavily armored infantry or light vehicles, and as a result of being inexpensive and being capable of being produced on low-technology worlds are still seen in use today. You may create a weapon from scratch using the section below, import an Auto Weapon obtained earlier/farther down in this section for free, or import your own. Options can be combined; i.e. you could buy 'Long Barrel' and 'Oversized' to create a ridiculously high-powered rifle.

-Long Barrel (50CP): It's one thing to get up close to the enemy and shoot them enough where they gain an additional twenty-five kilograms from the amount of lead you pumped into them. It's another entirely to be able to reach out and touch someone. Selecting this option allows for the latter, granting a longer barrel to hit targets further away in the event you wanted to turn a sub-machine gun into a marksman rifle, or even a sniper rifle. Distance is no excuse for letting the enemy live. The barrel can be removed if needed to return the weapon to its normal use.

-Oversized (50CP): Go big or go home. That seems to be the name of the game in this galaxy, as one's enemies will take more than a regular shell to so much as scratch their paint job. The Autogun may not be anything like a Bolter that can fire ridiculously overpowered ammunition, but by putting this modification on the weapon it will be altered to fire larger rounds than usual to give you much more stopping power and damage. It'll make the weapon larger to accommodate for the size increase in rounds, but you might be pleased when it even lets you handle some of the bigger Tyranids around.

-Durable (50CP): The galaxy is cruel and uncaring, punishing anyone who had the gall of being too weak for the dangers lurking among its stars. It is why strength is more than just physical force. Strength is not in what you can do, but what you can take as well. This upgrade shall increase that strength, making your autogun strong enough that it could be used as a makeshift club or a temporary shield… to say nothing of being able to function regardless of any environmental condition it's found in. You could leave it in an ocean for a week, drag it through mud for five hours after, let the results bake in the sun for a month, then pick it up and shoot someone as effectively as the day it was forged.

-Optics (50CP): Iron Sights are fine and dandy when you can visibly see the enemy and it's a clear day outside. But what about when there's a literal wall of smoke between you and the enemy, or by some strange archaeotech they're completely invisibly to the naked eye? What if you have to fight at night? An upgrade like this and you don't have to worry again. Each purchase can grant night vision, infra-red, sonar, or any other kind of strange optic sensor to let you fight should you not have a clear line of sight. Never will they escape your wrath.

-Auto-Combo (50CP): It almost seems like many of the problems in this galaxy can be solved with a liberal application of gun. If that doesn't work? You simply need to use more gun. This option will allow you to do that, modifying your autoweapon so that it can have a secondary ranged weapon attached to it such as another Autogun, an explosives launcher, or even a Plasma Weapon or a Flamer to ensure you're never out of options. Anyone who assumes you're a one-trick pony will be in for a very dismaying surprise with this. It should be noted that both weapons can be reloaded.

-Bayonet (50CP): Maybe you need to take someone down silently. Maybe you ran out of ammunition. Maybe you just feel like being visceral and watch the life fade from your enemy's eyes. Regardless of your reasoning, know you're covered with this option to attach a Bayonet consisting of a monoblade to the end of your weapon so you can simply ram it into a person and carve them like meat. For an additional +50CP, you can turn the blade into a Power Blade while seamlessly blending it to be a weapon akin to the Guardian Spears of the Adeptus Custodes… of course, it could be a sword or an axe instead of a spear. It would cost an extra +50CP to import a melee weapon for this task, but this cost is waived if the melee weapon in question is put through the 'Melee Weapon Upgrade' section first.

-High Capacity (50CP): An autogun is just like any other weapon when you think about it. You point at someone to shoot them, it allows you greater power in your ability to strike at others, and it almost becomes less than useless when you run out of ammunition. Nobody wants to be fending off an Ork horde and run out of ammunition in the middle of their onslaught. By purchasing this, your weapon gains a significantly increased magazine capacity while being equipped with an autoloader that activates when it senses you are running low. Stave off the tide for a little longer, all to ensure your great work does not fall short.

-Rambo Mode (50CP): Before the time of the holovids and faster-than-light travel, even before the days of the Dark Age of Technology, ancient humans had their legends. Legends of a merciless warrior of the jungle, whose strength rivaled that of an Astartes and could singlehandedly wipe out entire armies with nought but two autoguns. As romantic as the idea sounds, this option will allow you to try your own hand at mimicking the legend by making a copy of the autoweapon you can create in this section. This means you can either dual-wield an autogun or have the second one as a spare while you fight on with the original. Perhaps you could make your own legend and spin a series of holovids one day?

-Belt (100CP): Magazines can be a bit of an issue. You're busy firing until you run out of ammo, then have to reach for a new magazine and take the time to reload. Those few seconds could be rather important if say, you've got Tyranids coming at you or some Hivers drugged up on their own feces is charging you by the hundreds. Fret not, for this belt attachment to a large backpack unit will be sure to give you all the ammunition you need for those larger battles where you have to focus on killing and nothing else. If taken with 'High Capacity' then the backpack is actually a small micro-printer that will keep making more ammunition for you! Just remember the other issues like heat.

-Ripper (100CP): There is a peculiar kind of Auto Weapon that was called a shotgun. It fired one large round that propelled multiple objects to deal much more damage than a normal autoweapon. The Ogryn decided that wasn't enough, and so the Ripper was born. This particular variant allows the user to either fire off weapons as normal, or instead flip a switch and decide a mode. The first mode is launching a large, very heavy shell to deal tremendous damage to the enemy unlike what one could do normally. The second is something of a 'giggle switch' and rapid-fires multiple shots at such a pace one might be forgiven for thinking it emptied the entire clip in a single attack. It is said that this is because of the Ogryns' poor aim on average, but imagine what it could do in a skilled individual's hands.

-Assault (100CP): The quality of a weapon is important. Paramount, even. The better your weapon is, the better it shall serve you in the eternal war that is this galaxy. Yet there is a certain quality to quantity in the event you needed to make an impression. Choosing this option will grant you an additional one to five barrels along with special mechanisms to increase the rate of fire on your weapon to truly staggering heights. Where before you had to settle for aiming, now you can mow down a small army while laughing at their inadequacies. Let your power erase their flesh. For an additional +100CP for a Hurricane augmentation, which instead makes your weapon contain one to six tri-barreled fixtures to create a wall of metal to fire on your foes. Just be sure you can lift it or have enough ammo, alright?

-Powered Scope (100CP): Auto Weapons have a pretty nice range for the kind of technology that's gone into them. They can pick someone off from a few hundred meters away, even more if they've been augmented to project their shells further. Alas, there's only so far an Auto Weapon can go before one's eyes cannot keep up. This magnified scope will solve that issue, granting you the means to see as far as your weapon can strike so that you will never have to worry about not seeing your target. It can even be smart-linked so that you can see through the scope, and should you have purchased 'Optics' then it will work flawlessly through this scope.

-Relic (100CP): Even something as simple as the Auto Weapon is capable of benefiting from the might of advanced technology. Perhaps it was a new composition of metal that went into its construction, or it's a strange design that complements its launching of solid slugs to a degree that punches through normal armor. Whatever the case, what you have here is a thing of beauty. Heralding from the days of the Dark Age of Technology, it's simply better at everything. Its slugs fire much faster and farther, it has significantly greater stopping power, it's stronger in construction… one might wonder if the Jokaero didn't design this thing. Expect to keep up with a Bolter with this upgrade.

-Lasgun/Laspistol Upgrade (Free): The staple weapon of just about every human in the Milky Way, and even some Xenos. Producing beams of high-intensity amplified light, one is effectively burning the targets alive with a tool like this, and thanks to its design it is remarkably simple to craft and use. This means that there are many variations you can see in the galaxy, certainly enough for you to figure out a pattern for yourself. You may create a weapon from scratch using the section below, import a Las Weapon obtained earlier/farther down in this section for free, or import your own. Options can be combined; i.e. you could buy 'Ryza Hellgun' and 'Shotlas' to create the equivalent of a massive cannon of energy.

-Battery Pack (50CP): Light them all up! See them burn before your might and rue the day they decided to face you in combat! At least, that would be the intended reaction. Hard to do that when your lasweapon runs out of energy. That's where this wondrous device comes in, coming with a spare battery and a portable charging unit that helps in charging the spare pack so that in the event you run out, you can swap it out for a second one without fear. For an additional +50CP you can make it a Merovech Pattern Lasgun which has two packs installed in at once, so when the first pack is emptied it automatically switches to the second pack without any delay.

-Extended Barrel (50CP): The power of a lasweapon is not to be denied, both in its power and its utility. After all, the more you have then the greater your target will burn in the pyre of their mistakes. Yet while they don't suffer from the wind issues of an autoweapon, heavy cloud cover or smoke can disperse the laser beam and reduce the effectiveness of the strike. It's a bit of an issue, really. This improvement can help ease such an issue, granting greater cohesion and strength so the amount of smoke it can travel through before being dispersed is increased. Cover? What cover?

-Bayonet (50CP): So long as the enemy is far away, you can just aim your not-so-little flashlight and paint whatever you see in a wave of high-intensity heat and death courtesy of the Adeptus Mechanicus. No need to fret, just point and shoot. There is, however, the issue of what happens when the enemy is not far away at all. Cue this little bit to add a bayonet in the form of a monoblade at the end of your lasweapon. For an additional +50CP, you can turn the blade into a Power Blade while seamlessly blending it to be a weapon akin to the Guardian Spears of the Adeptus Custodes… of course, it could be a sword or an axe instead of a spear.

-Persuader (50CP): In the event that you need to kill something faster, you can't wait for reinforcements. Not when time is short and you're the only one right there. Fortunately, there are those who considered the need for going overboard and designed this particular model. Something of a 'giggle switch' that's installed, this upgrade increases the rate of fire on the lasweapon to an almost absurd degree in order to produce staggering amounts of firepower in a short amount of time. There have been reports of Hivers who have managed to erase entire blocks with a weapon like this, so do be careful where you aim it. This upgrade also increases the size of the battery packs to keep up with demand.

-Optics (50CP): More often than not when one is given a las weapon, there's pretty much only iron sights. No real scopes, no optics, nothing. Not a problem when you know exactly where the enemy is and it's a beautiful day to cook some idiots, but when it's night time and all the lasers going off gives more seizures than a rave on a daemonic Pleasure World? Bit more of a problem. That's why you can purchase this option to grant options like infrared scopes, night vision that accounts for the laser flare, sonar, or any other kind of sensor that you feel could aid you. This option can be purchased multiple times. Should you purchase the 'Long-Las' option, these sensors will be adapted into its scope.

-Focused (50CP): The large beam of light coming from a lasweapon can be intimidating to some, knowing that a battle is not too far behind or that there could be more lasweapons being discharged in short order. Yet one of the issues with lasweapons are that they fire rather large beams and as such can be significantly flashy, which is a problem when you just want to do away with the showboating and just want them dead. Cue this modification which tightens and focuses the laser discharged so that there's a greater chance of penetration and causing 'burn-through' wounds. If you're wondering why this is needed, remember that when it comes to meat just searing the outside isn't good enough.

-Potentia Coil (50CP): Such devices are normally reserved for when a Las weapon is integrated into a person as a bionic or cybernetic modification, but there's nothing wrong with doing a little cherrypicking to ensure you have every advantage available to you. Based off of an ancient archaeotech design, installing this coil in a Las Weapon ensures it has a nearly endless amount of energy to draw upon for the purpose of combat to grant its wielder a truly staggering amount of options. This coil also increases the strength of the laser beyond a regular Lasweapon, making it quite potent. Should you purchase this option with 'Battery Pack' this means the charging unit becomes much faster and ensures you'll practically never run out of ammo.

-Las-Combo (50CP): You can burn them away and light them up like a flashlight. But there's also a scary amount of enemies who will look at your lasers and kind of laugh at the idea. Tell them off when you have this nifty modification. Picking this will alter your lasweapon so that it can have a secondary ranged weapon attached to it such as an Autogun, an explosives launcher, or even a Plasma Weapon or a Flamer to ensure you're never out of options. Light them up then pump out the damage when you have their attention. It should be noted that both weapons can be reloaded.

-Dual-Las (50CP): What's better than having one torch in the dark? Why, two torches. It's a mathematical guarantee. Ask anyone who has a las-weapon, they would gladly want a second one to shoot up the enemy. Well, unless the other option was a bolter. They would then take a bolter. In this case however, this option allows one to have a copy of the lasweapon they create here for either the purposes of dual-wielding or to have one weapon to spare in case something went wrong with the other one. Fight on, and light up that night sky!

-Shotlas (100CP): By many accounts, this modification is considered illegal and will get you in trouble in most places if you are caught wielding it. Yet the techwrights of Footfall may have been onto something when one sees the weapon in action. Almost akin to a 'shotgun' autoweapon, the Shotlas pattern is a triple-barreled device that is rigged to deliver more energy per shot so that unless one was a Tyranid or a Necron, they're not getting back up. Even then, depending on where you aim it could do some damage. The cost, however, is beam cohesion. The farther you go, the more swiftly the beam loses power. This is a weapon pattern best used up close and personal.

-Retribution (100CP): Filling the air with lasers and large blasts is a potent weapon in of itself, as many humans actually will not want to get caught on the wrong end of a lasweapon. However, a lasweapon is also very flashy as it creates plenty of light and noise when it goes off. Yes, there's no recoil, but generally lasweapons are the opposite of subtle as a result. That's why there was this modification done by a very disgruntled Imperial Guardsman, letting one break the weapon down into half a dozen pieces for easy concealment while rigging said weapon to fire in a non-visible spectrum. In addition there's no flash or sound from the las-burst, which makes a weapon like this incredibly deadly as well as increasing its terror potential. Imagine talking with someone and then seeing their face become impromptu house paint without even so much as a change in the wind to give the killer away.

-Ryza Hellgun (100CP): There is the Lasgun, and then there is the Hellgun. Containing a more powerful and more advanced laser generating system than the standard pattern, these weapons are often reserved for Imperial Stormtroopers who have the superior skills and know-how to utilize these weapons effectively. …wait, we're in the far future in the home galaxy, right? Anyway, like the regular Lasweapons it can either be on semi-automatic mode or produce one continuous stream of heat and torment to adapt to whatever situation lies before you. Even better, the Ryza Pattern uses a hyper-yield power array to take advantage of its capacity to be adjusted, its higher outputs able to punch through ceramite like it wasn't there. Burn them all.

-Long-Las (100CP): Every weapon type seems to have a longer ranged variant of some kind. It never fails, although this is hardly a bad thing when you are trying to get every advantage possible in a battle with an enemy who can do any number of horrible things to you. This option is for those who seek the advantage of distance, making a longer and thinner barrel while using a stronger metal for it to increase both the range and the accuracy of the lasweapon while granting a powerful scope to see farther. Even better, there is a suppressor which can further reduce the flare of each shot to reduce any telltale signs of a shot going off. The enemy shall have to pray should you ever combine this with the 'Retribution' pattern. The barrel can be removed if needed to return the weapon to its normal use.

-Death Light (100CP): Quality, or quantity. For some strange reason you have a few who think you can only have one or the other. It's rather frustrating, but at times that kind of thinking can generate something quite useful to have in your arsenal. Made by the Mechanicus sect of Sollex, the Death Light pattern is designed to use up more energy and create a more intensive laser in order to burn through even the strongest of heat insulation. Even the Magnagorsk Hive with their insulation suits found that this weapon could tear through them like it wasn't even there. Just be sure to watch your energy supply if you use this, especially if you overcharge it.

-Relic (100CP): There were many items that were created during the time of the Great Crusade and the Heresy. Items that were of great use during the re-acquisition of territories and the eventual war that sparked when ideologies and viewpoints clashed. Items that could propel one from a mere face in the crowd to a legend in their own right. A lasweapon that is a Relic would do just that, recharging at a much faster pace as well as being stronger in power and beam cohesion. Even better, this upgrade also contains augmented cooling units so that continuous fire will not damage the weapon to ensure that it will not fail you in your time of need.

-Volkite (200CP): A weapon once used en masse during the Great Crusade, wielding one now would be seen as possessing the favor of the God-Emperor himself. If not for its age, then for its devastating power. Volkite weapons are direct thermal weapons, capable of punching through the ceramite plating of Astartes armor with terrifying ease and still ignite the wearer. Worse, it deflagrates the enemy and ignites anything the target may have been in direct contact with. This weapon will be the bane of all you fight.

-Bolter/Bolt Pistol (50CP): Out of all the weapons seen in the galaxy, the Bolter is one of the most, if not the most iconic weapon available. It is a symbol of strength and power, a symbol that might makes right. Each shot a prayer to the gods of battle, each strike a challenge to the unworthy. You may create a weapon from scratch using the section below, import a Bolter Weapon obtained earlier/farther down in this section for free, or import your own. Options can be combined; i.e. you could buy 'Heavy Bolter' and 'Storm' to create a weapon able to dump hundreds of bolter rounds a second on the unfortunate sod who merited the act.

-Combi-Bolter (50CP): Of course, why settle for just one weapon? Perhaps you want to also attach a plasma weapon so that you can melt the enemy's outsides before bolting their insides. Maybe you want to shoot their armor off and then proceed to use a flamer to have yourself a good Salem-style barbecue. On the enemy's dime, of course. Very thoughtful of them. Regardless of your reasoning or the occasion in question, this option will allow you to do just that and attach a secondary weapon to the Bolter to increase your options. It should be noted that both weapons can be reloaded.

-Bayonet (50CP): Maybe you're feeling particularly showy, or the enemy is feeling particularly suicidal. Maybe it's trench warfare and you can't be bothered to waste the ammunition on creatures that are so very beneath you. Whatever the case, this option will allow you to equip a monoblade bayonet on the end of your Bolter so that you can just stab someone and save the ammunition for someone who's actually worthy of it. For an additional +50CP, you can turn the blade into a Power Blade while seamlessly blending it to be a weapon akin to the Guardian Spears of the Adeptus Custodes… of course, it could be a sword or an axe instead of a spear.

-Heavy Bolter (50CP): Go big or go home. After all, if the enemy is going to continually up the ante on the battlefield, why shouldn't you do what you can to show them that it's also how you use the size? Enter the Heavy variant, using a specific electronic pulse in the firing chamber instead of a pin to create rates of fire other bolters could only dream of. Along with being larger than your average bolter, it means that you can deliver some truly staggering amounts of pain in a short amount of time. It's large enough that humans usually put them down as gun fixtures, but Astartes could carry these into battle easily.

-Assault (50CP): The more rounds you have, the more you can slay those fools who would dare to stand against your terrible wrath. It's a mathematical guarantee, so naturally you want to be sure that you have as many rounds as possible. Enter the Assault Pattern, with a larger box magazine to carry additional ammunition and a high-speed autoreloader in order to provide a significantly higher rate of fire than most Bolters. Truly, a weapon such as this will ensure your strength of combat is greater than theirs.

-Angelus (50CP): Why carry the weapon in your hands when you could be using them for so much more better things? Like carrying even more weapons, or holding a terrible hammer with which you could bring down swift and glorious fury upon the enemy? It's a fair question, one that some Astartes answered by modifying their Bolters. With this you may create a wrist-mounted variant and fire your bolter one-handed in order to hold any of your own equipment or even perform an archaic gesture to the enemy that heralds from the time of the 2nd millennium. It is asked that you have the armor or the strength to use a weapon like this and not break your own arm in the process, or even rip it off outright from the recoil.

-Hesh (50CP): You'll notice that in this galaxy, a lot of the best things tend to be… big. Quite big. Impressively big, even. There has been more than one story about a human army ready to assault a fortress only to suddenly change the color of their trousers at seeing the size of the Astartes ready to deliver swift death upon them. Yet size can be just as important when it goes the other way, hence this pattern. Being more compact than other bolters, it effectively takes all the machinery required and makes it half the size of a regular bolter. This makes this type of bolter well suited for close quarters combat or even on assault teams where they might need to carry other equipment with them.

-Optics (50CP): Do not suffer the enemy to live. Do not allow them the luxury of breathing one more second of air than they should. Should they walk before you, blast them. Should they try to hide, seek them out. Let nothing petty like nightfall or cloaking save them from inevitable death. Purchasing this option will grant you different sensors to use beyond iron sights like infrared scopes, night vision, sonar, or any other kind of sensor that you feel could aid you. This option can be purchased multiple times in the event you do not wish to rely on simply one means to root out your quarry and deliver their souls to the Immaterium for the hubris of defying you. Should you purchase the 'Stalker' option, these sensors will be adapted into its scope.

-Double Bolters (50CP): The power of having two weapons instead of one is mighty indeed. It is so great that there was once a renowned Ork Warboss that due to complications in the Immaterium threw him back into the recent past, and the thought of having two of his favorite gun was enough for him to slaughter his past self for it. Needless to say, it's best if this option was provided instead of needing to go through that headache again. This option is simple, providing you a copy of the Bolter you create here so that you can either dual-wield them or have one in storage while you use another in the field. Just please, be rational about your weapon acquisition from here on out.

-Belt (100CP): Delivering a large amount of bolter rounds upon the enemy is a very good way to ward them off, to tell them that this is your land and that none may claim it without your death. It's also much like the words a person may use in the sense that if you run out of the stuff to use them then you're in a touch of trouble. Enter the belt feeder, attached to a large backpack unit intended to carry a great deal of ammunition for you so that you can truly perform the greatest orchestra no one shall ever live through. If taken with 'Assault' then the backpack is actually a small micro-printer that will keep making more ammunition for you! Just remember the other issues like heat.

-Storm (100CP): Why settle for one barrel when you could have two? After all, twice the barrels means twice the output, which can also mean twice the amount of enemies killed and twice the fun had by you. Storm Bolters are designed for such a purpose in mind, effectively acting like a double-barreled version that allows you to either alternate the firing between the two or have them both firing at the same time to push out truly staggering amounts of damage upon the enemy. After all, your enemy will give you no quarter, so why should you? For an additional +100CP you can instead make it a Hurricane Bolter, which adds up to four additional barrels in case you felt like you needed to murder the room everyone was in as well. Mind the recoil.

-Stalker (100CP): When an Astartes strides across the field with bolter in hand, things are going to get loud. When multiple Astartes march with multiple bolters, it is an orchestra of death and carnage so great that the gods of battle cannot help but take notice. It's why when one thinks of a sniper among those roaming super soldiers, they tend to balk at the idea. More than likely it's right before a bolt round turns them into a fine mist from afar. This type of bolter is given a powerful scope unit and an elongated barrel, effectively turning the weapon into a sniper rifle with which to reach out and deliver swift death upon those who would disbelieve the possibility. The barrel can be removed if needed to return the weapon to its normal use.

-Condemner (100CP): A regular battle is chaotic enough, what with the lasers and the bolters and the flamers pretty much turning every field into a hellish torrent of death and dismay. When psykers enter the field, it becomes much worse. Bolts of lightning and pure force, objects lifted and thrown with the flick of a hand among other things, to say nothing of psyker duels. So really, fuck 'em. This pattern attaches a silver crossbow that while archaic, holds a stake with sigils of disruption engraved upon it that are capable of disrupting a psyker's connection to the Immaterium while sending their own power out of control should the bolt connect. Dealing a severe wound while watching their psionic power consume them is often well worth the price of these bolts, so long as one has the resources to make them.

-Skapulan (100CP): Found in the ruins of a Watch Station and left with a strangely hidden history on its origins, there are many questions surrounding the make of a weapon such as this. Even the fabled Techmarines of the Deathwatch seem puzzled, only able to really determine that its use of over one hundred Machine Spirits is the reasoning for such advanced engineering. A weapon like this has accuracy and power unrivalled by any other bolter of its size while holding a fire selector and targeter to aid its wielder in combat. There's only one of its kind however, so should you possess this or have even modified it, expect to raise a significant number of red flags the moment anyone knows you possess it.

-Relic (100CP): During the days of the Great Crusade, it was continually preached that Mankind was divine and the true rulers of the galaxy. That all others were not fit to bask within their light. No matter what your enemies believe, wielding a weapon as glorious as this will make them feel the need to pray. Strong enough to fire bolter rounds much farther than usual, striking with the force of thunder, and even creating larger impacts with its rounds, a Relic is as powerful as it is extraordinarily rare even among the dark corners of the Calixis Sector. It is even rumored that each of these weapons carry a tiny fragment of the Emperor's own wrath… the legitimacy of that claim is uncertain, but the fact that it's simply better than other Bolters in every way certainly lends credence to those rumors.

-Flamer Weapon/Hand Flamer (50CP): The autoweapon and the lasgun are great for shooting an enemy. The bolter is great for destroying an enemy. Yet there is a satisfaction only a weapon such as this can provide you. A weapon that can flush out entire groups, and fill the air with the wonderful scent of promethium as scores of fools are put to the torch to light up the night sky with their own dancing as they move ever closer towards their funeral pyre. I speak of the flamer, a weapon that will torch the enemy's will as effectively as their flesh. You may create a weapon from scratch using the section below, import a Flamer Weapon obtained farther down in this section for free, or import your own. Options can be combined; i.e. you could buy 'Voss Pattern Nightfire' and 'Balefire' to create a weapon able to turn the entire area into an irradiated, poisonous haze of fiery hatred with which no Xenos would dare approach.

-Balefire (50CP): There are few things more annoying than shooting or injuring an enemy only for them to begin regenerating their flesh back to make all your efforts a waste. It's even more annoying because once they've killed you they'll just go on to waste everyone else's ammunition and make the whole battle a sham. End that possibility now and use this highly refined promethium blend mixed with radioactive components. While rarely deployed due to its environmental fallout, it irradiates any foes it burns as well while being brutally vicious on any Xenos with such regenerative properties like Orks. Burn them all and show them that their screams of battle are actually screams of death.

-Hellfire (50CP): It can be strangely cathartic to see opponents wailing and burning when you unleash your swift and fiery wrath upon them. Finding the enemy has powerful natural armors and can gut you before they even register the heat? Less so. That's why there's this Deathwatch modification that takes cues from the Hellfire Bolt rounds useful on the Tyranids, and mixes potent mutagenic acids into the promethium mix. This translates into a fire that eats away at bone and chitinous plates with terrifying speed and can reduce all of their defenses like ice before the flame. Perhaps it's time for a bug hunt?

-Gorgon (50CP): There are many rumors about what lengths the Inquisition will go to ensure anyone who defies them will suffer dearly. Rumors of torture for months or years on end, each method more gruesome to the last. There's even rumors of mixing their torture techniques into their weapons on the field. This weapon proves the rumors absolutely true, utilizing corrosive chemicals in its promethium blend that inflicts lingering sickness and debilitating injuries on anyone who was unfortunate enough to survive the initial effects of the weapon. It's almost as if they enjoy the pain and the torment of others, feeding off of it. But that's more of a Xenos trait, right?

-Cerebus Pattern (50CP): Why settle for one nozzle for fire when you can have three? After all, more fire means more things burn. More things burning means you're doing a good job in setting everything that isn't on your side alight into ash. This modification grants you two more barrels so that you noticeably increase the output of flames that can be dispersed at any given time. Some might say there's such a thing as overkill. Those people clearly need to be proven wrong, through your liberal application of fire. For an additional +50CP this can be turned into the Hydra Pattern which can add up to six more nozzles on the flamer in the event you just wanted the entire street to turn into a fiery pit with the absurd amount of fire you can dispense.

-Fuel Tank (50CP): The power of a flamer weapon is nothing to scoff at, especially when it is modified beyond the normal specifications presented. Yet like autoweapons and bolters and lasweapons, that power quickly runs out when the ammunition does. Having additional fuel would help you quite a bit with that issue, and so this purchase ensures that you have a spare fuel tank on hand in the event that you need to swap it out during a battle. Depending on the rate of the battle, this could be quite an effective purchase to survive before you return to base.

-Pyrophoric Vambrace (50CP): Burning it all can often be as fun as the looks on people's faces when they see the flamer weapon in your hands. Yet as strange as it sounds, there can be a benefit to being subtle. Enter this easily concealable flamer weapon that is worn on the wrist, with tubes snaking to a backpack unit that is vacuum sealed to prevent any leaks. This can free the wielder's hands for other tasks, or just to pretend they're a pyromancer as they launch flames with the wave of their hands while walking among a firestorm.

-Double Pyre (50CP): The Adepta Sororitas are often accused of loving fire just a bit too much due to their all-too-enthusiastic use of flamer weapons to scorch the enemy where they stand. Of course, one might also make the same accusation for some worshipers of Khorne who emphasize burning over killing or maiming. Why let them take it all for themselves? This option is exactly what it says on the tin, creating a copy of your flamer weapon so that you can effectively two-fist your glorious flame dispensers or simply have a back-up to your favorite weapon. The choice is yours.

-Combi-Flamer (50CP): Lots of fire can be good when you're trying to ensure you've gotten into every crack, but what about when you have an enemy that doesn't need flame or is immune to it? Well, why not just shoot them? Do the right thing and get some additional flexibility onto your weapon by purchasing this option and attaching another weapon to your flamer. It could be a bolter, an autogun, or even a lasweapon to help with any of the idiots who think protection from fire will save them. It should be noted that both weapons can be reloaded.

-Conflagaration (100CP): There is a flamer weapon, then there is this thing. It's not a weapon so much as it's a cannon meant to invoke the horrific power of the ancient dragons from mythical days. A weapon such as this is a flamer that has been sized up, acting more like a large launcher or a turret emplacement in order to push out as much flame as possible. An Astartes with this could clear out an entire building by themselves, or even turn entire sections of a battlefield into blackened ash. It's a bit of a fuel guzzler, but can one really argue with having the power of legends?

-Incinerator (100CP): How… how did you get this. No, seriously. How. A weapon like this is found only in the armories of the Grey Knights. This is a weapon that would cause untold amounts of questions and stories to spread as quickly as the flames it produces. Specifically, the flames caused by a psychically impregnated form of promethium that not only burn hotter, but burns any psionic barrier or Immaterium-based defenses as easily as it would burn flesh. Something like this would be the absolute bane of psykers or daemons, but it could also be your own downfall if you are not careful.

-Pyroclast (100CP): Well well, there's got to be a story on why you have one of these. Designed by the Primarch Vulkan himself, these unique types of flamers are far more elegant than the standard issued flamers given out along with being far more potent in burning power. In essence, they could burn away at least thrice as much as the normal flamer. On top of that their nozzle can be adjusted to create a searing cutting flame that while difficult to aim can also slice through even the most durable armor with its obscene temperatures. Nothing wrong with opening up canned meat to cook inside, after all.

-Destroyer (100CP): The heat of a flamer is terrifying enough with its use of promethium to reach heats no flamer in the 3rd millennium could ever dare to reach, but what if it's not enough? What if you had a burning need to burn it all away until there's nothing? The artisan-masters of Cadence have you covered, with a force-compression modification to create a superheated thermal-incandescent flame that could reach temperatures far hotter than normal flamers ever could while even increasing the efficiency of the fuel use! These objects are extremely rare, so hopefully you can ward away those with prying eyes and clingy hands. Or just burn them too.

-Voss Pattern Nightfire (100CP): Using flamers can be utterly terrifying for the enemy to behold, especially when you're in a bunker and you see one walking up to clear the place out. How can one hope to top such fear, that primal terror of being burned alive? Well, someone apparently rose to the challenge by creating a refined promethium blend mixed in with toxic chemicals. Highly recommended that one wear full protective gear for this, it creates a wretched flame that poisons the surrounding air with horrendous fumes and noxious smoke meant to poison anyone who survived the first volley. Gasping for air as one's skin blistered and burned… almost makes one want to take the second blast head-on just to end it all.

-Relic (100CP): There have been ancient weapons created in the past. Weapons that have been as beautiful as they have been destructive. Weapons that have conferred great status upon those who wield them and great envy among the wielder's cohorts. Relics. How fortunate, or unfortunate, for you that purchasing this option makes your flamer weapon such a Relic. To put it succinctly, this makes the weapon better at everything. Fuel efficiency, damage, and range to ensure that your wrath is as swift as it is terrible. Due to the composition of this weapon, you also have the option to make your flames a different color, whether it be black to ultraviolet to even a sickly green. The choice is yours.

-Plasma Pistol/Plasma Gun (50CP): Sometimes called 'Sun Guns', plasma weaponry is seen as some of the most dangerous weaponry in the galaxy. They work by using hydrogen in a liquid state that is fed into a miniature fusion core to be energized into plasma that is contained by magnetic fields. To fire them, the containment field opens and the plasma is discharged through a magnetic accelerator akin to a bolt. Of course, try not to mind if they malfunction. You may create a weapon from scratch using the section below, import a Plasma Weapon obtained farther down in this section for free, or import your own. Options can be combined; i.e. you could buy 'Apollo' and 'Heavy' to create a weapon able to reach much farther than normal as well as have enough power to drench a Leman Russ tank to watch it melt… in real time.

-Barrage (50CP): More often than not, the wielders of a plasma weapon are encouraged to take their time with their shots, and to be sparse with their weapon so that they do not overheat the device and potentially cause problems for themselves. Like every other warning in the galaxy thus far, it has been summarily ignored with this modification. By breaking the safeties and modifying the magnetic containment field, one's plasma weapon can fire much more rapidly to deliver superheated bolts upon the unfortunate fool who was in front of you that day. Risky, yes. But it comes with reward.

-Torch Mode (50CP): This is something of an unorthodox modification, but when your enemies are willing to field any number of oddities then you can't quite shirk away from getting odd yourself. By utilizing a controlled plasma arc and shaping the magnetic field, one can make a torch that is capable of cutting through twenty centimeters of adamantine in a single minute, with weaker or thinner materials falling far faster. While they make for superb tools in fixing technology or cutting bulkheads of voidships, no one will question the validity of cutting through enemies either. The weapon is able to fire in torch mode, but it will have shorter range.

-Optics (50CP): More times than not with a plasma weapon, if they take cover you can just blast it until the cover ceases to be. But what about when they take cover of night or the cover of invisibility? You must burn that away as well. Purchasing this option will grant you different sensors to use beyond iron sights like infrared scopes, night vision, sonar, or any other kind of sensor that you feel could aid you. This option can be purchased multiple times in the event you do not wish to rely on only one sensor to tell you where to shoot.

-Assault (50CP): Plasma weaponry while generally able to hit the target it's pointed at on a reliable basis, does not hold the pinpoint accuracy that one would desire if they're trying to strike a specific point multiple times. If you're trying to be surgical, that can be a bit of a problem. That's why when it comes to the Assault pattern, it's equipped with a powerful targeting array that allows the bolts to be far more accurate and reliably hit the point you desire constantly. Quite useful if you're trying to melt the joints of an Ork Stompa rather than just keep hitting it in general.

-Combi-Plasma (50CP): Plasma can be a warrior's best friend when they need to burn something away. But sometimes that's overkill, and one needs to consider using the right tools for the right job. That's why there's this option to attach a separate, ranged weapon to this plasma weapon so you can use that one for when plasma isn't needed. It could be a bolter, an autogun, or even a lasweapon to conserve your precious hydrogen. It should be noted that both weapons can be reloaded.

-Double Bubble (50CP): Why settle for one plasma gun? After all, you could be shooting out so much more, drenching them in your bubbly hot… yeah we should move on. You know the drill here, being able to use this option to make a copy of the plasma weapon that you're creating in this section. This will give you a choice on whether you want to dual-wield your weapons or simply keep a spare while you have another weapon as your primary. Never worry about one gun exploding again when you can whip out another one. Or end a battle twice as fast.

-Cannon (100CP): Size matters. While many times being able to compact the effectiveness of technology into a smaller form has a myriad of benefits, going bigger can provide a boon in of itself. This upgrade proves just that, going from a regular plasma gun to something like a shoulder-mounted cannon in order to ramp up the amount of plasma being lobbed along with the intensity of the heat from its projectiles. It is recommended you do not find a way to rapid fire this weapon, but like many other warnings you are free to ignore it.

-Twinned (100CP): Somewhere, someone with a plasma weapon took a look at a Storm Bolter and decided that it was not right that they should have all the fun. It was not right that glorious plasma should be limited to one output. Enter this modification, using ancient archaeotech to create a separate magnetic field within an additional barrel so that you may double your output of launched plasma at the enemy. As a bonus, a double-barreled plasma weapon just looks really nice.

-Apollo (100CP): What's worse than globs of molten plasma being launched at you by someone? A stream of the stuff being thrown at you like if someone was trying to paint you with some of the hottest stuff around. A machine that was first designed by a lesser known Techsmith of the Blood Angels Chapter, they clearly were appealing to an ideal outside of normal boundaries. On top of burning brighter and causing more damage over time, this modification acts more like a liquid sprayer or a Flamer or sorts as it drenches the enemy in a 'molten lava'-esque manner. It might cause more heating issues, but surely that's a worthy price to pay?

-Heavy (100CP): Do not go quietly into that night. Do not leave with a whimper. Do it loud, and do it proud. Enter the Heavy variant, which enlarges the coils in the plasma weapon along with granting an additional battery pack with a short cord to significantly increase the amount of power that is launched by the weapon itself. Effectively, a Heavy plasma weapon could deal three times the amount of damage a regular plasma weapon could, allowing one to become Death Incarnate so long as they walked the field with one of these.

-Ectoplasma (100CP): Well now. This is a very peculiar weapon you have here, perhaps one of a kind among the Imperium of Man. Was it a secret weapon of the elusive Grey Knights? Was it a gift from the Emperor Himself? Who is to say. Simply know that you are blessed, holding a weapon that proves that the Emperor Protects. Not only is this weapon far more potent than normal plasma weaponry due to being bathed in the light of His Holy Light, but it sends a wave of golden souls upon the one struck to cleanse and burn them as punishment for their sins against Mankind. Do not suffer anything that would deny you your destiny. Do not suffer those who would fight against their Masters.

-Phased (100CP): Well well well. You are quite fortunate to have collected one of the weapons of the notorious Crimson Guard, and hopefully you have a very good reason for it. This is because of both its rarity and its power, a plasma weapon that has done away with almost all of the drawbacks that are associated with plasma weapons. Its need for recharge is almost all but eliminated, while its cooling systems are great enough that almost all excess heat has been completely removed. This would allow you to fire with impunity while hardly worrying about one's power stores, letting you delivery a storm of plasma upon the unfortunate fools facing you on the field.

-Hunting Lance (50CP): Perhaps one wishes to harken back to the old days of Terra, when techno-barbarians once roamed its holy surface before the Emperor of Man rose. Or maybe they just want to show the power and style of Humanity while making the enemy's plans blow up in their face. Literally. Cue the Hunting Lance, used by Rough Rider Cavalry units of the Imperial Guard that are designed to detonate a shaped charge once the enemy is stabbed. Due to the power of the charge and the shape of the weapon, it means one can strike the enemy and pierce their armor akin to power weapons before discarding it to go for the kill. This weapon will regularly replenish its points and charges.

-Imperial Rations (50CP): There are rumors that what is fed to the Imperial Guard is actually reprocessed bodies. Termed 'corpsestarch', it is thrown in with other dead animals and nutrients to reduce waste. Please ignore these rumors, and enjoy this endless supply of Soylens Viridians, a potent nutrient bar that contains enough calories for a meal and enough vitamins and nutrients to ensure you're healthy and have everything you need. There are those who would question the taste, but there is no such thing as a bad taste to Truth. For an additional +50CP you also have access to a magnificent banquet that contains samples and dishes from animals and vegetables all across the galaxy, able to be picked up somewhere or serviced in a location of your choice. Just… don't tell the other Guardsmen if you can help it. Especially the Commissar.

-Skull Supply (50CP) (Free: 'Ivory Gleaning'): In many ways, the skull is as much of a fine symbol of the Imperium's might as the double-headed aquila. It represents the death that will arrive should you attempt to stand in the Imperium's way, its prowess of battle, and the eternity that is Mankind's power. It would be most unwise to push such a force, and yet there is always a need for reminders. This supply of human skulls would be sufficient, conditions ranging from stained with blood to perfectly bleached. After all, skulls are the perfect resource for creating the Servo-Skull machines that serve every Imperial citizen of importance in their ease of travel and their presence. I'm sure you can find other uses for such skulls as well.

-Nightweave Silk (50CP): There are many treasures to be found among the Halo Stars in the Koronus Expanse, recovered by traders who brave the unknown for untold riches and power that can be found so long as one seeks it out. One treasure is this opulent fabric woven from a crystalline material, shimmering with a spectrum of soft inner light when it is worn in twilight or darkness. Psykers will claim to detect the faintest echoes of suffering and something inhuman, but many human lords highly praise it for its effect and great beauty akin to a night sky… as well as the bragging rights that come with its rarity. You may choose to either have a supply of the fabric on hand or implement it into an outfit you possess to gain its properties.

-Imperial Pet (50CP): What. What is this? What is the point of this? Granted it does look rather adorable and cute, but why would you want something like this? The Master of Mankind has heard your prayers of longing, the desire for companionship… and have answered with this option. You may choose any mundane animal to be blessed by his Glorious Light and gain traits befitting of the Emperor such as silky white fur or feathers, or golden eyes, or even a gentle aura of light. It could be a cat, wolf, snake, or even a corgi to follow along. This option can also import pets you may have possessed for the role. Do not wander the Galaxy alone.

> **-Imperial Mount (+50CP): Oh! More than a companion then. A loyal steed ready to carry you wherever you desire. An entity of the Emperor, worthy of a Savior. This causes even more Holy energy to be infused into your little pet, making them capable of growing exponentially into a fearsome size that can swiftly deliver you upon any field of battle. They will even possess minor powers of blessed protection and fire to fight alongside you, ensuring that they will not be easy to fell while serving its master. Of course, they can switch between these sizes at will if you ever needed a reason to have a Corgi the size of a semi-truck running around as an example. But what those reasons are is something only you can determine.**

-Imperial Familiar (50CP): The role of a Familiar is often to fulfill a numerous amount of tasks for their master, not unlike a squire acting on behalf of its Master. Cybernetics or psionic attunement can allow the Master to see and hear what the familiar hears, but in many cases they are simply to act as a focus for Psyker abilities or to do a number of tasks that has been given to them. A purchase of this will grant you one such familiar, with its appearance being up to you. It could look like a cybernetic cherub, or a mechanical two-headed aquila, or even a new biological creature that appears akin to a chimera, its purpose divinely ordained to aid Man wherever it is needed. Whatever form you choose, it shall be a loyal servant that does its best to serve you well. Should you desire it, you can import this into the 'Imperial Pet' role.

-Throne of Salvation (50CP): The Galaxy is quite large despite the ability to travel through the Immaterium. It's filled with stars, and each soul that inhabits it are like tiny fires that struggle to remain alit in the face of horrific dangers that stem from the Xenos or the forces of Chaos. Yet their fires will fade, and you must ensure that at least some of them survive. You require a vantage point to see the bigger picture, and so your throne awaits to grant you true vision. Magnificent and massive, this seat shines a brilliant gold while sitting atop a large set of stairs. This throne and the stairs themselves are etched with the countless battles you have fought, and the things you have given up for the good of Mankind. When they see this throne, they shall never question your love for them. If you have a particular piece of furniture or a prior throne, you may import it into this option.

-Creed Supplies (50CP): Sadly, not all that related to the grand and illustrious General of the Imperial Guard. The Truth that is faith in the God-Emperor is all that stands between Mankind and the horrible talons of Chaos, and so that is why you must be vigilant. That's why you need this supply of equipment to ensure that they know everything there is to guarantee the safety of their souls. Pendants to ensure the Emperor's symbol is always with them along with copies of the Imperial Primer, the Imperial Creed, and the *Lectitio Divinitatus* so they have all the information they need. There will even be an altar so you can stand in front of it and preach to all those who are open to the Truth. The Emperor Protects, and so will you when you begin to deliver salvation to those who listen.

-Archaeoseed (50CP): To serve the Emperor is to do more than slay his enemies and conquer world. After all, after destruction there must come creation. After every war, there must come a period of rebuilding. Recovered from the Dark Age of Technology, these seeds will aid you in that respect. Upon planting these seeds in desolate or war-torn grounds, over time they will slowly enrich the soil and repair any pollution or deficits the soil may have had, allowing other plants and crops to finally grow here. Even better, they mix well with other seeds and while on their own they provide a nutritious crop that taste something like potatoes when cooked, mixing the seeds will bolster whatever plants you plant alongside them. In time you could even repair entire continents with this stuff.

-Aesthetics of the Savior (50CP): Be proud of belonging to the superior species. When you wish to ensure that any who see your home are aware of your true colors, this reskinning of the Warehouse will demonstrate that you are a purveyor of beauty and grace that the Xenos will never understand. Beautiful golden walkways, torches made of skulls, and even baroque walls all demonstrate that you are not a mere contender among the galaxy. You are its Master. Even better, by focusing its energies and gazing upon vehicles or ships of your choice, you can bless them with aesthetic options from your Warehouse to demonstrate your true nature.

> **-Divine View (+50CP): Alas, you are not content with mere buildings and luxurious walls to feel like a savior. You are beyond mortal restrictions. You will not settle for being among the masses that settle for prayers. You are chosen by the Emperor Himself, and you will be treated as such. A minute piece of the Imperial Palace has joined your Warehouse and created a small virtual environment that you can wander around to enjoy the perspective of the God-Emperor. Watch as it seems like stars form around you with the souls of those you have saved, or enjoy the angelic choir that comes from the shining clouds above. Perhaps you feel above such things, and simply wish to make it seem like your Warehouse is among the Heavens that reflect the love and compassion you have for all who choose to follow you, and what you wish for them to become. The choice is yours, Chosen.**

-Astartes Warbike (50CP): Soldiers run. You are not a soldier. You *ride*. This Assault Bike is a testament to that, blessed by the Emperor to serve as your personal steed. Capable of some very impressive speeds and strong enough to drive through a solid rockrete wall at full speed with no harm, it is also responsive enough to perform a full range of death-defying combat maneuvers that would put any stunt driver to shame. Even better, it will alter itself in response to your loyalty to Mankind in order to look as sleek or as outrageous as you deem necessary. Perhaps one day, even the heretical Doomrider will look upon your ride and be interested enough to race you before you slay him. For an additional +50CP, instead of twin-linked Bolters you may arm this bike with Meltas or even Plasma Guns. You may also attach a side car armed with a mounted Bolter to this bike for an additional +50CP. You may import a bike into this option for free.

-Neuro Gauntlet (100CP) (50% off: Human): It is not enough for the enemies of Man to fall and perish before the might of the galaxy's true rulers. The enemy must suffer a thousand blinding moments and more for daring to defy Mankind. They must be given a mere taste of the torment one will receive without Mankind's guidance. Enter this weapon, a glove that consists of many needles encased in energy fields in order to bypass armor and wound the individual regardless of their size or toughness in most cases. Thanks to the energy fields interacting with the victim's nervous systems, this weapon can be extremely agonizing and feel as though molten glass were striking their nerves… or worse. A thousand torments is never enough for enemies of Man.

-Emperor's Tarot (100CP) (50% off: Human): Although the Emperor lies upon the Golden Throne for the good of all Humanity, there are times when his voice must reach you to ensure the survival of his people. Fortunately, this deck will ensure his voice will never waver. A pack of seventy-eight psycho-active liquid-crystal wafers, the cards are often used as a form of divination to hear what the Emperor has to say in this grim, dark future. The deck is even linked to his thoughts, and so when you do a reading you are peering into his grand vision to see what dangers may be approaching you. In times of peace, they are also excellent tools for a card game.

-Omnishield Helm (100CP) (50% off: Human): The galaxy is quite a hostile place. There are some who would say that perhaps there are places that Mankind was not meant to go, proof that the entire galaxy is not meant for them. Those who would say this are traitors to Humanity and do not know the power of their own mind. Enter this helmet which is equipped with a Respmask Array to proof against any environmental hazard from industrial pollution to even fully ignited atmospheres. Due to its oxygen supply, it could even withstand airless vacuums for a period of time so that the wearer can slay their enemy regardless of location. There is nowhere that Man cannot go if he is determined.

-Recoil Glove (100CP) (50% off: Human): Not everyone has the luxury of being one of the Astartes that are best equipped to shield the Emperor's subjects. No, not with their impressive height and immense power that is within their hands. Yet you are a Man, and you will not something as little as that stop you. These gauntlets uses memory wire and interlock plates so that when one grips a weapon, it locks into a strut so that one doesn't suffer wrist or arm damage. In short, this lets humans fire weapons one-handed without any of the usual problems, as well as lift and use super big weapons. Humans could even use Astartes weapons with a wonderful tool like this.

-Boarding Shield (100CP) (50% off: Adeptus Astartes): In the old days of the Great Crusade and the Horus Heresy, the Astartes needed to wield great defense along with a great offense. They could not fall. Nay, they were not *allowed* to fall. This became even more important when boarding Voidships or breaking siege defenses, and so this shield was designed. Looking like a large tower shield comprised of plasteel and ceramite, carrying one allowed an Astartes to cover the majority of their body along with a small opening to rest a ranged weapon in order to attack as well as defend. This shield also has a small energy field generator to grant it a tremendous amount of defensive capability, allowing initial strikes to be more easily handled. At least, long enough for the Astartes to get close and start delivering the pain.

-Narthecium (100CP) (50% off: Adeptus Astartes): Even the Emperor's Angels are not immortal. As heretical as it sounds, sometimes their bodies take too great a beating and they require aid. Worse yet, they may require mercy. It is the duty of an angel to save, and so with this tool you shall. The standard equipment kit of an Apothecary, this device includes stim packs, healing agents, anti-venoms, and some sterile clay for temporarily patching up wounds. In the event that an Astartes cannot be healed, there is a Carnifex barrel that can be applied to the Astartes' temple before driving a metal piston in to painlessly kill them. From there, the large Deep Bore Drill and Circular Saw will help you slice open armor and get to the Gene Seed organs for your Reductor to retrieve. Of course, no one said you couldn't use these tools on enemies either. After all, picking up so many bodies would give you insight on how to put them down as well.

-Fire Wasp (100CP) (50% off: Adeptus Astartes): When it comes to the storming of enemy entrenchments or voidships, they will tend to try and lay traps or any number of ambushes in hopes of delaying or taking out as many Astartes as they can. After all, the more killed means the less that make it to the end. This cannot be allowed. Produced since the times of the Great Crusade, this drone is designed by the Adeptus Mechanicus to go ahead of any boarding parties to trigger any traps, ambushes, mines, or anything that was laid by the enemy in order to clear the way. That's not to say that's all they're useful for, carrying an in-built Flamer weapon and a powerful searchlight along with carrying multiple combat protocols. They're no replacement for another Astartes, but it's also much cheaper to send a drone than it is to spend a life.

-Trophy Modification Kit (100CP) (50% off: Adeptus Astartes): Contrary to what you hear among the wretches who serve the Ruinous Powers or the heretics who question the Emperor's Angels, the act of adorning trophies and marks of victory upon one's equipment is not a random act done in the ecstasy of victory. It is cultivated and carefully chosen, ensuring the equipment is adjusted to be more than just a gallery of accomplishments. It becomes a tale of who you are, and what you are capable of. With this kit, you can do the same and turn your equipment into a trophy gallery to embody your greatest victories with no loss of functionality. You could fashion a skull to the end of a Bolter to make it look like a fire-breathing monster, or the pelt of a wolf upon your armor to demonstrate your triumph over the beast. Let them know you are no mere citizen of the Imperium. You are its Protector.

-Conflagration Pattern Meltagun (100CP): If a Flamer weapon is considered to be a weapon of righteous flame, then the Melta is its stronger, bigger, and all around much more nasty cousin that has worked out. Producing a short-ranged energetic beam of heat that can range in the tens of thousands of degrees Centigrade, these weapons use nuclear fusion to reduce just about any vehicle or enemy into little more than molten slag. There are many instances where a user of a Melta weapon has turned this weapon on a Leman Russ tank, only to cook its occupants just as quickly as the hull of the tank. Cleanse the field in blessed fire and pay tribute to the Emperor with their charred corpses. Even better, for an additional +50CP you may turn this weapon into a devastating Multi-Melta which holds additional barrels for increased output, and an increased maximum range to reach other targets.

-Inferno Pistol (100CP): There were many secrets that were lost to the sands of time thanks to the Age of Strife. Secrets that as it stands shall never be obtained again. That's why certain equipment is considered extremely valuable and a sign of establishment to possess, which makes it all the more pleasant to see the look on the faces of heretics and Xenos when you reveal you're one of the blessed few to have one. Taking the standard technology of a Melta weapon and compacting it down to the size of a pistol, Inferno weapons are capable of stopping an Astartes in Terminator Armor in their tracks or even slicing through the hull armor of a Land Raider tank. While it only has twenty-five percent effective range of a standard Melta and much less ammunition, a weapon like this at the size it comes in can be an extremely unpleasant surprise for the enemy.

-Grav-Gun (100CP): One thing you're sure to have noticed is that the more powerful a being is in this world, the larger they are. This makes sense, as more mass means more strength to bear and more options available. Yet there is a delicious irony in turning that strength against them. A powerful relic from the days of the Dark Age of Technology, the Graviton Gun employs gravity itself to turn a target's mass against itself in order to crush a target under its own weight as they scream helplessly. These weapons are primarily gifted to the Astartes and is an honor to wield one… so make the most of it and demonstrate how to really wield this weapon and use it to its full potential to those who turned their back on the Emperor. Using a sustained blast could even crush a tank to a small piece or destroy the structural integrity of a building as though the might of the Emperor Himself was gripping it. Bring the strength of Justice down upon the enemy.

-Devil's Knife (100CP): Throughout the Imperium, there are a few fighting forces that have gone down in history as the best Mankind has to offer. They are living embodiments of its endless ambition and its destiny of dominance made manifest. One of these forces is the Catachan Jungle Fighters which can go to the most horrid, xenos-infested hellholes and carve out a name for Mankind with nothing but a lasrifle and their Fang blades. This Devil's Knife is one such blade, anywhere from three to four feet long and is hollow with being half-filled with mercury. This gives it greater swinging power to the point where even Orks have been known to refer to it as 'Da Cutta'. Seeing as these blades are also quite the status symbol among the regiment, you will be given a great deal of respect upon brandishing it.

-Servo-Harness (100CP) (Free: 'Magos'): Those who like to plumb the depths of ancient archaeotech and xenos technology need to be prepared. They need to possess the tools. Without tools, there is no work. You shall have those tools. This is a backpack that attaches to you and has a few Mechadendrites designed for the purpose of exploration and optical enhancement so that the exact specifications of artifacts you find can be uncovered to you. Molecular make-up, structural integrity, carbon-dating, and more will be laid bare for the quizzical mind to begin the process of learning and eventual replication. Let innovation commence.

-C'tan Phase Sword (200CP) (50% off: Human): How did you get this? The Inquisition will have many questions if you're caught with one of these, especially with its origins. I'm sure you'll have time to make a good story. Primarily used by Callidus Assassins, this weapon is extremely deadly in that it can phase in and out of realspace in order to utterly bypass defenses and forcefields altogether. This would mean the ability to walk up to a Chaos Terminator and stab them right in the heart without even so much as touching their equipment, which should speak for itself in how useful it is. Just don't use this near a Necron. No, seriously. It'll just absorb the blade back into itself. You'll really be in trouble by then.

-Jokaero-Augmented Hat (200CP) (50% off: Human): Foolish is the one who mocks the Jokaero. An officially sanctioned Xenos, they have quite the skill at crafting advanced technologies from even the smallest and most rudimentary of parts and will often create them in a miniaturized state with no loss of efficiency. To bend this to the will of Humanity is but one of many gifts from the Emperor. This Inquisitor's hat has been stocked with quite a bit of Jokaero technology, to the point where the skull in front can fire off a very powerful laser that puts most lasweapons to shame while being equipped with a Potentia Coil to automatically recharge itself. Even better, it's completely undetectable from any weapon scans. Tarnish not the majestic Inquisitorial Headware, citizen. If you desire it, you can import headware you own already for free to use for this item.

-Displacer Field (200CP) (50% off: Human): There comes a time when you've run into a spot of bad luck. It happens to everyone, it's nothing to be ashamed of. What is a problem, however, is when said bad luck could potentially be the end of you. Everyone needs to do that part, and you are not allowed to die before your contribution is made. This wondrous device will see to it, immediately teleporting you away should you take a strong enough hit from a weapon to ensure you do not suffer too serious a wound. While the device works automatically, this version will be regularly scanning the area and guarantee you teleport to a place of safety at that moment. If nothing else, you'll have a superb opportunity to get your wits about you.

-Ignatus Power Armor (200CP) (50% off: Human): While it is true that the Astartes have much greater strength and durability than most humans, it is no excuse for you. You are a Man, and you do not have weakness. You are not allowed to show weakness. You shall show them that when you wish it, you can fight as ferociously as even a dozen Astartes. It's why you've obtained this Ignatus Power Armor, granting much better protection via ceramite plates and electrically motivated fibrebundles to not only augment the user's movement and strength as if they wore nothing at all, but is also inlaid with hexagrammic wards to resist any psionic attacks. Along with a power supply that can run for five days of continuous battle (with the supply lasting far longer without battle) and being easily recharged, expect to show the enemies of Man their own weakness time and time again. You may import armor to take on the likeness and/or benefits of this armor.

-Clavis (200CP) (50% off: Adeptus Astartes): Upon being accepted by the Deathwatch, an Astartes will note that there are tools there that are not offered anywhere else. That is because the Deathwatch are eternally hunting the Xenos that dare to defy Man's destiny, and nothing should stand in their way. These silver vambraces are a tool from the Dark Age of Technology, interfacing with any armor it's attached to and providing vital signs along with additional protection on the arms. They also contain an extremely powerful system that work with any light, vibration, and other lesser-known tools to interface with technological seals and computer systems to bypass them nearly instantly. Combined with the Inquisitorial codes uploaded in, anything that isn't as advanced as the Imperium's technology will find it impossible to keep you out if it involves any sort of coded or electronic lock.

-Conversion Beamer (200CP) (50% off: Adeptus Astartes): Anyone who tries to tell you that this is Xenos technology is clearly mistaken. Do not listen to those who would tell you otherwise, only a wondrous weapon like this could be made by human minds. A rather heavy weapon with mysterious origins dating to the Dark Age of Technology, this weapon works by striking the target with a beam of antimatter with the sole purpose of turning the target into an equivalent mass of energy by inducing a subatomic implosion within its target until critical mass is obtained and the target is utterly obliterated. Even more terrifying, the farther away the target is the more effective the weapon becomes. This also means the size of the target is irrelevant. Just be sure to take great care in maintaining this weapon, as it's one of those kinds that requires constant tinkering to keep working.

-Tarentian Cloak (200CP) (50% off: Adeptus Astartes): Yet another hallmark from the Dark Age of Technology, this gilded and impeccably soft cloak is one of the finest treasures of Ultramar after it was discovered on the Agri-World Tarentus by the Ultramarines. How lucky for you to have obtained it, then. Using the micro-bio support systems and the energy dispersal veins interwoven in the fabric, this cloak can negate the energy field of force weapons and power fields to reduce their effectiveness while surrounding the wearer in a strange field that accelerates the regeneration of their wounds. If worn with a powerful armor, then the wearer of this cloak would be a very powerful warrior indeed with durability unheard of. You may import a cloak you previously had into this item.

-Iron Halo (200CP) (50% off: Adeptus Astartes): One of the greatest joys of serving the Emperor one can have is the feeling of power one gets from knowing you are protected. With every deflected blow and every denied attack, you can feel proud in knowing this is what it means to be a Man. This artifact will provide you that very feeling, able to be worn on a helmet or a shoulder pad in order to convey its effects. When activated, it creates a powerful conversion field that can augment the defenses and shielding of power armor in order to let the user weather even the fiercest of onslaughts so that they may destroy their foes. Even better, these Halos are so rare that even wearing one will deliver a sense of awe and reverence to those around you, making you appear more of a fit for leadership than others. Blessings of the Emperor be upon you, Savior.

-Timewarper (200CP): It is exceptionally rare, but every so often a piece of technology is rediscovered or re-invented, meant to serve the purposes of Mankind now and forever. This experimental piece of chronal technology is one such example, taking the form of a small black box that is able to fit inside a human's hand. When the device is activated it creates a bubble around itself that draws in tiny portions of Warpspace to convert its energy into sub-atomic particles. The effect is a time bubble that can fit ten Astartes, that makes it appear as though everything moves slower while they are able to move much faster. While it doesn't work on machines or vehicles, a device like this with such a bubble is as useful as it can be disorienting for the obvious reasons. Try not to break it.

-Cold Trade Hub (200CP): It's a big galaxy out there, one with an endless amount of mysteries and treasures just waiting to be discovered or plundered. Treasures that could be worth a fortune should you fence them to the right buyers. Yet the kind of things you could find would often get you executed or worse, which can put a bit of a crimp on payday. What's an entrepreneur like you to do? Take it to a proper market. By purchasing this, you gain access to the Cold Trade of the Calixis Sector where all manners of wondrous items are sold from the exotic arts to the terrifying archaeotech of forgotten Xenos. Even here you should be careful of what you advertise, but if you play your cards right you could become very rich and powerful indeed. Should you leave this world, you will find similar underworld markets in dangerous locations that are ready to buy and sell.

-Bone Shard of Solor (200CP): My, my. The things that would be said if it was discovered that you had something like this here. After all, if a relic of Space Marine Chapters is one thing, then this relic of the Grey Knights would be something else entirely. Carved from the bleached thighbone of Brother-Captain Solor, it was once used as a stake to slay the Bloodthirster Ka'Bandha and has been a bane to daemons ever since. Not only do daemons of Khorne recoil from its presence but when the boundary between the Warp and the Materium grows thin and the ancient essence of Solor begins to protect its owner from otherworldly claws and blades. Supernatural creatures in general will find their attacks greatly diminished should one have this bone on their person.

-Spyrer Hunting Rig (300CP) (50% off: Human): In the spires of Necromunda, one must find ways to pass the time. After all, one can't work all day like the teeming billions in the Underhive. That is why one can don a Hunting Rig and begin a little sporting event to entertain themselves. This armor is able to outrival even the Astartes' own armor, even providing sustenance to the wearer so they don't need to worry about food. As time goes on and the user pushes the armor to its limits, it will begin feeding power to other sections of the suit and unlock various functions to essentially evolve itself in according to how the user fights. Whether it is the brutal assault of the Orrus, the speed and mobility of the Jakara, the stealth and sneaking of the Malcadon or the gliding and camouflage nature of the Yeld, the suit will do its best to fit the fighting style down to a 't'. For an additional +100CP you can choose to make it a Patriarch or Matriarch type suit instead, which has even greater power and protections and can provide enough fighting power to give Astartes pause. You may import armor to take on the likeness and/or benefits of this armor.

-Animus Speculum (300CP) (50% off: Human): There is little that causes untold mayhem to a Psyker like this skull-shaped helm. As it should be, for any who is not sanctioned by the Imperium is an enemy or worse, a heretic. The answer is the same: Purification. It is a powerful artifact used by Culexus Assassins and while it can somewhat diminish the aura a Blank gives off, its primary purpose lies in combat. During a battle with a Psyker, its arcane eye will open and begin firing blasts of anti-psychic power to drain any Psyker's connection to the Immaterium and use that energy to increase its own power, only stopping when the Psyker is out of range or is deceased. Even better, the more Psykers are in the area means the higher rate of fire it will launch to any of the poor fools you dictate.

-Terminator Power Armor (300CP) (50% off: Adeptus Astartes): Astartes Power Armor is able to turn one into a fighting force of destruction, then the Terminator Armor will just outright allow one to ascend into a force of nature itself. Comprising of an outer layer of ceramite armor surrounding an adamantine exoskeleton, it could survive hits that would even penetrate and destroy the armor of a tank while providing enough strength to wield vehicle-mounted weapons with one's own hands. Even better, the *Crux Terminus* attached to the shoulder of the armor provides even greater protection from blows that would even fell a war engine, ensuring any who wears this is almost unstoppable. This suit is an exceptional piece of equipment indeed, and so wearing it will be an equally exceptional status symbol to those around you. Just be mindful that anyone who wants even the slightest favor with the forces of Chaos will seek to scoop your eyeballs out in your sleep or any number of methods to get that armor from you. You may import armor to take on the likeness and/or benefits of this armor.

-Tablet of Lestrallio (300CP) (50% off: Adeptus Astartes): It is said that the greatest enemy Mankind will ever have is Himself. To fall prey to base desires or lesser temptations is to lose this battle and forever lose the glory that is his birthright. However, to overcome his lesser self is to become a wonderful and powerful as the Emperor Himself. Developed by Chaplain Lestrallio of the Blood Angels, this tablet was primarily used to restrain those who had succumbed to the Black Rage and even aid them in overcoming the flaw within themselves. While it is useful for that, this tablet can also be used to aid those who have succumbed to insanity, mental corruption, uncontrollable emotions, or even brainwashing once they have been chained to the tablet through the power engraved within it. Given time and depending on the severity of their condition, one could rise from the tablet as a new person, emboldened by the mastery over themselves that has been achieved. Conquer the enemy within, so you may destroy the enemy beyond.

Ship Upgrade:

So… spoiler alert: You will be picked up when this is over, by Astartes who are willing to band with you. Thing is, they'll be arriving in a *Cobra*-class Destroyer. Even among the Imperium, Astartes do not get access to ships beyond what they absolutely need due to the Imperial Navy being paranoid. Worse, normal attempts to acquire more ships brings down their wrath as no one wishes to repeat the Horus Heresy. It is troubling for any who wish to roam the stars and wish to feel relatively safe, especially when conquest is afoot. But fear not, for a generous upgrade can be provided to you so you have some breathing room. If you're feeling especially bold you can purchase these options multiple times for multiple ships. But beware, for everything has a price.

-*Dictator*-class Cruiser (100CP): Technically a retrofit from the *Lunar*-class cruiser, these vessels of five point one kilometers in length are often used for long-range anti-piracy patrols. Thanks to the large amount of launch bays that replaced the aft Lance weapons and the improved Auspex units that allow for more powerful sensors, they're capable of launching long-range strikes against capital ships in deep space. With its compliment of Starhawk bombers and Fury starfighters, they are the bane of any who have the poor luck of running into them without back-up.

-*Exorcist*-class Grand Cruiser (200CP): A variant of the *Vengeance*-class Grand Cruiser design, this vessel of seven point one kilometers in length is capable of doing long patrols and is able to wander the void for years before even needing to return to port. Armed with quite a few macrobatteries, it's meant to engage in long-range combat while launching attack craft from its rather spacious launch bays in order to completely overwhelm the enemy. This combined with their ruggedness and ability to remain in the void for long periods of time mean they are highly valued for those who plan to take extended journeys.

-*Oberon*-class Battleship (300CP): One of the oldest designs still in use, this vessel of eight and a half kilometers in length is a mainstay of the Imperial Navy due to its versatility and power. Packed with a mix of assault craft and as many lance weapons and macrobatteries as the ship can handle, very few ships that aren't a Battleship can hope to fight this behemoth and come out on top. The slew of torpedo tubes along with the mass of sensor probes means it can take an intense beating while plotting a surgical strike to eliminate any who denies the Master of Mankind, all while having enough versatility to adapt to any situation it finds itself in.

Emperor Aligned:

As you've no doubt noticed by now, the Imperium has much to offer for those who would risk life and limb for the wellbeing of others. The Forge Worlds continue to provide for his appointed defenders, and when the situation calls for it, additional armaments are provided. Yet while the Imperial Creed states that destroying the Imperium's enemies and cleansing the galaxy is its own reward, there's something to be said about the pride and enjoyment one gets out of a job well done.

It is not all that can be provided. Powerful relics from the history of the Astartes are waiting within tomes and reliquaries locked away for someone worthy enough to wield them. Relics that carry not only the power to shatter enemy invasions and send them screaming back into the dark pit they came from, but relics that revitalize Mankind and remind them of the power that lies within those brave enough to use it for the right cause. Relics that can create legends great enough to join the tales of the Great Crusade, when the Emperor walked among Mankind and carved entire star systems out of his love for us all.

There is also one relic. One that has not been whole for over ten thousand years, a relic as powerful as it is rich in history. One that has seen the very beginning of this tale, and if you perform the right deeds could see the end as well. A piece of it has only recently been rediscovered, but the rest has only now been revealed for this crucial moment in history. Its influence is enough that you could launch an entirely new Crusade, rallying the Imperium to push back against the threats that gnaw its ankles once and for all.

You will have the chance to obtain this relic, among the others spoken of. As you might suspect, there is a condition to obtaining it.

Only you may obtain it

After all, only one of this prized relic exists. Your companions will not be able to obtain it either, for this is a gift meant for you and you alone. A gift that was provided as appreciation for resisting the dark lure of Chaos and recognizing that there is a greater purpose to fulfill. This is because this weapon that will be provided is not only one that can obliterate an army with a wave of your hand, but it is one that could unite entire worlds under the banner of a righteous hope. Word will spread very rapidly, and soon millions will feel something they haven't felt in some time. They will feel brave and confident, knowing their time of suffering will soon end. But with this renown and power will come great risk, as there are many who prefer the Imperium the way it is. Countless hoards of Chaos will do what they can to strike you down should they find you possess it, and a great many noble will seek to undermine you for the chance to possess it. Even among the Inquisition and the Ecclesiarchy will question and try to destroy you, out of fear that you will destroy all they have raised up among the stagnation. It will be a situation where you are besieged on all sides.

You could always turn down obtaining the relic. No one would blame you… but when has Humanity ever achieved greatness by turning down such an opportunity to become better?



GOD-EMPEROR OF MANKIND, MASTER OF MAN, THE ANATHEMA

-Legacy of the Aquila (Emperor Only): It seems strange, actually. All of this effort for what looks like a bowl of ash and a golden statue of an aquila twice as big as your head. It's certainly no weapon, although it looks like it used to be part of one.

That is when it is revealed that the rest of it has arrived, after the Ultramarine Varro Tigurius arrives at your location, saying he came as quickly as the Immaterium could carry him. The final task to complete the vision that the God-Emperor had sent him.

Seeing the pieces together… you recognize this. No doubt this was once the staff of Malcador the Sigilite. The Emperor's first friend, present since the early days of the Unification Wars. He who was the First Lord of Terra, who was so loyal he gave his life so the Emperor could leave the Golden Throne and confront Horus to ensure the galaxy's survival. Even then, he saved a tiny piece of himself so that the Emperor could give his final orders before being interred upon the Golden Throne forever. That act of selflessness preserved the Imperium, and was the greatest act in a long line of deeds Malcador had done to ensure his friend's plans came to fruition.

Despite this, it might still be a bit of a surprise to see the staff react once it is fully assembled, creating a blinding flash of light only for Malcador himself to be standing before you.

No words are spoken, at least none that you know of. Looking off into the distance as though focused on something else for the scant few seconds before Malcador's image collapses and fades into ash, which in turn breaks into nothing. But the staff itself has been reshaped, becoming a weapon that truly fits your fighting style and preferences.

Regardless, you have your tool to aid the Imperium. A weapon so sharp it could slice through the arm of an armored Astartes, and that's before its power field is activated to let you fell a group of Chaos Terminators with a single swing. Furthermore, the fires of Malcador's staff have infused this weapon with holy flame, dealing much more damage to any evil or monster that would desire to harm or corrupt humans in any way. Its final blessing is from the Emperor Himself, being able to grow in power the more enemies you slay in the defense of mankind. In the name of Humanity, you will be more than its new champion. You will be its guiding hope.

-Badge of Office (50CP) (Free: Emperor): Even with the most generous of opinions, the various factions of the Imperium can be… diverse. The Imperial Guard feels one way, while the Ecclesiarchy feels another way, and all the while the Inquisition's trying to decide the actions of someone on a scale of one to heresy. If you are to help the Imperium against all of its enemies, you're going to need a way to get your foot in the door. This badge will provide you with that method, containing an official Imperium seal and documentation saying that you're an agent who is being borrowed by the Imperial Inquisition. From there it's up to you to make sure you don't do anything stupid. Please don't do anything stupid.

-Imperial Cloth (50CP) (Free: Emperor): A great deal of Imperial officials here tend to have a code of conduct when it comes to dressing up. It's either grim, or dark, or some mixture of both. Strangely enough a lot of their clothes can even look impressive or hope-inspiring, as order and diligence can be aesthetics of resolve and determination. Thus, a collection here for you. Whether it's dressing like an Imperial noble, or a priest of the Ecclesiarchy, or even the kind clothing that would help you appear like a unique person among the galaxy is all here for you. Put your best foot forward and dress that foot right, too.

-Glaive Encarmine (100CP) (Free: Emperor): The Blood Angels have done everything in their power to serve the Imperium, even with the gene-seed flaws that threaten to consume them for every waking moment. It is because of their nobility in the face of madness and despair that they could be seen as everything the Imperium was supposed to be… an entity rising above their darkness to embody the light. This weapon is a symbol of that nobility, a masterfully crafted two-handed Power Sword designed for use by the Blood Angels' Sanguinary Guard to exemplify all the values of their fallen Primarch. In the hands of a skilled fighter it can be wielded as easily as a combat knife, carving through any who would tarnish the nobility of Man. Carry the legacy of Sanguinius. Rise above the darkness.

-Salamander's Mantle (100CP) (50% Off: Emperor): The Salamanders hail from the volcanic Death world of Nocturne, where every fifteen years its moon Prometheus begins to pull upon the planet gravitationally and cause a tremendous amount of eruptions and earthquakes. This is known as the Time of Trials, and it has the obvious side effect of instilling a very healthy respect for life on all who hail from the volcanic planet. It also encourages protection from fire, and so the Salamanders have made this cloak from the scales of lava salamanders who live on the world. Simply wearing it provides one an unnatural protection against fire to the point of withstanding intense Flamer weapon heat. It is also something of a status symbol among the Salamanders, should you seek to possess a way to gain respect among them. Fire is worthy of respect, but one must take care not to be burned by it.

-Wrath of the Heavens (100CP) (50% Off: Emperor): Even for an Astartes Chapter, the White Scars place a large amount of emphasis on being highly mobile in combat. By using high-speed vehicles and specialized weapons, they can use both speed and firepower to destroy the enemy completely while reducing the risk to themselves. Such is their way, as exemplified in this Assault Bike that was constructed by Khantak Khan himself. It was designed to possess the speed of the storm itself, being fitted with a diatremite cylinder array and a short-burn gravity impeller in order to let it accelerate and turn at speeds thought utterly impossible. It's speed and maneuverability is so great even the antigravity Land Speeder vehicle would be left in shame. Speed is a weapon all in itself, and it is the job of the enemy to accept that and surrender, or die beneath the wheel as you run them over.

-The Raven's Talons (200CP) (50% Off: Emperor): Never charge in headstrong. Find one's weakness, then strike with the fury of an oncoming storm. Such is the way of the Raven Guard, who liberally abuse Assault Squads to great effect by targeting an enemy weak point before engaging in hit-and-run tactics, their jet packs allowing them to move around with exceptional maneuverability so that they were gone by the time the enemy knew what happened. They were also aided by this unique variant of Lightning Claws, a power glove that has four blades installed that crackle with matter-disruptive energy capable of slicing through armor as easily as flesh. This particular pair is considered a highly prized work of art among the Raven Guard, and as such they function more effectively than others of its kind would. As a symbol of status, you would gain their respect easily wearing them if you knew how to use it.

-Guilliman's First Oath (200CP) (50% Off: Emperor): Viewing themselves as the exemplar for all other Astartes, the Ultramarines do whatever they can to adhere to the Codex Astartes, their combat doctrine written by their own Primarch Roboute Guilliman. There is also quite a bit of pride among the Chapter due to this perspective, and so they treat their relics with an enormous amount of care and respect to set the standard for other Chapters. This banner is one such relic, holding their symbol along with battle honors achieved by the Ultramarines long ago. Upon lifting the banner with one hand or affixing it to one's backpack, those followers seeing the banner shall see their resolve become significantly greater with their fear disappearing completely. In short, they will organize and fight for their pride and their leader, for that has what been asked of them. No matter the odds.

-Altar of Mankind (200CP) (50% Off: Emperor): The Emperor did everything he could to make sure that Mankind would not only survive, but thrive in this galaxy. He would fend off all who tried to steal a destiny that was not theirs, and even when he is in inexplicable agony he does not cease in his efforts. He would not do this if Mankind was not worth saving. He would not do this if Mankind was not worthy of his attention. Recognize this, and preach his views. A room filled with baroque walls with statues of golden men behind them, causing those who gaze upon them to feel their willpower increasing. Plush red carpets and floors of marble, all echoing to fill those who hear it with the realization that they too are allowed to be strong. No offering is needed, for merely reflecting upon the altar of gold atop of golden stairs is enough to show you the greatest version of yourself and what it is you must do to attain such nobility. Yet, if you were to preach about the power within all of Humanity while within this room it would strike a chord within any who hear it. Finally, should one genuinely reflect upon a subject in this place and reach a new understanding of it, their newfound nobility will impart a tiny piece of power upon their soul with an optional appearance alteration, pushing them closer to their ideal view of what Humanity should be. The galaxy will know its true masters, for that is the power of Manifest Destiny. You may choose if this is a property or a Warehouse attachment.

-Monster Slayer of Caliban (300CP) (50% Off: Emperor): There are none more loyal or pure than the Dark Angels, for they would give up everything if it meant upholding the tenants of the Emperor. There is no place they wouldn't go, no enemy they wouldn't vanquish for the sake of the Imperium and those who lived within it. Why, they would even slay themselves if asked. Not that they are, just that they would. Those who possess such faith will find it easy to wield this sword, masterfully crafted and equipped with a force generator so great it was once used to rend three Tyranid Carnifexes in a single swing. A sword like this is fit only for a true knight of honor and nobility, and so it fits that the Dark Angels would have it. They will respect your ways greatly upon wielding it. So long as you're faithful.

-Young King's Blade (300CP) (50% Off: Emperor): Where the Ultramarines were created to build and raise empires, the Space Wolves were made to murder them. They are more than just Astartes, they are living weapons that will destroy whatever the Emperor told them to. When they are not busy destroying would-be gods and toppling their false thrones, they are enriching their spirits with stories and mead while preparing their bodies with bravery and blades. Nothing in their armory reflects this powerful culture like this special Frost Blade, created with the harvested ice of a glacier and tempered within the belly of a Fenrisian Ice Kraken. Because of this and the runes engraved, these chain weapons are powerful enough to compare to most power weapons. This one is even stronger, created from a metal that can no longer be forged due to the technique dying with the Iron Priest who made it. Be proud of your heritage, and let the feast begin.

-Hand of Dorn (300CP) (50% Off: Emperor): When the Primarch Rogal Dorn vanished during the battle on the battleship *Sword of Sacrilege*, the only thing that was found was his hand. The skeletal limb is the Imperial Fists' greatest relic, and every Chapter Master has the honor of writing their name upon the hand to be remembered for the rest of the Chapter's days. It also serves as a symbol of inspiration to the Chapter, but for you it will serve a more direct purpose. Keeping the hand on your person will grant you a frankly absurd tolerance for pain to the point where you could have an activated chainblade in your abdomen and it might make you groan, to say nothing of the tremendous boost to your fortitude that such a chainblade would need to have a power field and be augmented by a Psyker to break your skin. While it isn't recommended that you stand there and let it happen, having such an increase to your physical state is bound to aid you in your journey. How it does this is likely due to the sustained reverence imbuing the limb with enough energy to bless it.



DRAWBACKS

It would seem that your noble and protective nature has served you well. You have not only escaped the temptations of the Dark Gods, but you have collected quite an arsenal of power and equipment in order to become that guiding light in the darkness. You even have allies, setting yourself up to be the birth of a new legend. Yet there is always more to be had, more to be done in the name of justice and strength for Humanity.

It's time to see what kind of sacrifices you'll make for the sake of playing the hero.

You may take any number of drawback options here to accumulate additional points to spend. You will also note that there is no cap to how many points you can collect in this section. After all, why should anyone stop you if you're so eager to take them and increase what you start out with? Just be sure you don't overwhelm yourself by taking too many. Actually, no. Disregard that. The only thing more powerful in legends than seeing a hero rise is seeing what it takes to watch them die by the very things they used to achieve such heights.

-Motivated (Mandatory): Everyone must do their part if the Imperium is to survive the coming days. As such, the one thing it despises worse than one who has failed their duty is one who refuses to fulfill it to begin with. To do so is to suckle upon the bounty of Mankind without contributing anything in kind, exactly what the Xenos have done in the past and continue to do now. Bit of advice? That's a good way to test the Emperor trying out some long-range smiting, so it's highly recommended you do at least something here. You don't have to liberate whole worlds or fend off a Daemonic Incursion by yourself, just helping keep things in order would work. Some worlds need a bit of reorganization, uppity nobles taking advantage could use a bit of stern talking with a sword, and there's always Xenos or underground cultists to practice some spring cleaning on. The Emperor has given much to you, so try to do some community service lest you trip the fail condition and step into the light.

-Old Memories (+0CP): Perhaps you've been to a world like this before. Maybe you were just passing by, or trying out the local Xenos culture. Maybe you were pulled here by accident in a… yeah let's not talk about that one time. The point is, should you desire it then you can cause the incidents and memories of that time to be present during your journey here. Hopefully you didn't leave anything too messed up the last time.

-Slow Progression (+100CP): You might notice that things take quite a bit of time to happen here. Battles can take weeks, any form of true invention could take years or more. While you're not going to be suffering the worst of it, taking this option does ensure that what you do takes a little longer than usual. It's as if you're bashing your hands against a large brick wall that keeps events from going too quickly in this place, making sure that the status quo takes more effort before being broken. But that seems silly, it's just getting used to this place, right? …right?

-Gravel Voice (+100CP): It's one thing to always sound like you're trying to be broody and grim to fit with the galaxy's state, but it's another to sound like you're literally gargling glass. Alas, this is how you're going to sound, like a snarling animal that ate some glass before deciding to mutate vocal chords. Hopefully that sort of thing doesn't get on your nerves, or that you have anything that relies on precise voice commands.

-Fanfare (+100CP): There are times when you need some peace and quiet, times where you need to take extra care and caution when preparing for the battle ahead or get through a checkpoint without drawing too much attention to yourself. Alas, such things are of the past now. Followers tend to have a habit of praising you and acting like a cocky gang due to you being in the area, requiring you to regularly keep them in check lest they mouth off to the wrong person and get you in trouble. You can almost hear the background music as it all goes sideways.

-Farsight (+100CP): Man. What a dick. It's bad enough that the Eldar tend to carry a 'mightier-than-thou' attitude with what they'll do to ensure the survival of their race, but there is one who seems to make a hobby out of it. He'll engage in all manners of machinations that seem nonsensical until the end result happens, ranging from things like moving your ammo supply to the pocket on the right instead of the left to engineering your vehicle so stepping on the gas turns the volume up on the radio. All of these things tend to add up, just so he could lord it over you. Try not to get too enraged when Eldrad swoops in and laughs about how he made you look like a fool in front of a voxcast for giggles just to prevent a Craftworld from dying or whatever his excuse is.

-Gentle Sway (+100CP): Oh. Well then, ever hear of method acting? When one decides to just throw themselves into their role so much they almost become it? No spoilers for what this means for you, but in case you don't get the gist it means you're going to fulfill the mannerisms usually seen by the more puritan members of the Imperium. Deviation from the Imperial Creed? Better watch that, it could go somewhere. Someone's altering a Bolter? Why would they do that, the Mechanicus do a good job.

-Golden Light (+200CP): Oh dear. There are often signs that one is blessed by the God-Emperor, but for you it's more literal. It could be large angelic wings, or having eyes of pure gold with a soft glow of light to you, or something equally noticeable. How is this a downside, you ask? Well on top of it being much harder to disguise yourself, it also makes you much easier to spot on the field of battle or anywhere, really. This will make missions to find you or attempts to go headhunting much more successful as far as locating you. If you take this, do yourself a favor and make it so you won't go down easy.

-Jealous Co-Workers (+200CP): You are a rising star, you know. Among the billions who would vie to be in your position, it was you who was chosen to take center stage in this moment of time. There are those who would disagree with this choice, and wish to prove themselves. How? Well, by sabotaging you of course. How else could they get ahead, if not by dragging you down? Except constant accusations of heresy, suspicion, and even attempts of betrayal just for the excuse to shoot you in the face and take your renown for themselves. While relations were a bit strained before, now it's going to be much more difficult to find truly loyal allies. Perhaps you could train them from the ground up, or find a way to plan on their sudden yet inevitable betrayal.

-Human Resources (+200CP): It's so hard to find good help, you know? It seems like whoever isn't praying or venerating their masters all the time just seems to be scraped from the bottom of the barrel and couldn't tell a Servitor from a Necron… and not just because they don't know what a Necron is. You'll find that competent allies will be much more difficult to find and that you'll either need to do some extra digging to collect them or provide a good sales pitch to let you train them as a reward for helping them. Just be sure you pick the right one so they don't think your Bolter is a lunch box.

-Event Horizon (+200CP): The Immaterium is more than just a place where multiple voidships travel to achieve faster-than-light speeds or a place where the Gods of Chaos reside. It is the afterlife of this galaxy, the place where everyone goes after they die to either spend eternity there or to be sent back in some form. Needless to say, someone's let the place go to hell. In times of rest or when you sleep, you'll be besieged by horrific visions or hallucinations. Visions of what it is like in the palaces of the Dark Gods, of endless tortures and torments as laughing daemons toy with the souls of mortals with the hopeful knowledge that you'll be next. It's hard to say if you'll ever get used to them, but hopefully you'll stay reasonable even with these events. Going mad might be what they want of you, so that you can finally join them.

-Krumpin' Time (+200CP): Oh dear. There's pub brawls and then there's this event. Suffice to say, i-

'EY, YA. YOU'VE GOT A BIT O' SCRAP IN YA AN WEZ GONNA KRUMP YA. BEDDA' BRING YER BESTEST OR S'GONNA GIT OOGLEE F'YAZ!

…right. Yes. Long story short, you've got a bunch of Orks trying to fight you. They think it's funny, and they'll show up at some strange times. Hope you can stay on your toes.

-Full Attention (+300CP): Before, the Ruinous Powers had decided that you were of great interest to them and offered their prized relics in order to secure a few favors for themselves. While you refused them and made them want to strike you down in anger, taking this option makes things so much more… interesting. By taking this, you reveal to them everything about yourself. Who you are, where you have been… what you could become. This makes them wish to keep you here, and they will put much more effort into ensuring that happens. Much greater temptations will be presented, horrific events will occur to manipulate you into staying, and more will happen. You have gone from being a target to something of a favorite toy. One the Gods do not wish to share, and should you accept their offer even in duress this will be your new home.

-Silent March (+300CP): They do not stop. They do not surrender. They do not cease. They march to their objective, flaying anything that tries to stop them. With no words they will reduce entire worlds into a cold and empty grave, and when one falls it is never certain if they are truly dead. They are slow, but they are methodical. They are the Necrons, and you have stirred the forces of Trazyn the Infinite as he sees in you an extremely rare opportunity. You see, you are unique. He has never seen one like you before, and he will never consider his collection complete until he has you within his grasp. Stay on the move.

-Chaos Bribe (+300CP): You refused the Chaos Gods. While many in the Imperium would see this as a joy, Chaos itself will not take this offense lightly. After all, you took their greatest prophecy and stuffed it back into their face to embrace the light. As such, they have decided to enlist a powerful agent of theirs to take you down on the condition that your corpse belongs to them. Expect abominations untold to attack you when you least expect, and for warbands of various types to be sent with the vilest of warp-tainted equipment due to being organized by a foul being. Also, it is a contractual obligation to point out that his coat is made of human skin. Beware, for Fabius Bile hunts you, and he wants your body more than anything else.

-Need to Feed (+300CP): Entities that thrive on pain and suffering. The more horrific, the better. The dying breath of one in pain for three hundred years is akin to sweet nectar, and the screams of hundreds tortured in unison is one of the most beautiful songs ever conducted. Yet they desire more. Nay, crave more. It is suffering that staves off Slaanesh, and the Dark Eldar have marked you as an important target to harvest. They will start small, trying to torment or use your companions. In time this will grow, and they will seek to torment you personally. Not kill, torment. There are things far more exquisite and delectable than death, after all.

-Heresy Everywhere (+300CP): The Ecclesiarchy and Astartes both understand at times that there must be a certain level of deviancy that is allowed, lest a great deal of the Imperium is culled and they do not have the means to fight back the enemies at their door. After all, Mankind does not need to fight itself. You've decided this is why the Imperium is weak, and have taken a much harder stance to the point of exterminating any obvious deviancy in religious beliefs and physical appearance. Yes, this means even the Felinids. This won't make you many friends, especially if you have the gall to say, tell the Space Wolves to their face that they need to be purged for not acting like the Ultramarines. With any luck you can avoid such situations or find a way to use it.

-Lost in the Warp (+600CP): Oh. This is bad. This is REALLY bad. Remember how you collected all those wonderful abilities and toys? Well, someone thought that you didn't need more than that. Tzeentch giggled, and as a result you've lost everything that you didn't acquire above. Now while you've got quite a lot of tools to get you through your time here, that doesn't help if say, someone decided to make you take a walk through the Immaterium without a Gellar Field to protect you or someone like Lucius the Eternal decided you looked incredibly yummy. This shouldn't even be said, but please exercise caution if you take this.

-Nobility (+600CP): Upon arriving here, it was clear that you were special. Quite special, as you have attracted the attention of powerful beings that offered much to you. This kind of thing is not done lightly, and so every psyker of Chaos in the galaxy received a vision of you. They have all come to believe that offering you as a sacrifice to the Dark Gods will cause them to be ascended as a Daemon Prince. Nobody knows if it's true or not, but that's the top reward anyone can have here if they're serving Chaos. Best advice to give you? Run.

-Possessed (+600CP): Daemons are capricious creatures. More importantly they are inherently selfish, and any opportunity to manifest in the Materium to indulge themselves is one they will take. So imagine the joy when a Greater Daemon found that you were a perfect host. One currently inhabits your mind, and it will spend every waking moment trying to make you let your guard down in the hopes of possessing you and taking over permanently. It will constantly push at your will, try to belittle and torment you, and generally do whatever it can for that one moment of weakness to seize control. What will happen if it does? …it is my highest recommendation that you do not let it succeed.

-Rage of the Primarch (+600CP): You've gone and done it now. Your existence offends one of the Daemon Primarchs, those among the Emperor's sons who accepted Chaos and ascended to daemonhood for their services. Why? Is it what you represent? Is it that you were given a potential chance that they were denied? Or maybe you have something of theirs and they want it back by any means? Regardless of the answer, they have gathered their old Legion and have launched their own Black Crusade, tearing their way through the Materium to not merely kill you, but to utterly annihilate you so that you are deader than Horus himself. It's going to get very eventful for you. If you wish, you can take this multiple times.

END CHOICE

When all is said and done, you will find yourself outside of the Immaterium to go about your adventure. With any luck it will be an entertaining one that comes out with you being alive. At the least, you will be provided transportation should you activate a provided beacon and allow yourself to be picked up by the Astartes Successor Chapter 'Red Hunters'. With how long they've served as a fighting force for the Inquisition, all but the most egregious quirks you have should barely phase them.

But after a good decade of being here, you will have a choice to make.

Go Home:

The Perils of the Warp have tormented you long enough. The laughter of thirsting gods will haunt you no longer, and you shall be returned back to your point of origin with all you have accumulated thus far. All wounds and mental maladies are healed, as well as any mutations you may have taken on. As a consolation prize, please take an additional +1000CP to spend on powers or items as you see fit, and a lifetime supply of prescription-strength sleep medication to help you sleep. Rest now. You've earned it.

Stay Here:

Here? You wish to remain in this place? Something of a surprise, but if that is your wish then let it be done. You end your journey here, remaining in this realm of grim and dark atmospheres in order to take your place as a true Champion of Chaos. Your affairs back home will be handled, pets will be given to loving caretakers, and your loved ones will know that you are happy. As a final reward, the Dark Gods grant an additional +1000CP and their eternal favor. Let the galaxy burn.

Move On (Required: Relic Weapon Rejected):

You never really intended to go too deep in this place. Maybe it was the perspective, or maybe you just enjoyed the idea of playing with phenomenal powers for once. But it's time to move to more healthy pastures, and so you travel to the next world. All wounds and mental maladies are healed, as well as any mutations you may have taken on. Let us hope the next world is more kind to you.

Destroy the Prophecy (Required: Relic Weapon Accepted):

Interesting. VERY interesting. You've taken the holy weapon your Patron has provided, and intend to see this through. Foolish, or fantastic? We'll have to see, but now you're in this for the long haul. It's time to see just how you will make your mark upon this galaxy, and what you will do to make it happen.

For those who have come and gone, another chapter has come to a close and it is time to see where your story goes now. For those who desire to see where this chapter in particular leads, please stay tuned for…

PART 2: The Crimson Path

PSYKER POWERS

When you want to truly show what power means, then look no further than the Psyker. They who wield the light of their souls as a potent weapon, they who can wave their hands and watch as the fields are set ablaze with the power of their mind. Whether in service to the Gods or to Mankind, the presence of a Psyker can change the flow of battle, if not dominate it outright. You will have the chance to wield such power now, and woe to the fool who underestimates your gifts. 'Ode to Malice' does not work here; any discounts are based on your primary Patron.

…as a warning to any Khornates who have found themselves here, please be mindful of your Patron's view of things. Psionic abilities like changing your own body or enchanting weapons is completely fine, while throwing a lightning bolt at someone is more than likely to get the offending hand bitten upon by a Flesh Hound. Followed by the rest of your body.

You have +1000 Psyker Points to spend.

-More Power (100CP): My my, that's not enough for you? You must really want to throw your weight around, or show someone up here. Who's to say except you? Your wish will be granted nonetheless, should you be willing to pay the price. Each purchase of this option grants you a one-way 1:1 conversion from CP to PP in order to enrich your mind and bolster your very soul. Hopefully you have a way to handle this new power.

Psyker Level:

Being a Psyker is more than just a way to access power and do things that mortal men could only dream of. It is a state of being. It is a power that connects you to the higher planes of existence, and allows you to tap the realm of souls in ways that would shatter lesser beings. However, do not let anyone tell you that they are all the same. Far from it, there are levels of power that range from party tricks to god-like levels that could snap an Imperial Titan in half or flash-freeze the entire field of battle. Choose which level you're at, although the brighter your soul shines the more delicious it will be to those of voracious appetites.

-Theta (Free): The lowest level one can attain and still be called a 'true' Psyker. Anyone at this level will be capable of manifesting and utilizing a degree of psionic power with some training, and can start making some impact upon those around them. Think of this as a step above just risking scooping your brains out as a makeshift portal for the sake of a party trick.

-Epsilon (100PP): Now we're starting to see a Psyker crackling with power and being able to toss around things like fireballs and bolts of lightning on command. Think of this level as something of a wizard slowly growing into their own, and finding what it means to wield the power of the Immaterium for their own. Of course this is also when Psykers might start finding a little friendly voice in the back of their heads. Spoiler alert, it's not friendly.

-Delta (200PP): As far as the Imperium is concerned, Deltas are starting to reach the upper limit of power while still managing to remain useful to Mankind. That is, containing their psionic might and ability to tap into esoteric uses of said might without being turned into a flesh-covered doorway. Examples of this might include being able to possess other people, astrally project oneself, or even start getting clairvoyant glimpses of the future. That little voice might not be getting so little if one isn't careful, and it might have company.

-Beta (400PP): Okay, remember that mention of there maybe being a few voices? It's cranked up now, any if you're of poor willpower or mental fortitude then it is not recommended you take this unless this really is just an elaborate way to commit suicide. This is because power on this scale really starts to ramp up, effectively being a walking weapon of mass destruction that can do more crazy things like control the weather or heal a crowd from diseases just by waving their hand. It wouldn't be out of the ordinary for a Psyker on this level to be seen as a god on some backwater world, and they have the power to back it up until anti-Psyker measures start getting brought in.

-Alpha (600PP): If you want to know what power truly is, you take this. This is when you want to *feel* like a god and back it up. That's because someone of this power is grotesque in what they can do, effectively wielding their very imagination as a guideline of what kind of powers they could manifest. Psykers like this, if out of control, can warrant an Exterminatus on the planet they're on just because it would be safer than approaching them. Without an iron will to stay in command, expect to start getting scooped out and unzipped into a gateway in short order.

Psyker Disciplines:

Some will try to tell you that being a psyker means they can desiccate you with the wave of their hand or that they're the ones who made your neighbor defecate on their lawn before trying to kill themselves by pulling on their own buttocks to split themselves apart. This is only partially true, as only the more powerful psykers could do something like that and such occurrences are rare. More often than not, because of a person's mindset there are powers and themes that each person may specialize in. This might be because it's easier for them to visualize, or it's more significant to them, or any number of things. Let's see if you qualify for any of them. You may gain one specialization for free, with additional Disciplines costing 300PP.

-Biomancy: A dangerous but potent discipline, biomancers specialize in the manipulation of biological matter and the processes of the body. This extends to more than merely reshaping oneself or healing those around you, but can turn someone's own body against them or even drain their strength with pitiful ease. The more potent uses are the use of biological electricity to throw lightning around, hastening one's body to give themselves super speed, or even shifting your flesh into living metal to deal tremendous damage to others while being unscathed. Flesh is a canvas, and you shall be its sculptor.

-Divination: One of the more passive disciplines, diviners are those who search reality itself for secrets and hidden knowledge so that they may use it against their foes. This can range from holding an item and seeing events that have happened around it, or seeing the future of enemy actions to not only prepare but to bob and weave as though they were an infallible god of combat. Greater uses involve quickly twisting a person's actions to strike at the weakest (or toughest) parts of a defense, sensing where they make the biggest impact on the field of battle, or even timing the actions of yourself and your allies down to the very microsecond to have the greatest impact.

-Pyromancy: The gift of fire. It has propelled Mankind to the state it is now, and it is fire that continues to aid them in the purging of their foes. The discipline of pyromancy is one of the greatest for combat, whether it be for hurling great swathes of flame or even narrowing it to create a beam not unlike a melta gun. But there is more than just straight combat, for the pyromancer could also use their power to form a shield of fire to deflect attacks, spontaneously combust someone on demand, or even become an incandescent being of living Warpfire for a period to ignite all that is seen and set their very souls ablaze. Bring the gift of fire to them.

-Telekinesis: Another relatively straightforward discipline, the power of telekinesis translates mental power into raw physical force. This can easily take the form of creating shockwaves, grasping and hurling objects, or simply crushing an enemy until they are but a speck. Yet the farther one goes, the more liberal their use can become. It could range to temporary punches in reality to hop from one place to the next, creating shields that let bullets continue to bounce and be directed right back to the enemy at full force, or even control multiple objects from a distance to wage a one-man war. Reach out with your mind.

-Telepathy: A discipline that is not often seen but felt, the art of telepathy is just as deadly as its brethren. Someone specializing in this could obscure themselves from the senses of enemies, invoke terrible emotions in others or even cause them to hallucinate events for many different purposes. But why settle for invoking when you can control? Greater uses of this power involve dominating the minds of others or directing them like puppets within your strings, or even simply emitting a banshee shriek to shred their minds. The fact that one can instill greater will or communicate with allies almost seems like an afterthought.

-Technomancy: It is one thing to utilize the flesh and the mind to win your battles and chart your course. It is another entirely to rely on the power of steel and circuits. Yet all things are possible in the Immaterium, and thus this discipline was born. Benefits include psychically communing with and mending machine spirits to ready them, gauging the structure and state of a machine, and even using one's own augments to boost the strength and toughness of yourself and others. There is also a dangerous side, using it to turn the machine spirits of your enemies' technology against them or manipulate their vital energies to grind them to a shuddering halt, among others. You can even use this discipline to lash out, destroying only flesh but leaving behind daemonic or technological targets you may have other purposes for.

-Runic Path: No matter what the Space Wolves claim, no matter what pretty words they wish to attach to it, the Rune Priests are psykers. This is an inalienable fact, and cannot be refuted. What also cannot be refuted is their unique discipline, which allows them to control ice and wind to create powerful storms to assail foes and deliver harsh gusts of frost to freeze enemies solid. They can even use this discipline to create obfuscating fog and summon spiritual companions to fight, and in stranger cases even open the very ground so the maw of the world can devour their enemies. This discipline is yours, and their culture has become your strength.

-Daemonology: The nature of the Immaterium is dangerous, and yet frighteningly familiar. This is because the Immaterium is a reflection of sapient life, and to deal with it is to deal with ourselves. But just as there is power in ourselves, there is power in our reflections. This discipline grants an uncanny knack at summoning and binding creatures of the Immaterium, having them do your bidding. It also works for banishing these creatures when you are done, or banishing other creatures that have profaned your presence. The stronger they are, the more difficult it will be to banish them. As a bonus, should you invest significant power for entities you have a close connection to (such as a certain legion), you can act as their anchor for them to remain as long as they desire.

-Navigator: While you have many psykers that are dedicated to battlefield actions and support, none are as important as the specialized Navigators that ensure travel through the Immaterium is done safely. Without the Navigator, Humanity in general would not be nearly as spread out as it is regardless of what side they're on. Your specialty makes it easier for you than other Navigators to navigate the treacherous currents in this strange dimension, and naturally the more powerful you are the more troubles you will be able to overcome and work around to ensure the safety of your ship. Provided the Gellar Field doesn't fail. May or may not cause a 'third eye' in the form of a grey orb on your forehead.

-Astropath: Much like the Navigator, Humanity would not be in nearly as good a position of communication and coordination without the power of the Astropath at its fingertips with their ability to send out superluminal messages with their mind. It can be difficult to send either broadened messages around the area or focused messages towards a single person, but this specialty hones your mind to handle such things without going utterly insane from sticking one's mind in the Immaterium. The power a psyker possesses also determines not only how far the message goes, but how clear the message is in its use of symbols, pictures, iconography and seances. …yeah, there's extremely rare cases where Astropath messages are actually just words. Funny, that.

Unique Psyker Abilities:

There are some psychic powers that do not fall under the standard disciplines. Powers that are unique boons in of themselves, formed from either the experimentations of a culture or the maddening effects of the Immaterium upon an unfortunate soul. Whatever the story is, you have the opportunity to claim some of these powers for your own.

-Twist of Luck (200PP): The manipulation of luck is not something that one does often, but there are some that deign it useful in crucial moments. After all, some of the greatest battles have been determined by being in the right place at the right time. Or rather, the right place in the *wrong* time. By utilizing this power you twist the strings that waft in the Immaterium, causing strings of luck to occur like your enemy's weapons to jam at an inopportune time or for a perfect escape route to open up just when you need it. Beware, for this works best on the personal level. You would need terrible might to enact something like this during a starship fight.

-Rite of Communion (200PP): It is one thing to summon or bind creatures of the Immaterium or other similar entities. It is another entirely to be made aware of their presence, or even find them to begin with. This is where this unique psionic power comes in, plunging your mind into a veritable ocean as it seeks out and searches for creatures that fit a selected criterion you have pre-determined… and if desired, establish long-range contact with them so that you may discuss things. Be wary, for if you can find them, then they can find you.

-Strength of Sense (200PP): In order to strike, one must know where the enemy is. To know where the enemy is, one must see where they are. The ability of psykers to improve one's senses is interesting, as it is unknown whether it's truly augmenting senses or simply tapping the Immaterium to extend one's awareness. This specialty however, will make it easier for you to achieve that end result. The level of one's psionic power determines how far one can go, ranging from simply seeing farther and having good sight to things like tasting the fear of a commander five miles away or seeing the exact grooves in his laspistol on his hip. Never let anything escape your senses again.

-Enchantment (200PP): The energies one can toy with are vast indeed, and to wield them with your very hands is no laughing matter. Yet there is a much safer way to use such power. You have found that way, as this specialty makes it easier for you harness your psionic might into creating effects and augmentations upon your weapons and equipment as a form of enchantment as you imbue the item with your might. Depending on how strong you are as a psyker, it could range from simply making the weapon sharper or making it more durable to making it capable of holding unholy (or holy) fire able to rend incorporeal entities and creating wounds that cannot heal. In a galaxy that still relies on a lot of technology and melee weapons, this could be quite useful.

-Psionic Vampirism (200PP): The power of a psyker comes from more than their mind, the guiding force that directs their abilities. It also comes from their soul, that shining candle within the Immaterium that burns depending on its strength. So naturally, someone got the idea to devour someone else's light. You've gained a dark affinity for that, finding it easier to feed on the release of psionic potential whenever a sapient being with a soul is killed and sipping on a portion of their life force. The amount varies due to one's power as a psyker, ranging from needing to kill someone personally to do it, to simply walking along a battle of death and feasting for every person killed on the field. You will not be making many friends with this power.

-Theosophamy (200PP): There are times when the Immaterium will suffer tears into the Materium plane, whether it is natural or completely intentional. In order to ensure the situation is under control, one must force control upon it. Easier said than done, but those with this specialty will find it easier to disrupt or close tears into the Materium that have formed and might be running rampant. One might question the use of being able to close smaller rifts that appear on a planet or a small tear in the Void. The one that questions the use of such things is a moron.

-Rage of the Blood God (400PP) (50% off: Khorne): Those fools with their fancy powers and their vainglorious attitude about things. Someone should take them down a peg and see how mighty they are without their stolen fires and their haughty attitudes. Someone like you. Your sheer anger and hatred of supernatural powers causes those who see you to feel that hatred as it plagues their mind, causing destabilization, shorts, or simple shutting down of powers around you lest someone manages to overcome the depths of your rage. Unlikely, as by then you're assuredly testing their iron count if you're skilled in any way.

-Fury of the Blood God (400PP): (50% off: Khorne): Of course, what should happen if someone does manage to shoot off a psionic bolt, or try to surround you in energy to boil you from the inside out? It's quite the cheap move, and it would make for a poor end for a warrior. Sometimes you need to cheat to stop their cheating. This psionic power focuses inward to the point of being a psychic black hole, drawing in any energies or uses in power as it instead gets channeled to heal battle wounds and revitalize you. It's right on the border of what's acceptable, but it's also reducing the might of sorcerers into the box you'll soon stuff them in. It's a net plus.

-Touch of Madness (400PP) (50% Off: Tzeentch): The Changer of Ways tends to hate monotony and people staying the same. It's an implied thing when one is associated with change. If you thought this didn't include flesh, then it will be interesting to see their reaction to growing three scorpion tails and ten new eyes. Using this, you can channel your psionic powers to warp and mutate other people to the point of pushing them beyond what humans could do. Push hard enough and they could possibly overpower Astartes. Just… take it slow to guide the changes unless you just want to make Chaos Spawn.

-Fruitful Multiplication (400PP) (50% Off: Tzeentch): One monster, two monster, three monster, fucked. There's no real better way to put it, as Horrors of Tzeentch not only are chaotic manifestations of psychic power that cause absolute mayhem but also have the annoying tendency of splitting upon death. Pinks get blown apart into Blues, which then get blown apart into Yellows which die for good if they themselves are slain. You have discovered a truly wretched means to wield psionic power, filling and overflowing one's soul until they burn up from the inside out and become Pink Horrors that can be guided. Not commanded, guided. They are still chaotic manifestations, after all.

-Dominant Lash (400PP) (50% Off: Slaanesh): There is sometimes a strange pleasure in releasing control of oneself to someone else, in that it allows your safety and wellbeing to be decided by another while relieving you of responsibility from your own actions. You have learned how to tap into that particular pleasure with these lashes of psionic energy, pointed with many barbs and even able to launch them by slamming the lashes into the ground. Upon being injured by a lash, those who do not have the will to resist will find themselves momentarily brought under the control of the psyker who used it. Quite terrifying, but also quite satisfying in a way, no?

-Eternal Dance (400PP) (50% Off: Slaanesh): The Masque was once the favored Daemon of Slaanesh, until the ill-fated Provocation Wars in which they were utterly humiliated by Khorne and Nurgle. The Masque tried to dance to lift their mood, but was cursed by the Prince of Sensation to dance for all eternity. While you are not cursed, you can channel the Masque's power with this psyker ability when you dance yourself. Those of poor willpower will find themselves becoming enjoyed, enraptured as they try to dance along with you with every ounce of energy… foolishly dying when they break themselves or dance to death in trying to keep up. Stage hands can be so annoying.

-Hollowed Hive (400PP) (50% Off: Nurgle): One thing that always changes a person's life is the perspective of parenthood. Knowing you helped create a living being and the responsibility of caring for them can turn even the cruelest entity into an example of love and peace in the galaxy. This power can show others that perspective, using your psionic power to transmute their internals into a hive for all manners of insects and creatures that carry Nurgle's love and gifts. Yes, gifts. Hopefully they do not die from happiness right there, as the insects will often try to feed on others near them and bring back food for the parent who sired them. Isn't that nice?

-Cloud of Pestilence (400PP) (50% Off: Nurgle): Nurgle loves all things in the galaxy. He loves the dirt, the machinery, the skies, the tools people use, all of it. He wishes for nothing more than to spread the love, in any way he can. This power will grant you that method, summoning a thick miasma that brings horrific insects and entropy to cause the enemy to slow down and enjoy the scenery. Lands become humid and horrific swamps that erode equipment, insects rise that swarm and try to show their love with nibbles. Surely with taking the slow path they'll appreciate things more, right? That is, if you don't take the opportunity to shoot them while they're stuck in a quagmire.

-Daemon Call (400PP) (50% Off: Undivided): Devotion to the Dark Gods takes more forms than rituals and acts of sacrifice. Other times they crave a presence in the Materium, and to allow them this presence is an act that grants great power along with the favor of the Gods. Now while hosting a Daemon is very difficult and requires a lot of work, you've managed to tap the process and can now summon Daemons into mortal hosts. This allows them to stay in the Materium indefinitely while imbuing the host with tremendous power due to being mutated to handle the Daemon. The stronger the body, the better. Of course, normally their mind and soul is lost forever to the Daemon, so you might want to study this phenomenon and find a way to allow co-existence of some kind. It's an extremely poor idea to take this if you're aligned with the Imperium.

-Dark Call (400PP) (50% Off: Undivided): When in doubt, you just need to go straight to the source. Many would say that this is an extremely bad idea, and point out that tapping the Immaterium without direction is just asking for madness incarnate, but that's what it means to have faith in the Gods. Using the power of your psychic might you can sunder the barrier and open an unprotected portal into the Immaterium, not only creating a large vortex that threatens to suck everything in and condemn them to the creatures within but also allowing Warp energy to seep into the area. What would that do? Who even knows, but it's bound to get interesting for anyone involved.

-Divine Pronouncement (400PP) (50% Off: Emperor): There are many in the galaxy who are unordered. Undisciplined. They are but fools if they do not accept the Emperor's light, and the punishment for such a crime is terrible indeed. Do not suffer the ignorant, and show them what Order is. Psykers blessed in this nature can recite the words of scriptures and holy texts, casting divine judgement upon their foes in such a way that not only does it cause enemies to flee in terror at what you represent but also begins to burn and twist those who attempt to defy what you say. It ill matters if they try to act brave, for they only resist truth. The punishment is death.

-Divine Power (400PP) (50% Off: Emperor): The Emperor's Light is anathema to the foul machinations of the Immaterium and the monsters that lay within. They fear it because they fear order. You will bring that order to them, and they will burn for refusing it. Invoking this power will suffuse your allies with a golden light, strengthening their very souls against corruption while all their attacks start to pierce and destroy corrupt and unholy defenses. This will be tiring to keep up for extended periods, but it will be your light that strengthens the light of others. It will be you who pushes back the darkness.

GRAFTING & MODIFICATION

Whether you are injured and need to fix yourself up or feel that you are too weak and need to enhance yourself to get an edge, cybernetics are the way to go. They are replaceable, they can be upgraded, and more importantly they can allow humans to do things the majority of the masses could never dream of. This isn't possible for said majority, as the machinery available to the public are often poor in quality and quite shoddy. Only those with influence and power, such as veteran warriors, high-ranking Imperial officials, or planetary governors have the means to acquire variants strong enough to improve themselves. Well, and you now.

<u>You have +1000 Grafting Points to spend.</u>

-Remove Flesh (50CP): My my, that's not enough for you? You must really want to reveal the weakness of the body without glorious machinery to strengthen it. Who's to say except you? Your wish will be granted nonetheless, should you be willing to pay the price. Each purchase of this option grants you a one-way 1:1 conversion from CP to GP in order to enrich your body and empower your very being. Hopefully you have a way to handle this new form.

<u>Replacements:</u>

-Bionic Limb (50GP): One of the most obvious bionics that people tend to go for is one to replace a limb. They might want greater strength, to actually have a limb again, or just want to replace disgusting flesh with pristine machinery that will not fail them. Their reasons is theirs, and yours alone. A purchase like this grants a potent cybernetic version of a limb of your choice, making it stronger and coming in a design of your choice in the event you wanted to be like a certain Inquisitor with an Ork Klaw. This option can be purchased multiple times to replace any limb of theirs save for the head, and for an additional +50GP on each limb you can imbue it with archaeotech to make it exceptionally stronger and more durable. Should you wish, this option will also let you install more limbs than usual, like having four arms.

-Bionic Senses (50GP): It can be hard to see the bigger picture when you've got all kinds of things going on and madness trying to pull the wool over your eyes. Do not let the smoke and the tricks of the enemy fool you into missing the important details. Bionic senses like these, such as hearing aids or eyes, will not only restore any impairments you had but also increase the sharpness and the level of detail they can pick up. This ensures that regardless of what you hear, or touch, or more, you'll get far more information. They come in whatever color combination or aesthetic you desire, and for an additional +50GP you can augment them further to expand their range and give them unique tricks such as an internal micro-bead for ears, or telescopic vision for eyes, etc. You may buy this multiple times for each sense.

-Bionic Organs (50GP): It happens at times. Someone reached into your chest and pulled out your heart, or a las shot managed to make it through your armor and now your liver is cooked beyond what even a Khornate would deem acceptable for consumption. How it happened is almost inconsequential, what matters is what you're going to do about it now. A purchase of this can fix that, granting you a synthetic replacement that actually performs better than the actual organ itself. Lungs would be able to filter out a large amount of toxins, liver would filter more than usual, and so on. You may purchase this multiple times for multiple organs, while an additional +50GP per organ would increase their quality and functions tremendously due to being from the Dark Age of Technology. You cannot use this on your brain for obvious reasons.

-Necrodermis Variant (+100GP): Why settle for the common rabble that most have in everyday life? Why, when you could be far greater than anyone thought possible? Stygies VIII has heard you, and have answers with their new metallurgy and forging techniques. Coming in a sleek black color with detailing of your choice, each purchase of this option will apply this upgrade to a bionic replacement of your choice to increase its durability and information processing far beyond standard patterns. Please, pay no mind to the similarities of Necron architecture. They stole it from Stygies VIII, and any claims to the contrary are vile blasphemes to the Omnissiah.

Augmentations:

-Potentia Coil (Free): A staple in the Adeptus Mechanicus, this unique crystal stack is the size of a person's thumbnail, but can power any bionic that is installed onto the user for hundreds, if not thousands of years. It is normally not needed when simply getting bionic eyes or a replacement limb, but for any who wishes to replace a large amount of their body with machinery this is a vital component. Yours is an archaeotech version, able to power your cybernetics for eternity so long as it remains intact.

-Pheromone Release (50GP): An imposing impression can help paint the rest of your conversations with a person, but at times it never hurts to cheat. Especially when anyone with half a brain is going to want to cheat just as much as you. Installed all along your body are specific pheromone dispensers that can be released in order to influence the emotions and mindset of a person in subtle ways. This can allow you to get some momentum and take advantage, effectively influencing the directions of the conversation or even take control if you're skilled enough with your words.

-Weapon Hardpoint (50GP): Unless you take the time to install a few new limbs, the fact of the matter is that you only have two hands. This means a specific limit of what you can carry not just from weight, but from how much you can physically carry before it gets too cumbersome of bulky. If only there was a way to just attach weapons and free up your hands… oh wait, there is. Being installed on your shoulders, back, wrists, or hips, these hardpoints can allow for weapons to be attached to them so you can carry them with your body and free up your hands to do any other sort of task. For an additional +50GP, you can even make them automated so they shoot at other enemies!

-Skinplants (50GP): When you want to truly get the feeling of an advanced civilization going or if you want to just re-enact the old holovids of a dark and advanced world, there's bionics out there to aid you. This particular one remains one of the more popular variants, using crystal technology to embed technology in between layers of skin to create a functional display or even hold small pieces of technology at the simple touch of your hand. You could have it anywhere on your body, even on your head and allow it to act as light-up tattoos with minor displays like a watch, but with an additional +50GP you can control what is displayed on your skin along with color, and even use it to display any information on a computer system that you link it to. Needless to say, it makes for a very flashy party trick.

-Interface Port (50GP): There are some cases where a technological advancement isn't really an advancement and was just recently rediscovered by a Mechanicus priest for use by others. Never mind that it seems to do things human technology can't do, it was found. Yes. Humans could do it. Taking the form of retractable polymer metal spikes inside one's palms, the spike can morph itself into a data connection method to allow one to access nearly any computer terminal they're in front of. This also has the benefit of filtering information through the brain in a form the user can comprehend, which effectively translates into using a computer with one's very mind. Just a bit of fair warning, don't use this when scrapcode is around. You won't like it.

-Scribe-Tines (50GP): Information is only useful when one has a way to keep it or record it. All the same, time can do much to the repositories of information and mishandling them in any way could irreparably destroy them, causing a lot of pain and misery for everyone involved. The important thing is knowing how to handle them. By replacing the hands and forearms with these highly specialized and sensitive tools, one can have the means to manipulate very sensitive parchments, automatically fill datascribes with whatever you find, and become quite the expert in any method of preserving and recording forms of information. It might look unnerving, but the price is worth it to recover invaluable information from the past.

-Mechadendrite (50GP): Tentacles are a Mechanicus' best friend. They're useful for both combat and non-combat purposes, you can equip them with nearly anything, and you make quite the impression on someone who's never seen them before. It's wonderful! This option allows you to purchase up to two mechadendrites to be installed on your arms or your back to extend out on demand, very useful for a myriad of options. Even better, they're connected to the nervous system so you can control them like limbs. You may purchase this option multiple times, choosing from the following options:

> **-Ballistic: Not all Mechadendrites are meant for utility purposes. Some are meant for war, as the Adeptus Mechanicus know they will almost always be in danger from enemies regardless of where they are. This is where the Ballistic variant comes in, equipped with any pistol weapon you've purchased or import into this option. Always have a weapon on hand with this bionic.**
>
> **-Medicae: Contrary to popular belief, the Adeptus Mechanicus does not solely work on technology and machines. The Flesh can be seen as a sort of machine after all, and there are some who have taken it upon themselves to deliver triage or other useful things… at a price, of course. This mechadendrite comes equipped with various injectors, readouts, and a full surgery tool set to aid you in whatever project you have.**

-Utility: When one thinks of a Mechadendrite, it is this model that most often comes to mind. It is because this model comes with the standard technologies and options a combi-tool would normally possess, and six injector pistons filled with sacred or profane oils depending on your alignment. Mainly used for the maintenance and micro-construction a Tech-Priest would normally do, one can hardly be called Mechanicus without this model on their back.

-Exploration: There are some Tech-Priests who do not sit idle in their Forge Worlds or struggle on the field of battle. Some explore the fringes of the galaxy and are expected to brave the unknown in search of unique technologies. To this end, the Exploration mechadendrite comes with unique Auspexes and data analysis chambers for up to ten samples, all with filters and processes to analyze their full chemical and molecular make-up. It also comes with glowlamps and chronometers for keeping track of things.

-Optical: Awareness is key, for awareness means you can act. This is the basis for this particular mechadendrite, able to extend out to three meters in length and change its width to a pencil thickness when needed. As a bonus, it can even examine surfaces at a microscopic level and has telescopic vision, while carrying a variety of sensors and an infra-red torch so you could see in the dark effortlessly. It also has a glow-globe that can be tinted different colors, should you get in the partying mood.

-Servo-Arm (+50GP): Many mechadendrites are built for combat, or build for a specialized purpose of crafting or medicine. This particular variant is more… blunt. Specifically, it is used to lift extremely heavy objects and hold them to either carry them around or keep in place while other tasks are performed. An enterprising or heretical Tech-Priest might instead get the idea of using it to hurl objects at people or crush said people with the force of a mechanical piston. It's your decision.

-Mechatendril (+50GP): Certainly one of the more heretical versions of mechadendrites out there, and for a damned good reason. These mechanical appendages are designed purely for combat, and tend to act as though they have a mind of their own as they snake and coil around their master. As a result of this, however, they're lightning fast in striking anyone the user mentally deems an opponent and are exceptional in parrying melee attacks. Tread very, very carefully if you're a loyalist.

-Nerve Wiring (100GP): One can always be faster. To be faster is to react more quickly than the enemy, and when they're either strange Xenos that can use the Immaterium to move faster than the naked eye can see or absurd machines, you need all the help you can get. It's a very complicated process, but by replacing your nervous system with a synthetic variant, you can have signals sent thousands of times faster than usual to increase not only the reaction time of a person but also to increase the thinking speed a person is capable of. This means not only do you come to conclusions much faster but you can also react to those conclusions as well. Quite useful when a split second could mean all the difference.

-Joint Replacement (100GP): Human joints are excellent as far as what they're designed to do. They help with ranges of movement, they allow one to pick up items, and they allow us to be articulate in what we do. The problem comes when someone tries to make said joints do something it wasn't designed to do, such as bending the opposite direction past a straight line or do a full twist. Bad things happen when you try that. Not anymore, as utilizing Jokaero-styled limb designs you can replace your joints with synthetic joints while replacing the muscles around them in order to allow you to essentially become triple jointed while having an unparalleled degree of flexibility and range of twisting one's movements. Maybe you can act like a ragdoll to mess with them.

-Targeting Array (100GP): In the chaos of battle and large places such as a Hive World, it can be extremely difficult to keep track of a target. This is especially true when they're trying to take advantage of all the activity to hide themselves from you. It's time to tell them to go fornicate themselves with this augmentation. Wiring itself into your optics and holding its own micro-cogitator core, this upgrade allows one to mark a target and keep track of them to the point of even highlighting their footsteps when they've run off, allowing you to find them no matter where they go. As a bonus, it also increase your accuracy by helping you adjust your aim and showing you where to strike an enemy.

-Recall Core (100GP): In the grim darkness that is the 41st millennium, people tend to be forgetful. If you think that's a joke, there's a reason that it's called the Dark Age of Technology. Even then, when you live for hundreds of standard Terran years then details can fall to the wayside when you're not thinking about them. Enter this miniature core installed in your brain, replacing the brainstem and not only allowing you perfect recall of your memories but it also allows you to store an absolutely ludicrous amount of information on a separate data storage unit. This would allow you to not only never forget a thing, but also quickly deposit data and carry it around to use and call upon as needed. Download a method of fixing something and then get right to work!

> **-Tau Engram Neurochip (+100GP): Yet the Core could serve a much greater purpose, especially when knowledge and possessing it can mean the difference between life and death. This is why there is the Stygies VIII upgrade, a nanocrystalline core that will effortlessly supply and integrate a lifetime's worth of combat into you, with your instincts and the information evolving the more you fight. It is encouraged you do not bring attention to the similarities to Tau Engram technology, or what that means for where these skills come from.**

-Integrated Blade (100GP) (Required: 'Bionic Limb'): There's some instances where you cannot bring your weapon, leaving you more or less with your bare hands as defense. Many would be fools to accept such a condition, but others have taken advantage of those rare times and found ways to sneak weapons in. By specially altering your melee weapon and designing a bionic limb in mind, you can make it fold up and be neatly hidden away so that you can pretend to be all nice and understanding of social events. It will make for an amazing party trick when your arm unfolds into a power sword and you slice an offender's head clean off for insulting you. You may install a melee weapon you purchased above into this limb. Should you wish to import a weapon from outside this setting it will cost an additional +100GP. This cost is waived if you imported the weapon using a method earlier.

-Internal Reservoir (100GP): The Potentia Coil is one thing, to power your cybernetics and mechanical bits so your flesh is far more likely to give out first. It is another to be able to power machinery by your own might. You need the energy to do that, and so this Internal Reservoir is there to store energy and make sure any heavy-duty bionics like 'Luminen Capacitor' or 'Maglev Coils' able to used more often in a day. This larger reservoir recharges itself every 24 hours, giving you plenty of flexibility to work with.

-Luminen Capacitor (200GP): Machines are extremely useful when you can get them to work. They make lives easier and end them with just as much efficiency. Yet like anything else, machines tend to be useless when they have no energy. That's when this upgrade comes in handy, installing powerful archaeotech energy sources inside yourself that allow you to charge any machines just by focusing and touching them. The larger the machine the more time it will take, but the benefits are quite worth the time spent. This will also increase the effectiveness of other implants you may possess.

-Dermal Armor (200GP): When the going gets tough, so do you. You need to use any advantage you can get when it comes to defenses and staying alive, because you can be sure that your enemies will cheat in any possible method they can in order to slay you. Enter these dermal plates you can install under the skin on your body and your cranium, granting you significantly increased protection and increasing the requirements needed to actually piece your organs or do any damage to them. It will make you fairly heavy though, so hopefully you can find a way to swim despite that.

-Autosanguine (200GP): Do you need a doctor? Many times when the answer to that question is 'yes', you're knee-deep in Xenos and the current medic is busy playing a puzzle game with someone's organs. You can't really wait around for something like that, and so that's when this wonderful, microscopic technology will shine. Injected as a metallic liquid inside of a person, it can aid in healing minor injuries and accelerating the natural healing of a person so that as long as it's nothing bad like you're missing a limb, you'll be fairly good to go. For an additional +100GP, this can even interface with other augmentations and slowly repair those as well, assuming they weren't outright removed or destroyed.

-Ferric Lure (200GP): Magnetism is a pretty fun thing to take advantage of, when you think about it. It can attract, it can launch, and it can interact with other items and machines in all kinds of humorous ways. It's almost like being a science wizard. Show off the power of science with these specialized electromagnetic implants that allow you to pull, push, or all around manipulate a magnetic field to mess around with metallic or electronic equipment around you. While you would need to concentrate a lot to be able to lift up anything like an Astartes or a tank, even just making swords fly around you would be deadly.

-Vocal Implant (200GP): Battles get loud. Crowds get loud. There are very few things in this galaxy that do not get loud. What's a person to do if they want to be heard? Why, get louder. By replacing one's vocal cords, you can increase and amplify your voice to an utterly inhuman range in order to declare proclamations or issue commands even above the noises a gun battery or a crowd screaming for blood could make, which is bound to help you get your point across. You can also use this implant to link to other speaker systems, so that you can extend your voice even further than before and ensure no one escapes your words.

-Embedded Auspex (200GP): Who wants to look like the one with an eye for detail? It's you! Of course it's you, because why not? It's always nice to look like the most knowledgeable one in the room, and with this bionic you'll attain it. Not only will you be able to scan a large room or even pierce thirty centimeters of pure concrete or steel with this, but you'll be able to scan for almost any kind of signal you want. Heat, electromagnetic, gravitational, bio-signs, sound waves, infra-red, and more. You can even scan for daemonic taint to get a heads-up and it won't mess with you!

-Mind Impulse Unit (200GP): It is one thing to use a machine. It is another to become a machine. That blessed blurring of the line is what keeps Humanity from exploring a whole new branch of evolution, for are machines not merely extensions of Mankind? It was the logic that went into these units, creating a neural link between a brain and any equipment they can access in order to control things like Servitors, shoulder-mounted weapons, or even remote drones. It can also be used to scan and give information about a weapon you're holding, such as ammo count or temperature to monitor it. Be one with the machine.

> **-Demiurg Control Unit (+100GP): But why settle for drones or weapons? Haven't you always wanted to be a part of something bigger? The Stygies VIII pattern of MIUs are much stronger, able to let you sync up with a starship and commune with the Machine Spirit in such a way that the vessel would be an extension of your will. Very powerful. Any comments on the architecture being similar to Demiurg technology will be brushed off, as the design is very important to the function.**

-Maglev Coils (200GP): Do you believe that you should be able to fly? It's not uncommon, you know. Being able to fly is extremely empowering, as you're accessing a new form of movement and can tower above everyone else like a being of great power. Might have implications for the one who designed this. Implanting archaeotech systems of powerful gravimetric coils, this can allow a person to project and move oneself around for a short time to fly above obstacles or even to chase someone. When you're falling, you could also use this to slow your fall and be completely unharmed no matter what the distance was. Just don't think this will protect you if you fall from high orbit, because you've got more pressing issues by then.

-Mechanical Assimilation (300GP): Whether this is seen as being closer to the Omnissiah or utterly heretical is something that will differ depending on who you ask. Regardless of what one's opinions are, the power this offers cannot be denied. A great deal of internals are replaced, skin is modified, and what remains is something that is more machine than man. In the end, the user no longer needs to breathe and holds greater resistances to attacks on their mind, while completely ignoring fire weapons and even withstanding more punishment than any normal man should. It is your choice whether this modification is obvious or not. You may purchase this option again for +100GP, each time increasing the durability you possess to greater heights.

-Electoos (300GP): Whenever you need to add that special spark into your life, there's always upgrading. Take this, for example. Using crystal technology akin to Skinplants on a much more complex and sophisticated level, building crystal stacks up and programming them into any manner of control or personal storage unit, which turns the entire body into one massive computer node. There's also the more immediate benefit, being able to directly absorb electricity from power sources or equipment before violently discharging it in combat in order to become something of an electric nightmare. Think of it as lighting up someone's day.

-Skeletal Reinforcement (300GP): Strength is more than just how a person can hurt someone, or how much you can throw. It is more than exertion. It is also about how much you can take, how long you can hold out before you finally give, if ever. Strength is the will to endure. Increase your strength with this augmentation, installing ceramite sheathing around your bones while covering your rib cage with a protective ceramite mesh to ensure you still have flexibility while protecting your body. Such an augmentation could almost make you unbreakable. Almost. The important thing is you can withstand more, and sometimes that is all you need.

-Synthetic Muscles (300GP): Yet why ignore the strength that is being able to lift someone and beat another person to death with their own comrade? Not only is it incredibly amusing, but it is also a tried and true demonstration of the power your strength provides you. It will be painful, but this could grant you quite a bit of strength. Using vat-grown muscle tissue laced with flakweave to weave into existing muscle groups, one could achieve a significant increase in power to the point of being able to lift an Astartes' heavy weapon even as a human! Never see them laugh at you when you pick up their own weapon and gut them with it.

-Cogitator Core (300GP): Have you ever wanted to just become smarter? Demonstrate the ease of processing like a machine? Worry no longer! Often referred to as the 'Rite of Pure Thought', this augmentation replaces pieces of your brain in order to dramatically increase the intellect, cognitive skills, and processing ability of the person who obtained it. This can make someone smart enough to come up with all manners of solutions to troublesome problems, along with understanding and piecing together vast amounts of information in a short time. While some have seen a lack of emotions or social ability with this implant, it's up to you if you possess such flaws.

-Alatus-Pattern Jump Pack (400GP): Why settle for normal means of flight like jet packs or ships when you could soar across the sky like a metallic angel? Of course, such things are also a terrifying sight when they're attacking you, which is why they're in such high demand with the Crimson Guard of the Adeptus Mechanicus. Drawing power from a Potentia Coil and wired directly into the user's nervous system, these large mechanical wings allow one to soar through the air with far more grace and precision than with normal Jump Packs. Even better, the control will allow you to use them to parry attacks and can even be used to increase your movement on foot. Comes in any color or wing design you wish.

-Digi-Weapon (400GP) (Required: 'Bionic Limb'/'Bionic Eyes'): The Jokaero are one of the few sanctioned Xenos in the entire galaxy primarily due to their technology skills. After all, anyone who can take a lascannon and shrink it down to the size of a ring on someone's finger is going to be useful no matter what fur is on their skin. You have opted for such an augmentation, equipping a powerful energy weapon into your bionics so that you could shoot someone with a wave of your hand… or perhaps possess an evil eye? You may install a las weapon or a plasma weapon you purchased above into this limb. Should you wish to import a weapon from outside this setting it will cost an additional +100GP. This cost is waived if you imported the weapon using a method earlier.

-Psi Booster (400GP) (Required: 'Psyker Surprise'): While the might of a psyker is tied to their soul, Imperial scientists have discovered parts of the user's brain that flare up in activity when one is tapping into their power. So naturally, they decided to poke at it and improve it. By installing this into the part of the brain that controls psionic power and increasing activity, one ends up not only possessing greater proficiency in using their powers but also finds they have greater control over said powers as well. It's even a noticeable difference, compared to one who possesses an implant compared to one who does not. Through technology, your power shall shine.