Warhammer 40K:Grey Knights 0.1

By saiman010



Introduction: **4**
Starting Location : **5**
Determining Your Starting Point in the 41st Millennium : 6
Origins : **11**
Perks: **14**
General 14
Justicar 25
Interceptor 28
Brotherhood Champion 31
Apothecary 33
Purgation 37
Paladin 41
Chaplain 46
Librarian 51
Purifier 56
Techmarine 60
Brotherhood : **65**
Swordbearers 65
Blades of Victory 67
Wardmakers 69
Prescient Brethren 71
Preservers 73
Rapiers 75
Exactors 77
Silver Blades 79
Psyker Capabilities: **81**
Psyker Potential 81
Psyker Disciplines: 83
Cyber Modification Section: **111**
Grey Knights Equipment: **120**
Basic Gear 120
Relics 134
Vehicles[Discounted for Techmarines] 143
Campaigns: **147**
1.Campaign: The Grey Knights vs. The World Eaters 147
2.Campaign: The Grey Knights vs. Thousand Sons 151
3.Campaign: The Grey Knights vs. Death Guard 154
4.Campaign: The Grey Knights vs. Emperor Children 157
Campaign Rewards: **160**

Drawbacks: **180**
Ten Years Later: **185**
Notes: **186**

Introduction:

We Are The Hammer!!
Armored in Fate !!
Shielded by Devotion !!
Armed With Purity of Purpose !!
We Are The Point Of His Spear!!
We Are The Bane Of His Foes And The Woes Of the Traitors !!
The Emperor's Will Made Manifestes !!
We Are the Warriours Of The Grey Knights!!
Demon Hunters!!
Chaos Cannot stand Against Us!!

Welcome, Jumper, as you now walk through the hallowed halls of the fortress-monastery on Titan. You have ascended to become one of the elite among the elite, joining the ranks of the Grey Knights, a secret chapter of the Space Marines. Unlike other Astartes, whose gene-seed comes from the Primarchs, your genetic lineage traces directly back to the Emperor of Mankind himself.

Your mission is clear: to hunt down demons and traitors who have fallen prey to the seductive whispers of Chaos. You are now one of the few entrusted with the survival of humanity, tasked with defending the Imperium from the vile machinations of the Chaos Gods.

Fear not, for you will not stand alone. Your fellow Grey Knights, your battle-brothers, will stand by your side in this eternal struggle, their faith and strength as unwavering as your own. Together, you will uphold the Emperor’s will, purging the taint of Chaos wherever it is found.

Take these 1000 CP to aid you in your sacred duty, bestowed upon you by the Emperor himself. Use them wisely, for the path ahead is fraught with peril, but know that as a Grey Knight, you are humanity's ultimate shield against the darkness.

Starting Location :

You start off on Titan, the largest moon of the gas giant Saturn in the Sol System, serves as the home of the Grey Knights Chapter, an elite brotherhood of psychically-gifted Space Marines. This Chapter, sworn to protect humanity from the malevolent influence of Chaos, acts as the Chamber Militant of the Inquisition's Ordo Malleus—a faction dedicated to hunting daemons and rooting out heretical corruption.

The fortress-monastery of the Grey Knights is nestled deep within the moon's basalt landscape. Hewn entirely from the dark volcanic rock, it stands as an imposing bastion of strength and secrecy. Inside its towering halls, ancient pennants, banners, and flags adorn the walls, each one a tribute to countless victories and the countless sacrifices made by the Chapter. These relics, memorializing millennia of warfare against the daemons of the Warp, hold deep significance to the Grey Knights—but their meaning is obscured to all outside the Chapter.

The Grey Knights operate under a veil of oppressive secrecy. Their very existence is hidden from the broader Imperium. Not even the Adeptus Terra, most of the Adeptus Astartes, or the High Lords of Terra—the ruling council of humanity—fully understand the extent of their operations. Only the Inquisition knows the true nature of their war against the Chaos Gods, and even then, only a select few Inquisitors are privileged to work alongside the Chapter.



Determining Your Starting Point in the 41st Millennium :

As a Grey Knight, your Chapter was technically formed as part of the Second Founding, which places the earliest possible time for your involvement within the Imperium of Mankind. However, the exact time period in which your journey begins is determined by rolling a 1d11 to select a significant event or war from the long and tumultuous history of the Imperium. Each roll represents a distinct moment in history, with its own threats and challenges.

1. **The Beast Arises [544.M31]**
   The emergence of The Beast marks one of the most cataclysmic moments in Imperial history. After a period of relative peace following the Horus Heresy, the Imperium is caught off guard by the rise of an immensely powerful Ork Warlord known only as The Beast. This warlord unites the Orks under his command, assembling the largest WAAAGH! ever recorded. The scale of this threat dwarfs all previous Ork incursions, posing an existential challenge to the Imperium of Mankind. Entire planets fall to the Greenskins, and even the Space Marines struggle to contain the invasion. The Imperial response is slow at first, leading to devastating losses. Eventually, desperate measures are taken, and after a series of intense campaigns, The Beast is defeated. However, this crisis leaves a lasting scar on the Imperium, exposing its vulnerabilities.

2. **The Nova Terra Interregnum [Late M34]**
   By the late 34th millennium, the Imperium faces another internal crisis: the Nova Terra Interregnum. During this period, the Imperium fractures into competing factions, with the Ur-Council of Nova Terra rejecting the authority of the High Lords of Terra. The Ur-Council controls the powerful Segmentum Pacificus, and their refusal to acknowledge Terra's rule throws the galaxy into chaos. For nearly 900 years, the Imperium is engulfed in civil war and constant skirmishes between loyalist forces and those aligned with Nova Terra. This long-standing conflict weakens the Imperium, leaving it vulnerable to external threats. The Ecclesiarchy and various military forces vie for power, further destabilizing the galaxy. Eventually, the Ur-Council is overthrown, but the wounds of this conflict take centuries to heal, leaving deep divisions within the Imperium.

3. **The Moirae Schism [Early M35]**
   The Moirae Schism begins in the early 35th millennium, sowing discord within the Adeptus Mechanicus. The Forge World of Moirae claims that the Astronomicon—the light of the Emperor used for navigation—contains divine messages from the Omnissiah. These claims spark a theological rift within the Mechanicus, with some believing that these signals herald a new era of technological and spiritual enlightenment. However, others denounce the Moirae faction as heretical. This schism escalates into a full-blown civil war within the Mechanicus, as Forge Worlds take sides and titanic battles erupt across the galaxy. The conflict spills over to the Astartes and Titan Legions, threatening the stability of the Imperium itself. The war rages on until the Moirae faction is crushed, but it leaves the Adeptus Mechanicus in disarray, with lingering tensions that will persist for millennia.

4. **The Reign of Blood [200.M36]**
   The Reign of Blood is one of the darkest periods in the Imperium's history, marking the height of the Age of Apostasy. It begins when Goge Vandire, a ruthless and power-hungry individual, rises to power within the Imperium. Through manipulation, blackmail, and murder, Vandire secures control over both the Administratum and the Ecclesiarchy, declaring himself the absolute ruler of the Imperium. Vandire's reign is one of terror, as he uses the Ecclesiarchy's zeal to crush dissent and solidify his power. His Frateris Templar, fanatical warrior-priests, sweep across the galaxy, enforcing his brutal decrees. The Imperium descends into civil war as various factions rise up against Vandire's tyranny. Eventually, Vandire is overthrown by a coalition of loyalist forces, led by Sebastian Thor, after a brutal 70-year conflict. The aftermath leads to sweeping reforms in the Ecclesiarchy, but the scars of Vandire's tyranny leave the Imperium shaken.

5. **The Gothic War [139.M41]**
   The Gothic War begins in 139.M41 when Abaddon the Despoiler, the heir of Horus and one of the most dangerous champions of Chaos, launches his 12th Black Crusade. His target is the Gothic Sector, a vital region of the Imperium that houses powerful Blackstone Fortresses—ancient and mysterious weapons of immense power. Abaddon's forces, bolstered by Chaos Space Marines, heretic fleets, and daemonic allies, lay waste to Imperial worlds, aiming to seize control of the sector. In response, the Imperium mobilizes a vast array of Space Marine Chapters, Imperial Navy fleets, and Astra Militarum regiments. The war is long and bloody, with Abaddon using cunning strategies to outmaneuver Imperial forces. Ultimately, the war ends with the destruction of the Blackstone Fortresses, but the sector is left in ruins, and Abaddon's ambitions are far from over.

6. **The Macharian Crusade [392.M41]**
   The Macharian Crusade is one of the most successful Imperial campaigns in recent history, led by the brilliant tactician Lord Commander Solar Macharius. In 392.M41, Macharius embarks on a crusade to reclaim worlds in the Segmentum Pacificus that had fallen to darkness and heresy. His military genius, combined with an unshakable faith in the Emperor, allows him to conquer over a thousand worlds in just seven years. His forces sweep across the galaxy, bringing countless worlds back under Imperial rule. However, Macharius' death marks the beginning of the Macharian Heresy, as his former commanders turn against one another, each vying for control over his vast conquests. The crusade's initial successes are soon overshadowed by internal strife, and the Imperium is forced to intervene to prevent total collapse. Despite this, Macharius is remembered as one of the greatest heroes of the Imperium.

7. **The Damocles Gulf Crusade [742.M41]**
   The Damocles Gulf Crusade begins when the Imperium encounters the T'au, a new and highly advanced xenos species. The T'au, with their technologically superior weapons and vehicles, begin to encroach on Imperial territory in the Damocles Gulf, offering alliances to human worlds and promoting their philosophy of the Greater Good. The Imperium, viewing this as heresy, launches a crusade to purge the T'au and reclaim their worlds. The crusade is marked by fierce battles, with the Imperial forces struggling to match the T'au's sophisticated technology. Ultimately, the crusade is called off due to the emergence of the Tyranid threat (Hive Fleet Behemoth), and a truce is established between the Imperium and the T'au, though both sides remain wary of each other.

8. **The First Tyrannic War [745.M41]**
   The First Tyrannic War is the Imperium's first encounter with the terrifying Tyranids, a xenos species from beyond the galaxy. In 745.M41, Hive Fleet Behemoth descends upon the eastern fringe of the Imperium, devouring entire planets in its path. The Imperium is caught unprepared for this new threat, as the Tyranids' numbers and ferocity overwhelm Imperial defenses. The war culminates in the desperate defense of Macragge, the homeworld of the Ultramarines. The battle is brutal, with countless lives lost on both sides, but the Ultramarines, under the leadership of Marneus Calgar, manage to repel the Tyranids, though at great cost. This war marks the beginning of the Imperium's long struggle against the ever-growing Tyranid menace.

9. **The Badab War [901.M41]**
   The Badab War erupts when Lugft Huron, Chapter Master of the Astral Claws, declares independence from the Imperium. Huron, frustrated by what he perceives as the Imperium's neglect of the Maelstrom Zone, seizes control of the Badab Sector and declares himself the Tyrant of Badab. His actions spark a brutal civil war between loyalist Space Marines and the renegades who support Huron. The war is marked by intense battles, with Astartes fighting Astartes in some of the bloodiest engagements in Imperial history. Ultimately, Huron is defeated, but his legacy lives on as many of his followers escape into the Maelstrom to continue their rebellion against the Imperium.

10. **The Third War for Armageddon [757.998.M41]**

The Third War for Armageddon is the latest in a series of titanic battles fought over the Hive World of Armageddon, one of the Imperium's most important industrial worlds. In 757.998.M41, the Ork Warlord Ghazghkull Thraka, who had previously been driven off during the Second War for Armageddon, returns at the head of a massive WAAAGH! determined to finally conquer the world. Armageddon becomes the site of one of the largest battles in the Imperium's history, as millions of Imperial soldiers, including Space Marine Chapters, Titan Legions, and Astra Militarum regiments, clash with the Ork invaders. The war drags on for years, with the fate of Armageddon hanging in the balance, but the Imperium is determined to hold the world at all costs.

11. **The Indomitus Crusade [999.M41 - Unknown]**

The Indomitus Crusade is launched in the aftermath of the 13th Black Crusade, during which the fortress world of Cadia is destroyed, and the galaxy is torn in two by the opening of the Great Rift. This massive warp storm plunges half the galaxy into darkness, isolating entire sectors from Imperial rule. In response, Roboute Guilliman, the resurrected Primarch of the Ultramarines, assumes command of the Imperium and launches the Indomitus Crusade to reunite the shattered Imperium. This crusade spans the galaxy, with Guilliman leading his forces through the warp-ravaged galaxy, fighting to restore order and defend the Imperium from threats both old and new. Due to the temporal distortions caused by the warp, the exact duration of the crusade is uncertain, but it is a period of great heroism and sacrifice as the Imperium fights for its very survival in a galaxy engulfed by chaos.



Origins :

As an Astartes, your gender is always male as there are ***no female Space Marines!*** And your age is also not important, so please choose between the ages of 18, the youngest a Space Marine can get all of their implants, to 400 years old, as most Space Marines have the average lifespan of only a few centuries.

Here, also choose what role you will choose as a Grey Knight.

1. **Justicar**
   A Justicar is a seasoned Grey Knight who commands a squad of battle-brothers. They are responsible for tactical decisions in the heat of battle, ensuring the squad's efficiency and coordination against daemons and heretics. Justicars wield a force weapon, often a sword or halberd, and are experts in leading assaults or holding critical positions, their leadership vital in the hunt for Chaos.

2. **Interceptor**
   Interceptors are the rapid response units of the Grey Knights, capable of teleporting across battlefields using personal teleporters. This ability allows them to outflank enemies, strike at key targets, and reposition quickly in response to changing combat conditions. They wield a mix of psycannons, storm bolters, and force weapons, excelling in hit-and-run tactics to overwhelm foes before disappearing again.

3. **Brotherhood Champion**
   The Brotherhood Champion is an exceptional duelist within the Grey Knights, often tasked with confronting the most powerful of enemy leaders. Skilled in close combat and armed with a Nemesis force sword, the Brotherhood Champion defends the honor of the chapter, engaging enemy champions and daemonic lords in single combat. They are an embodiment of the Grey Knights' martial prowess, their psychic abilities further enhancing their combat skills.

4. **Apothecary**
   The Apothecary of the Grey Knights plays a critical role in maintaining the health and survival of their battle-brothers. Not only do they heal the wounded on the battlefield, but they are also responsible for the recovery and preservation of the gene-seed, ensuring the future of the chapter. Armed with medical tools and combat gear, they balance their duties as healers and warriors, often tending to the injured while battling daemons.

5. **Purgation**
   Purgation are heavy weapons specialists within the Grey Knights, often equipped with psycannons, psilencers, or incinerators. These weapons are designed to annihilate the most resilient daemonic threats. Purgators excel at providing long-range fire support, clearing out heavily fortified positions or burning through hordes of daemons with their psychic-infused weaponry. Their precise and devastating firepower makes them indispensable in larger engagements.

6. **Paladin**
   Paladins are the elite warriors of the Grey Knights, forming the chapter's most powerful and revered units. They are veterans of countless battles against the forces of Chaos and possess unmatched skill in both combat and psychic warfare. Heavily armored and often carrying the chapter’s finest weapons, Paladins act as an indomitable force on the battlefield, striking down the most powerful daemons and Chaos champions with precision and power.

7. **Chaplain**
   A Grey Knight Chaplain is a spiritual leader and morale booster for the chapter. They lead prayers and rituals that shield their brethren from the corrupting influences of Chaos, using their psychic powers to strengthen their minds. In battle, Chaplains fight at the front lines, their Crozius Arcanum and rosarius both potent weapons against daemons, inspiring their fellow Grey Knights to fight with unwavering faith and resolve.

8. **Librarian**
   Grey Knight Librarians are powerful psykers, masters of the Warp, and expert daemon hunters. They wield immense psychic power, channeling the Emperor’s will to cast devastating offensive and defensive abilities. As custodians of the chapter's vast knowledge of the Warp and daemonic lore, Librarians play a crucial role in deciphering the mysteries of Chaos. On the battlefield, their psychic might is a weapon capable of banishing daemons back to the Immaterium.

9. **Purifier**
   Purifiers are a specialized brotherhood within the Grey Knights known for their unmatched purity and strength of will. They excel at purging heretics and daemons alike with psychic cleansing flames. Purifiers wield weapons like incinerators and flamers, their faith making them particularly resistant to corruption. Their presence alone is often enough to weaken nearby daemonic entities, and their psychic powers focus on purification and banishment.

10. **Techmarine**
    The Techmarine of the Grey Knights combines the skill of a battle-brother with the technical knowledge of the Adeptus Mechanicus. They are responsible for maintaining the chapter's advanced technology, including vehicles, weaponry, and even the sacred Dreadnoughts. Techmarines are often seen repairing and fortifying defensive positions while simultaneously fighting on the front lines, wielding servo-arms and weapons imbued with machine spirits.

Perks:

General

Grimdark Style [Free]

Now that you are part of the grimdark universe of Warhammer 40,000, your appearance has adapted to reflect the harsh and unyielding nature of the galaxy. Your face now carries a solemn, hardened expression, worn with the weight of centuries of war and duty. It is common for Astartes to have shaved or bald heads, emphasizing their focus on battle rather than vanity.This is a unique gift for your service to humanity.

Astartes Biology [Free]

The biological transformation of a human into a Space Marine, or "Astartes," involves the implantation of 19 specialized organs. Each of these organs plays a key role in enhancing the Space Marine's physical, mental, and combat capabilities. Here's a short description of each implant in order of implantation :

Secondary Heart (Biscopea): A second heart that boosts blood flow and helps ensure survival even if the primary heart is damaged. It also provides additional strength and endurance.

Ossmodula: An organ that strengthens and enhances the Space Marine's bones, causing them to grow denser and more resistant to damage. This organ also encourages the growth of larger, stronger bones.

Biscopea: Located near the heart, it releases hormones that regulate muscle growth, drastically increasing muscle mass and strength.

Haemastamen: Alters the Space Marine's blood, increasing oxygen and nutrient-carrying capacity. This allows for faster recovery, enhanced stamina, and greater resilience to toxins.

Larraman's Organ: Produces Larraman cells, which instantly seal wounds by forming a fibrous tissue, reducing the risk of infection and bleeding during injuries.

Catalepsean Node: Allows Space Marines to function without sleep. This organ puts parts of the brain into a resting state, enabling them to remain alert for days at a time without sleep.

Preomnor: A pre-stomach organ that neutralizes toxins and indigestible substances before they reach the stomach, allowing Space Marines to consume even poisonous or inedible materials.

Omophagea (Memory Eater): Allows Space Marines to absorb memories, knowledge, and experiences by eating the flesh of other creatures. This gives them tactical advantages or insights from consumed enemies.

Multi-lung (Immuno-lung): A third lung that filters out toxins and provides oxygen even in low-oxygen or toxic environments, allowing Space Marines to survive in hostile atmospheres.

Occulobe: Enhances the Space Marine's eyesight, enabling them to see in low-light conditions and giving them superior visual acuity compared to normal humans.

Lyman's Ear: An enhanced inner ear that improves balance and hearing. It also filters out harmful or deafening sounds and allows Space Marines to withstand disorienting sonic attacks.

Sus-an Membrane: Enables Space Marines to enter a suspended animation state. This allows them to survive critical injuries or conditions for extended periods, sometimes even centuries, until they can be rescued or healed.

Melanochrome: Regulates skin pigmentation, protecting Space Marines from harmful radiation and extreme sunlight by darkening the skin as needed.

Oolitic Kidney: Enhances filtration of the blood and body fluids, making Space Marines highly resistant to poisons, toxins, and radiation.

Neuroglottis: Grants an enhanced sense of taste, allowing Space Marines to identify the chemical composition of substances by taste alone. This ability also aids in survival and environmental awareness.

Mucranoid: This organ secretes a protective chemical that coats the skin, allowing Space Marines to survive in harsh environments such as extreme heat, cold, or even the vacuum of space for short periods.

Betcher's Gland: A set of glands that allow Space Marines to spit a highly corrosive acid, capable of breaking down metal and organic materials. This can be used as a weapon in close combat.

Progenoid Glands (Gene-seed): The most crucial organs for the survival of the Space Marine Chapters. These glands contain the genetic material necessary to create new Space Marines. They are harvested after the Marine's death to implant in future recruits.

Black Carapace: The final organ implanted, this is a layer of subdermal bio-material that interfaces with the Marine's power armor. It allows for direct neural control of the armor's systems, making the Space Marine far more agile and responsive in battle than normal humans.

These enhancements collectively transform an ordinary human into a superhuman warrior, enabling Space Marines to endure extreme conditions, heal rapidly, and fight far beyond the capacity of a regular soldier.

Grey Knights Basic Training[Free]
Of all the armies of the Imperium, the Grey Knights boast the most technologically advanced and lethally efficient weaponry under their command. This superior level of armament arises from ancient pacts with the Adeptus Mechanicus and even certain alien factions, as the threat posed by the Daemonic is considered so great that it outweighs typical prohibitions against xenos interactions. Most of the Grey Knights' wargear is produced on their aligned Forge World of Deimos, which orbits the moon of Titan.

As a Grey Knight, you have received basic training to wield some of the most formidable weapons in the Imperium. These include Nemesis Force Weapons, wrist-mounted storm bolters, Incinerators, Psycannons, and Psilencers. Uniquely among Space Marine chapters, you are also equipped and trained to use

Terminator armor right from your initiation, granting you exceptional protection and power on the battlefield.

Psyker [Free]
As a Psyker, a Grey Knight wields not only physical prowess but also powerful psychic abilities. Every Grey Knight is a psyker to some degree, channeling the raw energies of the Warp to combat the Daemonic. These psychic powers are honed through rigorous training and meditation, allowing them to smite enemies with psychic force, shield themselves from harm, or banish daemons back to the Warp. Their powers are further amplified by their purity and connection to the Emperor, making them immune to corruption by the forces they fight.

Their psychic potential is a crucial tool in combating the Daemonic, making them one of the most potent forces within the Imperium when facing the horrors of Chaos. With their purity and psychic might, Grey Knight Psykers are the ultimate weapon against the corruption of the Warp.

Rejection Of Chaos [Free]
In the Space Marines' long history, the Grey Knights hold the highest honor of all: no Grey Knight has ever turned to Chaos or betrayed the trust of the Emperor. This is due to two main reasons. First, they are incorruptible due to the unusual nature of their gene-seed, which is imbued with the absolute purity of the Emperor Himself. This unique genetic makeup grants them a natural resistance to the corrupting influence of Chaos.

The second reason is their constant vigilance. Each Grey Knight must continually reaffirm and retain the purity bestowed upon them by the Emperor's gene-seed through right thought and right deeds. Their training is not only focused on physical combat but also on maintaining mental and spiritual fortitude. They undergo rigorous meditative practices and purification rituals to ensure that their minds, bodies, and souls remain free from corruption. Because of these two factors, the touch of Chaos is repelled, no matter the source.

As a result, Grey Knights are immune to corruption and taint of any kind—whether it be physical, mental, or spiritual—while in this world. However, in future worlds or situations outside of this universe, they are free to choose of their own free will whether to embrace such heresy if they wish. This freedom

emphasizes their unyielding dedication to purity, as they must actively choose to remain true to the Emperor's light rather than being inherently forced to do so.

And They Shall Know No Fear [Free]
As a Grey Knight, you have undergone an intensive and unrelenting regime of hypno-indoctrination and spiritual fortification, ensuring that your mind is a bastion of unwavering strength. This training goes far beyond mere physical conditioning; it has transformed your very psyche into an impenetrable fortress, resistant to the horrors of the Warp and its foul denizens. No matter how terrifying or corrupting the forces of Chaos you face, your will is unbreakable. You are shielded by the purity of the Emperor’s light and your intense mental conditioning, making you immune to fear, despair, and madness. Even in the face of the most malevolent daemonic entities, where others would falter or lose their sanity, you stand resolute, your mind unyielding and your spirit indomitable

Daemon Hunters [Free]
As a Grey Knight, your training and purpose are singularly focused: to hunt and destroy daemons. Every aspect of your abilities, from your psychic prowess to your combat skills, is honed for this one ultimate task. Your gene-seed, weaponry, and tactical training are all designed to be the bane of Chaos, allowing you to face and defeat the most malevolent beings in existence. This specialized focus means that in every world you enter, your powers and abilities will always be more effective against daemons and entities tied to the Warp.

Voice Of The Angles [Free]
As a Grey Knight, your voice now resonates with an aura of authority and respect, embodying the power and divine purpose of the Emperor's chosen. You can consciously control how others perceive your voice, tailoring it to suit any situation. Whether you choose a deep and brooding tone that commands silence and awe, a fair and courageous voice that inspires hope and loyalty, or a fearsome, terrifying presence that strikes dread into the hearts of enemies, your voice carries the weight of the Emperor's will

The Emperor Faith [100CP]
Your faith in the Emperor is unshakable, and it is through this steadfast devotion that you and your brothers in the Grey Knights witness miraculous outcomes on the battlefield. This unwavering belief in following the Emperor's will often leads to unexpected fortune, as if the Emperor Himself is guiding your hand. You find hidden caches of weapons at crucial moments, and your allies, strengthened by your presence, show remarkable resistance to corruption. In rare and desperate times, even holy saints may rise, aiding you in your battles against the forces of Chaos.

Rejectio Inquisition [100CP]
As a Grey Knight, you serve within the Ordo Malleus, the oldest and most secretive arm of the Inquisition, established by the Emperor Himself to root out the greatest threats to the Imperium—most notably, the daemonic. While the Ordo Malleus is tasked with overseeing the purity of the Imperium and even other Inquisitors, it is not immune to the corruption of power. From time to time, you and your brothers may receive orders to investigate or eliminate targets that serve the agendas of rogue Inquisitors. These orders can be morally questionable, driven by the ambitions of those who seek to abuse their authority.

However, as a Grey Knight, your loyalty lies first and foremost with the Emperor and the destruction of Chaos. You possess the unique ability to refuse any mission or order that does not pertain to the hunting of daemons or the eradication of Chaos, without fear of reprisal from the Inquisition. This autonomy ensures that your purpose remains untainted by political maneuvering or the madness of power. In future worlds, this perk grants you the same protection, allowing you to ignore any orders unrelated to your true calling, with the same level of immunity from consequences.

Ordo Xenos [200CP]
Through some questionable decisions by the Inquisition, you and your Grey Knight brothers have been manipulated into fighting xenos for over a century, often under the pretense that these alien species have succumbed to the influence of Chaos or possess dangerous artifacts tied to it. Whether these claims were genuine or fabricated matters little now. The fact remains that this prolonged exposure to xenos combat has made you a veteran at facing non-human enemies.

This experience has sharpened your skills, allowing you to adapt your combat style to effectively deal with xenos threats. Whether you face the insectoid Tyranids, the technologically advanced T'au, or the brutal Orks, you now possess a heightened understanding of their tactics, strengths, and weaknesses. This expertise will carry over into future worlds, making you a formidable opponent against any non-human adversary, no matter how alien they may be.

By the Power of Faith [200CP]
As a Grey Knight, your deep connection to the Warp is channeled through the Emperor's light, empowering you to hunt down daemons with unparalleled precision. Over time, the energies of the Warp will begin to affect your wargear in ways that benefit your cause, enhanced by the divine presence of the Emperor himself. Your weapons and armor will gradually transform to better suit your needs, adapting to your combat style. For instance, your armor may become unnaturally light, allowing for greater mobility in battle, or your weapon might gain the ability to repel daemons with a mere scratch. These subtle, sacred changes are a testament to the Emperor's influence, reinforcing the righteousness of your mission.

Common Sense [200CP]
In the chaotic and brutal universe of Warhammer 40k, common sense is a rare commodity. Most battles devolve into primitive charges and frenzied warfare under a hailstorm of bolter and lascannon fire. However, as a Grey Knight, you can appreciate the advantages of thinking and acting rationally, even in such a grimdark setting.

Your mind is fortified against the madness that surrounds you, allowing you to recognize the absurdity in the decisions and ideologies that others follow blindly. This clarity of thought helps you resist the charismatic pull of others, even in the face of seemingly inspiring or fanatical leaders. You have the ability to see through their ideas, weigh them critically, and understand just how foolish they may truly be. If you choose to be swayed or manipulated, it will only happen because you've allowed it, knowing full well what you're getting into.

The Flesh Is Weak [400CP/ Free for Techmarine]
In the grim darkness of the far future, where flesh and bone have their limits, you have made the fateful decision to undergo cybernetic modification under the skilled hands of the Adeptus Mechanicus. These enhancements will serve as invaluable tools in your unending war against the agents of Chaos. Your body will be fitted with augmetics and mechanical upgrades, increasing your strength, resilience, and efficiency in combat.

Through these modifications, you will gain enhanced abilities such as bionic limbs that grant superior strength, optical augmentations for perfect vision even in the darkest environments, neural implants to process data faster, and reinforced bone structure that can endure immense physical stress. With each upgrade, your body becomes a more efficient and lethal weapon of the Emperor's will. For full details, refer to the Cyber Modification section of this jump, where you can explore the various enhancements available to strengthen your fight against Chaos.
.

Crossing the Rubicon [400 CP]
As one of the first Grey Knights to cross the Rubicon Primaris, you have become a living testament to the resilience, adaptability, and sheer strength of the Emperor's chosen. The process, overseen by both the Supreme Grand Masters of the Grey Knights and the innovative Archmagos Dominus Belisarius Cawl, was perilous. Yet, you emerged not only alive but stronger and more powerful than ever before. This rare transformation signifies your unwavering commitment to the Imperium, placing you among an elite group of Grey Knights who embody the future of Humanity's defense against Chaos. By undergoing this procedure, you have taken the leap into becoming one of the first Primaris Grey Knights, an exalted fusion of the Emperor's original design and Cawl's technological ingenuity.

Now, as a Primaris Marine, you tower above your Battle-Brothers, standing between 8 to 10 feet tall, your imposing figure casting a long shadow over the battlefield. Thanks to the advances made by Cawl in conjunction with the Primarch Roboute Guilliman, you are more resilient, physically powerful, and possess even sharper reflexes than your previous form as a Firstborn Astartes. This evolution is made possible by the implantation of 22 gene-seed organs, three more than what the original Astartes had. Among these new additions are the Sinew Coils, which enhance your muscle structure with durametallic fibers, giving you unmatched strength and adding an additional layer of defense to your already powerful body. The Magnificat, a thumbnail-sized lobe in your brain, releases growth hormones that not only increase your physical size and power but also enhance the effects of your other implants, making your combat prowess truly formidable.

One of the most significant enhancements is the Belisarian Furnace, a dormant organ linked to your twin hearts. In times of great need or severe injury, the Furnace activates, flooding your body with a cocktail of combat stimulants and regenerative chemicals. These chemicals accelerate the healing of your wounds, allowing you to keep fighting even under the direst circumstances. This biological fail-safe ensures that you can stand against even the most devastating attacks from the enemies of the Imperium. While your larger frame prevents you from using some of the older wargear, you now don the cutting-edge Mark X Aegis Power Armor, specially designed for the Primaris Marines. This new armor provides enhanced protection, adaptability, and the ability to integrate more

advanced systems, making you an even more formidable presence on the battlefield.

Grand Master [600 CP/Place holder as the supplements have not been made yet]
Congratulations, Jumper! You have ascended to one of the most prestigious and powerful positions within the Grey Knights, becoming the Ninth Grand Master of this legendary Chapter. Through centuries of relentless service, unyielding duty, and your exceptional skill in combating the forces of Chaos, you have distinguished yourself above even the most formidable of your Battle-Brothers. As the Grand Master, you have proven yourself as one of the Imperium's finest warriors, an exemplar in both martial prowess and psychic might. Your unwavering faith in the Emperor and mastery of your psychic abilities have forged you into an unstoppable force of righteousness, a true weapon against the enemies of Humanity.

As a Grey Knights Grand Master, you are equipped with the finest armaments the Imperium has to offer. Your armor is a master-crafted suit of Terminator Armor, blessed and psychically attuned, providing unmatched protection on the battlefield. Your weaponry is equally impressive, with a powerful Force Weapon that is finely tuned to your psychic abilities, allowing you to channel your potent powers into devastating strikes capable of cutting through even the strongest of daemons. Backed by your personal retinue of Grey Knights Terminators, your presence on the battlefield is nothing short of awe-inspiring, commanding respect and fear from both allies and enemies alike.

Your new position grants you command over the Ninth Brotherhood of the Grey Knights. These brotherhoods are the equivalent of a Space Marine company in other chapters, but with the added distinction of being composed entirely of elite psyker warriors, specifically trained to combat the daemonic. With your leadership, the Ninth Brotherhood will become an unstoppable force, able to deploy across the galaxy to face the worst threats posed by the Warp. To assist in building and expanding your brotherhood’s capabilities, you have been granted access to the Grey Knights Brotherhood Supplement, the Imperium Agents Supplement, and the Imperial Knights Supplement.

In addition, you receive 200 Honor Points for the Grey Knights Brotherhood Supplement, 10 Secret Points for the Imperium Agents Supplement, and 10 Knight Points for the Imperial Knights Supplement. These resources allow you to recruit and equip your brotherhood with the best forces, agents, and knights available within the Imperium, ensuring your brotherhood remains at the peak of power and effectiveness. Even better, your Grand Master status ensures that you do not face any drawbacks when accessing these supplements, allowing you to freely customize your forces without restriction. With these tools at your disposal, you are now in the perfect position to guide the Ninth Brotherhood to victory in countless battles against Chaos and other enemies of Humanity.



Justicar

War Veteran[100 CP]

As a Grey Knight elevated to the rank of Justicar, you have fought on numerous battlefields across the Imperium, slaying countless traitors and banishing daemons in the Emperor's name. Your hard-earned experience has granted you the ability to fight at full capability in a wide variety of environments, whether it be the scorching heat of a desert, the icy expanse of a frozen world, the treacherous depths of oceans, or the dense, chaotic urban landscapes of Hive cities. You have honed your skills to such an exceptional degree that no terrain can hinder your effectiveness in battle, allowing you to adapt seamlessly to any battlefield condition. Moreover, your proficiency with Force Weapons has far surpassed that of your fellow Battle-Brothers. You wield these psychically attuned blades with devastating precision, channeling your psychic might into each strike, making you a formidable force in close combat.

Provocation [100 CP]

As a Justicar, you have developed a crucial battlefield skill—maintaining the attention and aggression of your enemies. By using a combination of tactical positioning, taunts, and sheer presence, you ensure that the enemy focuses their attacks on you, allowing your allies the freedom to maneuver and strike from advantageous positions. This invaluable ability draws enemy fire away from more vulnerable units, giving your squad the chance to deliver optimal damage and outflank their opponents.

To complement this, your reflexes have been honed to an exceptional degree, allowing you to dodge or block incoming attacks with heightened speed and precision.

Psychic Locus [200 CP]

Your presence on the battlefield now serves as a powerful amplifier for the psychic might of your fellow Grey Knights. With your elevated status and mastery over psychic energies, any psychic ability cast by you or your battle-brothers is now enhanced, with its effective range doubled. This increase in range allows your forces to reach enemies or allies who would otherwise be out of range, enabling more strategic use of powers like teleportation, smite, or other psychic attacks and buffs.

This enhancement not only magnifies your personal influence but also strengthens the entire squad's combat effectiveness, making your presence a force multiplier in every engagement.

Tactical Precision[200 CP]
As a Justicar, you are a leader among your battle-brothers, possessing an excellent mind for tactics. You excel in short-range planning, capable of anticipating your foes' likely reactions and developing strategies to counter their moves. You maintain full awareness of the battlefield as it shifts and changes, enabling you to fight at peak capacity while directing your soldiers. Even in the heat of combat, you can manage the flow of battle, staying attuned to the intelligence available to your forces. In essence, your combat effectiveness and leadership are seamlessly integrated, allowing you to lead from the front without sacrificing either skill.

The Strands of Fate [400 CP]
Your mastery over the warp grants you an extraordinary ability: once per day, when you launch an attack—whether with a weapon or through a psychic ability—that attack will always hit and inflict a mortal wound on a chosen target, dealing the maximum possible damage. Even in the case of area-of-effect (AOE) attacks, you may select one unfortunate target within the radius who will receive the full brunt of the damage, guaranteeing their suffering under your devastating power. This precision in harnessing the warp makes you a fearsome force, capable of striking down even the most resilient foes with brutal efficiency

Zone of Banishment [400 CP]
Your psychic abilities have become hyper-specialized for combating the forces of the Warp, particularly demons. Whenever you cast any spell its range has been cut in half , the damage output of the spell is minimized for standard targets, but when used against demons, the spell's power is greatly amplified. Against these foul entities, your psychic attacks deal triple the normal damage, bypassing any resistances they might possess. Additionally, any demon banished by your spells remains banished for twice the usual duration. Recognizing the need for flexibility in battle, once per day, you have the ability to toggle this specialization on or off, allowing you to adapt to situations where such a focused approach may not be ideal. This balance between overwhelming effectiveness against demons and strategic adaptability makes you a potent and versatile psyker on the battlefield.

Unyielding Anvil[600 CP]
Your presence on the battlefield has become a vital asset to your battle-brothers and any units under your command. As you lead, those who fight closest to you are no longer gripped by fear, as your mere presence banishes any lingering doubt or hesitation in their hearts. Their morale is significantly boosted, inspiring unwavering confidence and a sense of unity. Moreover, their ability to maintain formation, execute tactics, and follow orders becomes exceptional, allowing for smooth coordination and a nearly flawless battlefield performance. Your leadership turns ordinary soldiers into disciplined and formidable forces, capable of achieving victory even in the most dire of situations.

Exemplar of the Silvered Host[600 CP]
From a distance, you and your battle-brothers might resemble the blood-soaked berserkers of Khorne, as your efficiency in slaughtering your enemies and making them bleed profusely is truly unmatched. However, this is not the result of corruption, nor have you fallen to Chaos. Instead, it is a testament to the unity and discipline that you and your fellow Grey Knights exhibit in combat, particularly in your mastery of melee warfare. Under your psychic influence, every strike from your brothers' weapons now inflicts a bleeding curse, where both blood and warp energy continuously pour from the wounds of your foes. This affliction weakens their bodies, making it far easier for you and your allies to slice through the armor of traitorous Astartes, bringing them to a swift and brutal end. In doing so, you cleanse the battlefield of those who poison the soul of mankind with their taint.

Interceptor

Close Combat expert [100 CP]

As an Interceptor, you have risen to become a close-combat specialist within the ranks of the Grey Knights, surpassing even your fellow battle-brothers in your mastery of melee warfare. Your proficiency with all of the force weapons used by the Grey Knights sets you apart, allowing you to wield each with unparalleled skill. Whether it's the crushing power of the Nemesis Daemon Hammer, the precision of the force spear, the elegant lethality of the power sword, or the dual-wielded ferocity of the twin falchions, you are adept at using these weapons to their fullest potential. In close quarters, you become a whirlwind of psychic-infused fury, capable of vanquishing the enemies of the Imperium, banishing daemons, and cutting down traitors with deadly efficiency.

Personal Teleporters [100 CP]

As an Interceptor, you now possess unparalleled mobility on the battlefield, a gift granted by the psyker-enhanced teleportation abilities of items or other perks that allow you to phase through obstacles effortlessly. Whether it be walls, barriers, or even enemy ranks, nothing can obstruct your path, rendering any attempt to limit your movement futile. Terrain features, regardless of their scale or complexity—towering structures, deep ravines, or sheer vertical cliffs—no longer hinder you. Your movements are almost instantaneous, as though gravity itself bends to your will, allowing you to ascend or descend with ease and fluidity.

.

Death From Teleporting Attacks [200 CP]

In combat, your agility and teleportation makes you a nightmare for your enemies. You can phase through solid objects or masses of opponents, bypassing conventional defenses and positioning yourselves with lethal precision. You strike from the perfect angles, exploiting your mobility to outmaneuver even the most well-prepared foes, making every engagement deadly and overwhelming. Your mastery of this skill not only showcases your command over the battlefield but also cements your role as a relentless and unstoppable force in close combat.

To Strike Again [200 CP]
As an Interceptor, you have mastered the art of disengaging from enemies with unparalleled skill and precision. You can withdraw from combat at will, evading retaliation and follow-up attacks effortlessly, leaving your opponents frustrated and unable to keep up. This ability allows you to dictate the flow of battle, striking only when the moment is perfect and retreating before the enemy can mount a meaningful defense.

Your enemies are left off-guard, confused by your rapid movements, as you assault them again from multiple angles, keeping them reeling and disoriented. With each hit-and-run maneuver, you maintain control over the engagement, ensuring that the enemy never finds a solid footing while you and your squad remain untouchable, always one step ahead.

Honor the Chapter [400 CP]
As a Son of Titan, your connection to the Emperor's will grants you incredible power in battle. Once per day, you can now channel this divine legacy to double your attack speed and the number of your strikes for a full minute. In this brief but devastating window, your already swift and deadly movements become a blur of lethal force, overwhelming any opponent unlucky enough to face you.

For an Interceptor, this ability turns you into a whirlwind of destruction, cutting through enemies with blinding speed and precision.

Teleportation Boost [400 CP]
Your mastery over the art of teleportation has evolved beyond the battlefield. Now, as long as you have previously been to a location, you can fully teleport across entire worlds within the Imperium with ease, allowing you to traverse vast distances instantly. This ability enhances your strategic capabilities, enabling you to respond to crises, reinforce allies, or strike enemies wherever you are needed with unparalleled swiftness.

While your power is immense, it is not without limits—you cannot transport between universes or realities. However, within the vast expanse of the Imperium, your ability to phase between worlds makes you a truly formidable force, always where the Emperor's light is most needed.

Teleportarium [600 CP]
Your teleportation abilities have reached a new level of power, allowing you to transport not only yourself but also up to 100 individuals in your vicinity. This extends even to vehicles, making you a strategic asset on the battlefield. Whether it's infantry, squads of battle-brothers, or even war machines, you can move them with you across vast distances instantly.

However, the more powerful or larger the vehicle, the fewer individuals you can teleport. For example, teleporting a Thunderhawk, Dreadnought, Rhino, or even an Imperial Knight will limit the total number of other troops you can bring. This makes you a highly versatile commander, capable of deploying forces to key locations and shifting the tide of battle in the blink of an eye.

Relentless Purge[600 CP]
Your relentless nature in battle ensures that no enemy escapes your wrath. This perk allows you to sustain a continuous assault when fighting daemons , never losing momentum or slowing down, even in the thick of combat. As long as you are engaged in melee, your stamina regenerates faster than normal, allowing you to maintain peak performance without fatigue. Furthermore, your melee attacks grow stronger with each successive hit, as the Emperor’s fury builds within you, culminating in devastating finishing blows that can obliterate even heavily armored enemies. This ensures that once you engage an enemy, they are swiftly cut down, one after another, without reprieve.



Brotherhood Champion

Strike with Precision [100 CP]

As a Brotherhood Champion, you have dedicated yourself to the mastery of a single weapon: the two-handed Nemesis force sword. By focusing all your skill and training on this weapon alone, you have become a true master of its use. Every strike you make with the two-handed force sword is precise and deliberate, aiming for the most vulnerable points in your opponent's armor or defenses.

Champion’s Challenge [100 CP]

You now can issue a challenge to the enemy's most dangerous combatant, this in most cases for the force of chaos will be a chaos lord or a greater daemon, drawing their focus entirely on you. This one-on-one duel compels your opponent to engage you directly, and while locked in combat with this foe, you gain increased offensive capabilities. This is perfect for taking out key enemies while minimizing harm to yourself, showcasing your prowess in the Emperor's service.

Protector [200 CP]

As a Brotherhood Champion, your primary duty is to protect the Brother Captain or any other assigned officer with unyielding dedication. You have honed your defensive instincts to near-perfection, and in battle, you can place yourself in the direct path of attacks meant for your Captain. Once per battle, you can redirect a lethal blow aimed at your officer to yourself, reducing the damage to a survivable level through sheer resilience and skill.

Martial Sage [200 CP]

Your extensive experience and knowledge of various martial styles have made you a trusted counselor to your Brother Captain and other high-ranking officers. By sharing your expertise, you can enhance the combat effectiveness of those around you. Before battle, you may offer strategic advice that grants your Brother Captain and nearby units a boosting their to attack precision and defense, that last the duration of the battle. Additionally, once per day, you can impart a temporary combat technique to an ally, allowing them to perform a skilled move that can turn the tide in their favor.

Guardian of the Code [400 CP]
You embody the essence of the Grey Knights' martial discipline. This perk allows you to fight with unmatched skill in single combat, making you almost unbeatable in one-on-one duels. Whenever you engage a single enemy in melee combat, your reaction times are increased, allowing you to parry, riposte, and counterattack with supreme efficiency. You are a master of honor-bound combat and can hold your ground against even the most fearsome opponents.

Crusader's Vow [400 CP]
Once per day, you can invoke the Crusader's Vow, enhancing your combat abilities and psychic powers to their utmost potential for a short duration. During this time, your speed, strength, and resilience are doubled, and all your psychic abilities receive a significant boost in power. This transformation turns you into a veritable avatar of the Emperor's will, allowing you to tear through enemy forces with unmatched efficiency and power.

The Emperor's Chosen Duelist [600 CP]
You have ascended to become one of the finest duelists in the Imperium. With this perk, you gain the ability to sense your opponent's movements in the warp before they even act, allowing you to predict their attacks and counter them flawlessly. In duels, you become nearly impossible to hit, and every attack you land is devastating, capable of piercing even the toughest armor or shielding. Against daemonic foes, your strikes can instantly banish them with ease.

Emperor's Fury [600 CP]
As an Interceptor, you embody the Emperor's Fury in the heart of melee combat. The longer you remain in close-quarters battle, the more ferocious and unstoppable you become. Your strikes grow harder, faster, and more precise with each passing moment, as if fueled by the sheer intensity of the conflict. You carve a relentless, crimson path through your enemies, dispatching them with terrifying efficiency. Lesser wounds—ones that might hinder even the most resilient Space Marines—are merely inconveniences to you, as you continue your onslaught until every last foe has been felled.

Apothecary

A Healer [100CP]

As an Apothecary, your primary duty on the battlefield is to tend to your battle-brothers, healing wounds that would incapacitate even the formidable Grey Knights. As a medic specializing in the biology of Space Marines, you possess extensive knowledge of their unique physiology, allowing you to treat even the most severe injuries swiftly and effectively. Whether it's dealing with torn muscles, shattered bones, or worse, you ensure that your brothers can return to the fight.

When applying these skills to ordinary mortals, your expertise places you among the finest surgeons imaginable. On the operating table, you are capable of performing complex surgeries, from replacing damaged organs to skillfully implanting basic cybernetics, making you a highly sought-after healer both in and out of battle.

Combat Medic Training [100CP]

As an Apothecary, you are uniquely trained to balance the chaos of battle with the precision required to save lives. Your expertise allows you to treat even the most severe injuries without losing awareness of your surroundings or the ability to defend yourself. While you administer vital medical aid to fallen or wounded battle-brothers, you remain fully capable of engaging enemies, maintaining a fluid transition between combat and healing. Whether you’re stitching wounds or administering life-saving stimulants in the heat of battle, your adaptability ensures you remain a vital asset to your unit, offering both protection and restoration simultaneously.

Gene Seed Extraction [200CP]

On the battlefield, while your fellow battle-brothers find moments to rest and recover, your relentless duty drives you to reclaim the precious gene-seed from those who have fallen in service to the Imperium. With your unique skills as an Apothecary, you ensure that the gene-seed you recover is remarkably pure, benefiting from your Meticulous ability and psychic prowess that fortify it against corruption. This purity ensures that future Grey Knights will rise with untainted potential to combat the forces of Chaos. Additionally, your expertise extends beyond gene-seed recovery; you can harvest cybernetics and other implants from the fallen without repercussions, ensuring that these valuable

Aura of Healing [200CP]
As an Apothecary, your mastery over the delicate balance of life and death is further enhanced by your psychic abilities. Now, as your battle-brothers fight alongside you, the mere proximity to your presence invigorates their spirits and accelerates their healing processes. Wounds that would normally take time to mend begin to knit together almost instantaneously, allowing your allies to push through the pain and fatigue of battle. This unique ability to channel your psychic energy into a form of healing aura means that your comrades can fight longer and harder, sustaining their momentum even in the most brutal of engagements. You become a beacon of hope on the battlefield, inspiring your brothers to fight with renewed vigor, knowing that as long as they are near you, they have the benefit of your unparalleled healing powers to keep them standing, ready to face the next wave of enemies with resilience and tenacity

Revive The Fallen [400CP]
As an Apothecary and a proud Space Marine, you possess a deep understanding of the extraordinary resilience of your battle-brothers. Wounds that would spell doom for ordinary mortals are often mere inconveniences for Grey Knights, allowing you to harness this unique physiology in the heat of battle. Your skill enables you to perform remarkable feats of revival; as long as a brother is not utterly beyond saving, you can bring them back from the brink of death. With your expertise, you can stabilize their condition and grant them the strength to rise again, ready to wield their weapon once more, even if their power is diminished for the time being. While the revived warriors may find their strength significantly reduced, this temporary state is far from a failure. They understand the tenet of the Grey Knights: "Only in death does duty end."

Advanced Chem-Mastery [400CP]
You have mastered the delicate and complex art of mixing combat stims and medicinal compounds, turning you into a potent force both on and off the battlefield. With a deep understanding of Space Marine biology and the effects of various chemicals, you can create specialized concoctions tailored to your brothers' needs. These stims can significantly enhance combat performance by boosting strength, speed, endurance, and even mental clarity, allowing your fellow Astartes to push beyond their natural limits in the heat of battle. Whether it’s a temporary surge of adrenaline to break through enemy lines or a stimulant

to maintain focus during prolonged engagements, your concoctions are finely tuned to maximize the effectiveness of Space Marines.

Apothecary Biologis[600CP/ discounted if you have Ordo Xenos Perk]
You are now an Apothecary Biologis, These individuals combine the duties of a combat medic and a scientific researcher, but their focus is on the biological and genetic manipulation necessary to maintain and advance the gene-seed, the crucial biological component that makes Space Marines superhuman. As an Apothecary Biologis, they not only tend to the wounded on the battlefield, extracting gene-seed from fallen brothers for preservation, but they also conduct genetic research, studying the biology of humans, xenos (aliens), and even new species to better understand the intricacies of life and mutation. This knowledge is critical to improving the genetic purity and strength of future Astartes.

An Apothecary Biologis delves deeply into the study of alien biology, both to enhance the capabilities of their Chapter and to better combat the threat posed by xenos species. They often experiment with, biological weaponry, and healing techniques to ensure that the Astartes are equipped with cutting-edge knowledge. Their work often takes them to the edge of Imperial orthodoxy, as their experiments sometimes push the boundaries of what is acceptable within the strict doctrines of the Imperium. Despite this, their efforts are crucial to maintaining the fighting strength of their Chapter and the broader Imperium of Man.

Additionally, Apothecary Biologis are often seen in field deployments, not only as healers but also as vital tactical assets. With their deep understanding of biology, they can exploit the weaknesses of enemies and provide potent biochemical solutions. Whether it's concocting specialized toxins to counter alien threats or reinforcing their fellow Astartes with combat stimulants and bio-engineered enhancements, the Apothecary Biologis is both a scientist and a warrior, bridging the gap between biology and warfare. ***Also if you have Ordo Xenos perk and have the Apothecary origin this perk cost 200 CP.***

Duty Is Eternal [600CP]
As one of the most senior Apothecaries within the esteemed Grey Knights Chapter, you now bear one of the most critical responsibilities: overseeing the sacred process of creating new Space Marines. Under your care and skillful hands, the success rate of these procedures has risen significantly beyond the norm, ensuring that each aspirant has a greater chance of surviving the grueling trials and genetic enhancements needed to become a Grey Knight. Your vast experience and mastery of the Chapter's ancient rites ensure that every Space Marine produced under your supervision is a true asset to the Chapter, forged with unmatched precision and care.

However, your expertise extends far beyond the creation of new battle-brothers. You also possess the knowledge and technical skill required to grant wounded Grey Knights another chance to continue their duty to the Emperor. When grievous wounds make it impossible for them to serve as Astartes, you are able to oversee their implantation into a Dreadnought sarcophagus, transforming them into mighty warriors encased in powerful, ancient war machines. With your guidance, these fallen warriors can continue to serve the Imperium, their indomitable will now housed within an indestructible shell, ready to fight once more on the battlefield.

Additionally, if you possess the ***Crossing the Rubicon*** perk, your knowledge extends to the cutting-edge process of transforming firstborn Space Marines into Primaris. You are not only capable of creating Primaris Space Marines from scratch but can also successfully guide your battle-brothers through the perilous Crossing the Rubicon Primaris procedure. This transformation enhances their already formidable abilities, turning them into even more powerful defenders of the Emperor's will. Through your mastery of both the ancient and the new, you stand as one of the most indispensable members of the Grey Knights, ensuring the future of the Chapter for generations to come.

Purgation

Heavy Weapon Specialist [100 CP]

As a member of the Purgation Squad, you have dedicated yourself to mastering the most devastating weapons in the armory of Titan. Your expertise lies in wielding the Psycannon, Psilencer, and Incinerator—each a weapon designed to obliterate enemies with overwhelming psychic power and firepower. Through rigorous training and constant refinement, you've honed your skills, turning these already formidable weapons into tools of precise destruction on the battlefield.

In your hands, these heavy weapons become even deadlier. Not only can you rain death upon your enemies from afar with unmatched precision, but your psychic abilities further enhance their destructive potential. Whether it's the devastating force of the Psycannon piercing through the toughest armor, the Psilencer eradicating foes with warp-infused rounds, or the cleansing flames of the Incinerator burning through hordes of enemies, your psychic energy imbues each attack with additional lethality. This fusion of weaponry and psychic might makes you a relentless force capable of cutting through even the most heavily armored foes. Even enemies as formidable as Chaos Knights, renowned for their near-impenetrable defenses, are vulnerable when faced with the full might of your weaponry.

Vehicle Specialise [100 CP]

As part of the Purgation Squad, your skills extend beyond wielding heavy weapons—now, you are also proficient in piloting and operating many of the vehicles commonly found within the ranks of the Grey Knights. Whether for quick deployment, tactical positioning, or heavy support, you have mastered the controls of a variety of transport and combat vehicles, ensuring you can lead your squad wherever they are needed with precision and efficiency.

You are fully capable of driving and operating Rhinos and Razorbacks, the standard armored transports of the chapter, maneuvering them through the fiercest battlefields with ease. For aerial combat, you can now comfortably pilot Stormhawk Interceptors, Stormravens, and Stormtalons, enabling rapid assault and fire support from the skies, where your presence is a beacon of the Emperor's wrath from above.

Even the Land Raider variants and the massive Thunderhawk are within your ability to control. These titanic vehicles, revered for their sheer size and firepower, are yours to command, allowing you to transport entire squads or unleash devastating heavy ordnance on the battlefield.

Strength of Will [200CP]
Let's be honest here—even for a Grey Knight, carrying and wielding heavy weapons like Psycannons, Psilencers, and Incinerators in battle can be a challenge. The weight and sheer power of these weapons create intense recoil, which could, if unaccounted for, knock back even the strongest of battle-brothers and cause them to miss a shot, however slight—perhaps only 0.023% of the time, but still a potential for imperfection. For most, this margin of error would be acceptable. However, for you a grey knight , even a small slip is unacceptable.

Your strength of will is beyond comprehension. Through your psychic abilities, you have developed a profound mastery over these weapons. Now, you use your psychic power to hold yourself steady against the brutal recoil, locking your body in place with unshakable focus, ensuring not a single attack goes astray. The force of your mind and body working in harmony means that recoil is no longer a factor; you can fire these weapons with absolute precision.

What’s more, your enhanced strength allows you to move naturally and fluidly, even while carrying such cumbersome armaments. You no longer feel the weight as a burden but as an extension of your body, giving you unmatched mobility and flexibility in battle.

Overwatch [200CP]
Now, whenever an opponent moves through your field of vision, your reflexes are honed to a supernatural degree. In a split second, you can lock onto your target and unleash a devastating hail of bullets, even if your position is less than ideal. Thanks to your psychic abilities, every shot is guided with deadly precision through the use of astral aim. This psychic enhancement significantly increases your chances of landing each hit, as the bullets seem to curve and find their mark, no matter the obstacles or distance.

Additionally, when firing in overwatch or reacting to an ambush, your enemies will always be caught off guard. Your psychic-guided attacks strike with such

suddenness that your opponents are momentarily stunned, disoriented by the unexpected assault. This also works on vehicles.

To Shoot Again [400 CP]
On the battlefield, the sheer number of enemies—especially daemons—demands swift and efficient elimination from long range. To meet this challenge, your abilities have advanced far beyond the norm. You are now capable of reloading any heavy weapon you wield in mere moments, ensuring your firepower is never interrupted. Not only can you maintain a constant barrage, but you can also magically enhance your weapons, doubling the amount of ammunition they can carry through the power of the Warp, allowing you to sustain fire far longer than other warriors.

Furthermore, you have developed the ability to engage multiple targets at once with your heavy weapons. As long as you wield a different weapon for each enemy, you can split your fire with precision, devastating foes across the battlefield simultaneously. Your psychic abilities also increase the rate of fire for your weapons, allowing for a faster onslaught, and each weapon now fires double the number of shots it did before.

Warp-Infused Ammunition [400 CP]
Your deep understanding of psychic warfare allows you to imbue your ammunition with warp energy. Every round you fire is now charged with psychic force, giving it the ability to pierce through even the toughest armor and shields. Enemies that rely on physical armor, such as Terminators or monstrous daemons, will find that their defenses are no match for your enhanced firepower.

Additionally, rounds infused with this energy create a lingering effect upon impact, causing enemies to experience disorientation, pain, or even warp-based damage over time. This makes you a terror against not only heavily armored foes but also any target that is vulnerable to warp-based attacks. When needed, you can even manipulate this warp energy mid-flight, curving your shots around obstacles or even tracking fast-moving targets.

Master Of The Machine Spirit [600 CP]
You have attained a deep connection with the Machine Spirits within the weapons and vehicles of the Imperium, making them an extension of your body and will. Your mastery allows you to control even the heaviest of weapons with effortless precision, no matter the complexity or firepower. You are able to fire into the most chaotic battlefields, weaving your shots through the tightest combat zones, ensuring they only hit enemies while leaving your allies unscathed.

Not only that, but the Machine Spirits within your weapons seem to respond to your skill and presence, magnifying the damage they deal. Your shots tear through enemy armor with unnatural ease, leaving devastating wounds in their wake. Against organic enemies, your weapons reap a bloody toll, and against enemy vehicles, your attacks cause catastrophic destruction. The very presence of your skill with these weapons seems to embolden the Machine Spirits, making your strikes more deadly than ever before.

This bond extends to any vehicle you pilot. Whether you're at the helm of a Rhino, Land Raider, or even a Thunderhawk, the Machine Spirits obey your will with near-instant responsiveness. Your skill and the cooperation of the Machine Spirits make you a fearsome presence, whether you're raining down devastation from afar or leading a charge into battle.

Fortification Breaker [600 CP]
As a master of siege warfare and destruction, you have become the living nightmare of enemy strongholds and fortified positions. Your psychic abilities now intertwine seamlessly with your heavy weaponry, transforming even the most mundane shots into devastating blows against fortified structures. When facing thick walls, energy shields, and reinforced bunkers, your mind instinctively identifies weak points and vulnerabilities that no ordinary soldier could detect. With each pull of the trigger, your rounds become guided by a combination of physical precision and psychic insight, allowing you to punch through seemingly impenetrable defenses with deadly accuracy. Not only can you destroy walls and barricades, but your attacks bypass enemy shields as if they were nothing more than a thin veil. Energy fields, void shields, and other protective measures crumble under your assault, leaving fortified positions exposed and vulnerable.

Paladin

The Rank Of Paladin [Free for Paladin/200 CP for other origins]
As one of the Paladins, you stand among the most honored and elite warriors of the Grey Knights, entrusted with a role that embodies the Chapter's martial prowess. The Paladins, alongside the Purifiers, form the most unique brotherhoods in the Grey Knights, but where the Purifiers serve as the Chapter's spiritual center, the Paladins are its martial champions, carrying the honor of their order into every battle.

Your defensive capabilities are unparalleled. As a Paladin, you have mastered the use of Terminator armor, the mighty war plate traditionally reserved for the fist company the veterans of other Space Marine Chapters. With this, your durability on the battlefield becomes legendary, shrugging off blows that would devastate others. Additionally, you are entrusted with the use of Storm Shields—holy artifacts that provide exceptional protection, especially when fighting traitors and cultists, as their physical attacks bounce harmlessly off these shields. While the shields may not be as effective against daemons, they are a formidable defense against heretical forces, allowing you to protect your brothers with ease.

Lastly, as a Paladin, you are granted the rare privilege of piloting a Nemesis Dreadknight, a powerful war machine believed to be a relic from the Dark Age of Technology, feared for its ability to combat even the most powerful of Greater Daemons. Though some may whisper that its design is influenced by xenos technology, such concerns are irrelevant when faced with its unmatched effectiveness. With centuries of battle experience, your age is now between 100 to 300 years.

Nemesis Lord [100 CP]
Through countless battles as a Paladin, you have honed the art of single combat to unparalleled levels, becoming a force of destruction against the enemies of the Imperium. Wielding your Nemesis weapon, you fight with an almost supernatural mastery, striking with precision and devastating power. Your centuries of experience on the battlefield have allowed you to perfect seven distinct fighting styles found in the real world, each optimized for different combat scenarios. Whether it's defending against overwhelming hordes or slaying individual daemons in personal combat, you seamlessly adapt and shift between these styles, using each one with flawless efficiency.

What makes you truly exceptional is your ability to blend these styles into an optimal combat approach, ensuring that no inefficiency slows you down. Whether it's for precision strikes, overwhelming power, or defensive mastery, you can mix and match techniques without hesitation, always choosing the perfect method to destroy daemons. This adaptability also extends beyond your current knowledge; any fighting style you acquire in future worlds can be easily integrated into your repertoire, making you an evolving, unstoppable weapon on any battlefield.

Vanguard [200 CP]
As a Paladin, you are not only a master of open combat but also a skilled infiltrator, trained to operate deep within enemy territory. Despite the bulk and weight of your Terminator armor, you have mastered techniques that allow you to move with surprising stealth, turning you into a deadly saboteur and assassin even in the most hostile environments. You are capable of slipping behind enemy lines, sabotaging key targets, and executing high-priority kills with ruthless efficiency. Your ability to adapt your combat prowess to covert operations makes you a highly versatile warrior.

Infiltrating in full Terminator armor, once thought impossible due to its immense size and noise, is a testament to your elite training and mastery of your craft. You've learned how to use the environment to your advantage, masking your movements and blending into the shadows, striking when your enemies least expect it. Whether it's planting explosives, disabling defenses, or eliminating critical enemy leadership, you now possess the skills to wreak havoc from within, all while remaining undetected until it's too late.

Redoubtable Defence [200 CP]
As a Paladin, your ability to defend both yourself and your allies has reached unparalleled levels. Your mastery over defensive tactics and the protective capabilities of your wargear makes you a walking bastion on the battlefield. When you take up a position, you become nearly unmovable, capable of withstanding overwhelming firepower and physical blows that would shatter lesser warriors. Armed with your Terminator armor and even storm shields when needed, you shrug off enemy attacks, both physical and psychic, protecting those around you with an impenetrable wall of resilience by just standing there completely still.

Enemies find it almost impossible to break your defense, as you expertly angle your armor and shields to mitigate damage. You can hold choke points, guard vital objectives, or protect high-value individuals, making you an unyielding force that turns the tide of battle. With your enhanced psychic abilities, you can extend this defensive aura to your allies, giving them the durability to survive and fight alongside you.

Fury of the Proven [400 CP]
As a Paladin of the Grey Knights, you have been forged in the crucible of endless war, and when the battle reaches its most intense moments, your experience and unyielding dedication push you beyond normal limits. As now once per day you and your fellow allies will have their weapons power charge by the warped and now have the ability to strike with heightened precision and power in the thick of combat. In the midst of a fierce engagement, this abilities allows you to momentarily transcend even your own exceptional skill, guiding every swing and shots fired of you and your allies weapon with deadly accuracy.Making you a relentless force against even the most formidable enemies. Whether cutting down waves of lesser foes or dueling with elite enemies and monstrous Daemons, your attacks hit with a fury that lives up to your status as one of the Imperium’s greatest champions.

Bring Down The Beast [400 CP]
As a Paladin of the Grey Knights, your psychic abilities have evolved to grant you the power to mark any monster or vehicle on the battlefield, ensuring that you and your allies have eternal line of sight on them. Once marked, these enemies are forever visible, no matter where they attempt to hide—whether behind towering mountains, dense fortifications, or any form of terrain. This allows your entire force to relentlessly pursue and target them with spells and psychic abilities that require line of sight, removing their ability to escape or remain concealed.

What makes this mark even more devastating is its inherent psychic guidance. Any spell or psychic attack directed at the marked target becomes unavoidable, as the mark channels the power of the warp to ensure the attack curves and wraps around obstacles, making it almost impossible to evade.

Ancient Paladin [600 CP]
As an Ancient Paladin, you have reached an extraordinary level of honor and combat prowess within the ranks of the Grey Knights. You have been bestowed the sacred responsibility of carrying the Brotherhood Banner into battle, a revered relic that holds immense historical significance. Each banner has seen countless battles over hundreds, if not thousands of years, and is deeply revered by all who fight beneath it. The presence of this banner inspires every Grey Knight on the battlefield, from the most hardened veterans to the freshest recruits, pushing them to fight with renewed vigor and unwavering determination. Your duty is clear—never let the banner fall as long as you still draw breath. To fail in this is considered a dishonor beyond measure.

As an Ancient Paladin, you have not only proven yourself in battle but have also risen to power comparable to that of a Grand Master. Your centuries of service, spanning nearly a thousand years, have forged you into a warrior of unparalleled experience. You have fought through innumerable campaigns against the horrors of the Warp, emerging victorious time and time again. Your survival through countless battles has granted you the privilege to wield the most powerful relics of your Chapter, and in future worlds, you will carry the greatest artifacts of your chosen faction, marking you as a living legend whose legacy will endure through the ages. Add 1000 years to your age.

Survivor Of The Warp [600 CP]
You have attained a rare and almost incomprehensible level of resilience, similar to Kaldo Draigo, allowing you to survive within the Warp for centuries without the protection of a Gellar field. Where other Grey Knights might succumb to madness, corruption, or worse, you stand unyielding, untouched by the insidious forces of Chaos. Your sheer willpower and fortitude allow you to remain pure, constantly resisting the unrelenting assaults of the Warp's influence. This level of personal strength is beyond measure, and it cements your status as one of the most stalwart champions of the Imperium.

However, surviving the Warp is only part of your mastery. When you enter the Warp or any other demonic realms, the very nature of your presence causes your psychic abilities and attacks to become immensely more powerful. In these realms, where even the most formidable Grey Knights would falter, you become a true menace, capable of extraordinary feats. You can now slay greater daemons whose powers are greatly amplified by the chaotic energy of their home. Your strength is such that you can set Nurgle's jungles ablaze, annihilate the elite Six Sisters—Daemonettes handpicked by Slaanesh—and bring ruin to the very fortresses of greater daemons. Within these demonic domains, your presence is not merely a threat but a force of reckoning, feared even by the Lords of Chaos themselves.



Chaplain

Historian [100 CP]

As a Chaplain of the Grey Knights, your primary duty is the safeguarding of the spiritual purity of your battle-brothers, ensuring that none falter in their eternal battle against the forces of Chaos. In a Chapter where the soul's sanctity is paramount, you are entrusted with the immense responsibility of maintaining their spiritual well-being. This role is essential, as even the smallest crack in resolve could lead to corruption by the malevolent entities lurking in the Warp. Your understanding of the Codex Grey Knights, its sacred rituals, and ancient beliefs makes you an invaluable spiritual guide, preventing your comrades from ever straying from the light of the Emperor.

Your abilities extend far beyond simple guidance. You are a master of rhetoric, drawing upon the rich legends and history of your Chapter to inspire not only your fellow Grey Knights but also ordinary humans, instilling within them the courage to fight for humanity's soul. In the heat of battle, your words have the power to ignite zeal in the hearts of your brothers, bolstering their resolve and sharpening their focus. Whether it be through rousing speeches before a campaign or reinforcing the faith of your brothers in the thick of combat, you serve as a living embodiment of the Emperor’s will, a beacon of purity that drives those around you to greater feats of heroism.

Punishment Of Faith [100 CP]

As a Chaplain of the Grey Knights, you now bear the solemn responsibility of not only guiding your battle-brothers in faith but also administering judgment upon those whose convictions waver, excluding the Grand Masters, Paladins, and Purifiers, whose fates are beyond reproach. You are endowed with the sacred authority to punish and redeem any Grey Knight who falters in their spiritual duties, ensuring their purity and unshakable dedication to humanity's survival in the grim reality of the 40K universe.

Through your punishments, which are both just and severe, you restore the fallen knight's faith, rekindling their commitment to the Emperor's cause. These punishments are not simple chastisements but profound acts of spiritual cleansing, reforging their resolve to endure the endless trials of the battlefield. The process may be agonizing, but it is ultimately redemptive, ensuring that the

knight emerges stronger, purer, and more dedicated than ever to their eternal battle against the Great Enemy.

Deny the Witch [200CP]
As a Chaplain of the Grey Knights, your mastery of the sacred words of sanctity grants you an unparalleled ability to nullify and disrupt the powers of the Warp. When you recite the Grey Knights' rites and litanies, your presence alone becomes anathema to enemy spellcasters, significantly weakening their ability to channel psychic energies. Their spells are disrupted, countered, or outright fizzled with minimal effort on your part, as the sheer force of your devotion creates a barrier that makes it far more difficult for any to cast spells in your presence.

The weight of your faith, combined with your relentless rhetoric, amplifies the effects of these sanctified words, causing even powerful psykers to struggle under the pressure. To cast a spell in your presence requires a vast exertion of power, and even then, most attempts are thwarted before they can manifest fully.

Purity Seals [200CP]
As a Chaplain of the Grey Knights, you possess the sacred knowledge and ritualistic skills necessary to craft and bestow Purity Seals, powerful symbols of the Emperor's unwavering will. These seals, inscribed with holy scripture and blessed with sacred rites, are affixed to the armor and weapons of your battle-brothers, serving as divine shields against the corrupting influence of Chaos. Each Purity Seal is painstakingly created using special wax, bound to the wearer through your rites and prayers, forming an unbreakable bond that repels the unholy taint.

The seals offer layered protection, with each additional seal enhancing the resistance of the bearer to the corruptive effects of Chaos and heretical sorceries. Armed with these blessed relics, you and your battle-brothers become embodiments of the Emperor's purity, steadfast and incorruptible, no matter how vile the enemy's temptations or how dark the battlefield becomes.

Training [400CP]
As a Chaplain of the Grey Knights, one of your solemn duties is to judge the worthiness of aspirants seeking to join the ranks of the most elite warriors of the Imperium. With your deep insight, you can discern which candidates possess the spiritual fortitude, mental resilience, and martial potential to become truly exceptional Grey Knights. Your profound understanding of the Emperor's will and the purity required to resist the corrupting forces of Chaos allows you to see beyond surface strengths, identifying those aspirants who are destined for greatness.

Beyond selection, you now take an active role in overseeing the training and spiritual development of these aspirants. Under your guidance, their physical prowess, psychic potential, and spiritual purity are honed to perfection. Those who undergo your tutelage emerge as more powerful, disciplined, and unwaveringly loyal battle-brothers compared to the average recruit. Your presence shapes them into paragons of the Grey Knights' ideals, ensuring they will stand strong against the terrors of the Warp and the heretical threats to humanity.

No Secrets [400CP]
As a Chaplain of the Grey Knights, your duty extends beyond just leading your battle-brothers in battle and prayer; you are responsible for the spiritual and psychological health of your brethren. To fulfill this sacred duty, you have developed an extraordinary ability to discern the true nature of others. Through careful observation and study, you can penetrate the emotional and mental walls your fellow Grey Knights might erect, perceiving the inner burdens and hidden struggles that weigh on their minds, even when they make concerted efforts to conceal them.

This insight allows you to act not only as a spiritual guide but also as a healer of the soul, knowing exactly how to approach and assist those in need. Whether a Grey Knight is silently battling doubt, fear, or the ever-present threat of corruption, you can sense their turmoil and provide the necessary support to restore their resolve. Furthermore, your suspicious and inquisitive nature makes it extremely difficult for anyone to hide secrets or treacherous plots from you. With this keen perception, you are a formidable protector of your brethren's purity, ensuring that no corruption or hidden threat escapes your vigilant gaze.

Litanity Of Battle [600CP]
As a Chaplain, you embody the righteous fury and indomitable spirit of the Grey Knights, inspiring your battle-brothers through the Litanies of Battle. These powerful litanies, chanted in the heat of combat, instill unshakable resolve and relentless aggression in those who fight alongside you. Each recitation strengthens not only their bodies but their minds, allowing them to overcome the most daunting foes.

- ***Litany of Faith:*** shields your comrades from the deadliest weapons, fortifying their will and resilience.

- ***Catechism of Fire:*** unleashes a torrent of close-range firepower, overwhelming enemies through sheer might.

- ***Exhortation of Rage:*** drives your brothers into a fervor, charging into combat with unparalleled zeal.

- ***Mantra of Strength:*** hones your own combat prowess, increasing your strength and making your blows far more devastating in melee.

- ***Recitation of Focus:*** ensures each shot your allies take lands with precision, piercing through defenses with deadly accuracy.

- ***Canticle of Hate:*** fills your brothers with an all-consuming hatred for the enemy, pushing them to annihilate their foes without hesitation.

With these litanies, you turn the tide of battle, bolstering your forces with renewed strength and burning fervor.

Shielded by Devotion [600CP]
Your unwavering devotion to the Emperor and the cause of Humanity acts as a powerful shield against the insidious forces of Chaos. This deep, unshakeable belief radiates from you, unsettling and weakening the dark entities of the warp. Daemons recoil in your presence, their ethereal forms faltering against your sheer will, and their corrupting magic finds it difficult to penetrate your defenses. Whether standing alone or with your battle-brothers, your devotion creates an aura of purity that makes it harder for the forces of Chaos to affect you or those under your protection.

In future worlds, this devotion translates into a broader ability to affect supernatural beings, even those typically immune to conventional weapons or attacks. Your attacks, though not necessarily overwhelming, will bypass innate defenses of such creatures, and you will gain a natural resistance to magic or similar supernatural influences from non- demonic creatures. This makes you a formidable force, standing firm against dark forces, and ensuring that your belief remains a beacon of hope and strength for all who fight by your side.



Librarian

Librarian Privilege [Free for librarian/ Other origins 200CP]
As a Grey Knights Librarian, your psychic talents are far beyond those of your battle-brothers, honed to a degree where you can freely wield immense psychic power. Your willpower is unmatched, a necessity given the dangers posed by the Warp and its predatory forces. Not only are you capable of channeling potent sorceries that manifest as raw psychic energy, but you also have access to arcane knowledge and hidden secrets that even your fellow Grey Knights are forbidden to know. These truths are locked within your mind, safeguarded by your iron will, ensuring they are never revealed or compromised.

In this and any future world, your mastery over psychic abilities has expanded beyond the constraints of your Chapter. Your unparalleled strength of mind now allows you to learn any school of magic, regardless of its source or complexity, without encountering the usual difficulties that others might face. Whether it be the esoteric arts of a foreign realm or ancient arcane disciplines, you are capable of mastering them with ease, drawing upon your vast mental fortitude and training as a Grey Knight Librarian.

To Archive [100CP]
As a Grey Knights Librarian, your profound understanding of the Chapter's history and its glorious campaigns equips you with invaluable insights into past deeds and missions. You possess an encyclopedic memory of the countless battles fought against the forces of Chaos, allowing you to recall the strategies and tactics employed by your predecessors. This deep knowledge not only serves as a wellspring of inspiration but also offers guidance for future operations, ensuring that you and your battle-brothers do not repeat past mistakes but rather build upon the successes of those who came before you.

Your ability to archive and fix these historical records is critical to maintaining the legacy of the Grey Knights. Every victory, sacrifice, and moment of valor is meticulously documented, preserving the honor of those who have served. This responsibility instills a sense of duty within you, compelling you to uphold the Chapter’s ideals and ensure that the stories of courage and resilience continue to resonate through the ages.

Clear Mind[200 CP]
Your mind has been meticulously trained to withstand mental intrusion and psychic attacks. Through years of rigorous mental conditioning and intense psychic discipline, you have fortified your thoughts, making your mind an impenetrable fortress. The endless assaults from the Warp, the manipulations of Chaos, and other malevolent forces find no purchase in your consciousness. This defense ensures that even the most insidious attempts to corrupt or influence you are thwarted, allowing you to remain steadfast and unyielding in the face of any psychic or mental onslaught.

Even Alone Duty Is Eternal [200 CP]
To be pulled from the ranks of a Grey Knights squad and isolated as a Librarian is said to be an honor, but it comes with profound sacrifice. The Librarian must bear the weight of solitude, standing apart from the brotherhood that forms the foundation of their order. While this position brings significant rank and responsibility, it also denies them the unity and collective strength that comes from fighting alongside their battle-brothers. The burden of knowledge, forbidden secrets, and psychic power isolates the Librarian, placing them on the fringes of the Grey Knights' tightly woven camaraderie.

Yet, this isolation brings with it a unique empowerment. When fighting alone, especially when significantly outnumbered, a Librarian’s abilities soar to new heights. Their psychic powers become a raging tempest, their connection to the Warp heightened by their solitary stance. Without the presence of their brothers, a Librarian channels raw, unfettered psychic energy, becoming a whirlwind of the Warp—unleashing destructive force far beyond the limits of ordinary Grey Knights. In these moments, their solitude becomes a source of strength, allowing them to obliterate enemies with terrifying potency.

Change Was Inevitable [400 CP]
As a Grey Knights Librarian, your role grants you unparalleled access to knowledge deemed too dangerous for most. Unlike others, who would be branded heretics for delving into forbidden spells and sorceries, you possess the iron will and purity required to study and understand these dark arts without fear of corruption. Your duty demands you to know the practices of the traitors and heretics—those who serve Chaos. This knowledge allows you to not only anticipate their foul sorceries but also to dismantle and destroy them with your

own formidable psychic might. You walk a razor's edge, mastering powers that could corrupt lesser minds, but your incorruptible soul shields you from the taint of Chaos.

In future worlds, this expertise translates into a rare privilege: you are one of the few individuals in your faction permitted to learn and wield spells and knowledge considered taboo, spells that would ordinarily be punishable by death if used by anyone else. Your ability to not only cast these forbidden powers but also counter and disassemble them sets you apart, making you a formidable force against any sorcery, no matter its source.

Prognosticators [400 CP]
Prognosticars are among the most specialized psykers within the Grey Knights, chosen for their exceptional psychic potential and sensitivity to the Warp. These highly trained individuals possess a unique ability to detect and read the psychic disturbances within the Immaterium, allowing them to foresee daemonic incursions and track the movements of the Archenemy. Their role is one of great importance, requiring constant vigilance and dedication as they scour the Warp for the ripples caused by daemonic activity. This psychic awareness is more than mere foresight; it is a form of predatory instinct, allowing them to trace the foul presence of daemons as a hunter would stalk their prey.

The life of a Prognosticar is one of solitude and sacrifice. Pulled from their squads and isolated from the collective strength of brotherhood, they dedicate themselves fully to their task. While their powers set them apart and elevate their status, the loneliness of their position weighs heavily. Nevertheless, their duty is crucial in the constant war against the forces of Chaos, as their predictions and insights provide invaluable strategic information, guiding the Grey Knights in their unending battle to defend the Imperium from daemonic threats.

To Maintain Secrecy [600 CP]
As a Grey Knight, secrecy is paramount. The very existence of your Chapter is a guarded truth, hidden even from other branches of the Imperium to prevent the knowledge of daemonic forces from spreading. After each battle, particularly after defeating a daemonic incursion, you are often tasked with the grim responsibility of erasing any trace of the Grey Knights' involvement. For mortals who witness your presence, this often means death, as none can be allowed to remember. Space Marines of other Chapters, if they have seen your actions, must have their memories purged through mind-wiping rituals, which is a taxing and resource-consuming process.

However, you have become highly efficient in maintaining the veil of secrecy. Now, once per day, you possess the ability to erase the existence of the Grey Knights from the memories of any humans and super humans who has witnessed your presence. Instead of bloodshed, you can subtly alter their memories, replacing them with recollections of mysterious Astartes who banished the evil of Chaos, protecting humanity without revealing the truth of your Chapter. This not only saves lives but ensures the survival of your order's secrecy. In future worlds, this ability extends to any group or race you find yourself aligned with, allowing you to erase knowledge of their existence or presence, safeguarding their hidden purpose

Chief Librarian [600 CP]
As a Chief Librarian, you are the highest-ranking psyker within your Chapter, entrusted with the immense responsibility of overseeing the Librarius and guiding the psychic development of all your battle-brothers who show talent. Your mind is an unassailable fortress of psychic might, and your mastery over the Warp surpasses nearly all others within the Imperium. Where Epistolaries are masters of finesse, you have transcended such limitations, blending raw power, finesse, and unmatched wisdom.

You wield a deep and profound knowledge of the Warp and its dangers, allowing you to not only use your psychic abilities with incredible potency but also protect your Chapter from its corruption. Beyond the battlefield, your understanding of the Immaterium grants you the ability to counsel your fellow grey knights on how to enhance their psyker abilities.

As Chief Librarian, your duty extends to defending not just the physical and spiritual sanctity of the grey knights but also ensuring its future by training the next generation of powerful psykers.

In future worlds, this rank enables you to take on leadership roles within any group dealing with psychic, supernatural, or magical forces, commanding respect and trust as a guardian of both knowledge and mental strength.



Purifier

The Hearth of The Chapter [100 CP]

As a Purifier, you embody the spiritual heart of the Grey Knights, standing apart as an unyielding force of purity and righteousness. Your soul burns with an unwavering flame, not merely immune to the corrupting touch of the Warp but actively anathema to it. Where other Grey Knights fight against the daemonic, you are its greatest foe, for your very presence causes the foul taint of Chaos to wither and retreat. Your spirit is utterly incorruptible, a beacon of sanctity among your brothers, and your psychic might manifests as a divine fire, burning away all evil that dares approach.

Your role as a Purifier is not just one of combat but also of moral exemplification. You serve as a symbol of the ideals the Grey Knights strive to embody: purity, valor, and an unwavering commitment to the Imperium. The fire that surrounds your soul is more than a metaphor—it is a psychic force that devours malevolence, leaving only righteousness in its wake. Even Daemons, who thrive on the darkness of the Warp, recoil from your presence, unable to withstand the purity of your soul. This makes you one of the deadliest weapons in the arsenal of the Grey Knights, a warrior whose existence is a direct counter to the evil that threatens the galaxy.

Purge Of Chaos[100CP]

As a Purifier, your heightened attunement to the Warp allows you to sense the foul presence of Chaos and corruption as though it were a lingering, oppressive stench. This corrupting influence manifests as a tangible miasma to your senses, marking the presence of daemonic forces or the touch of heresy long before others can perceive it. You are a living beacon of purity, your awareness keen to the disturbances that Chaos leaves in its wake, whether it be through tainted machine spirits,corrupted souls, or the mere proximity of the Warp's influence.

This ability makes you an invaluable force in rooting out corruption, as no dark secret can long remain hidden when you are near. Only beings or powers of considerable strength, greater than your own, can hope to cloak themselves from your senses.

Purity Of Soul [200CP]
As a Purifier, your unyielding spirit and psychic might have rendered you impervious to the finality of fate's darkest turns. The power of your unwavering soul ensures that no injury, no curse, no calamity can ever permanently incapacitate you. Though you may suffer grievous wounds, or be bound by the darkest of sorceries, you will always find a way to recover. Time may pass, but eventually, a path to your liberation will reveal itself, whether through newfound strength, a hidden passage, or an unexpected intervention.

Cleansing Act [200CP]
In a world fraught with corruption and treachery, it is inevitable that even the most sacred tools of mankind may fall under the taint of malice. Whether through sorcery, the will of malevolent daemons, or the cunning of dark forces, weapons, armor, and other tools of war may become perverted, their intended purpose twisted into something vile. But you, as a Purifier, possess the unique ability to cleanse these corrupted items. With unwavering focus and righteous conviction, you can engage in a fierce mental and spiritual struggle, pushing back the taint and banishing the dark entities that have infected the object.

Through this battle of wills, you not only purify the item, but can also bestow upon it a holy blessing, imbuing it with newfound strength or resilience, proportional to the power of the corruption that once plagued it.

Sacrifice [400CP]
As a Purifier, you have embraced the truth that only through sacrifice can true and lasting change be enacted. Your duty is bound by pain and suffering, yet it is this very devotion that fuels your power. The more you give—whether it be your physical well-being, mental fortitude, or the sacrifice of time and resources—the greater your capacity to reshape the world around you.

This is not the fleeting impact of simple actions, but deep, foundational change that ripples through societies and institutions. Your sacrifices are the catalyst for reform, innovation, and destiny realized. The longer and harder you toil, the more potent and enduring these changes become, like seeds planted in fertile soil, ready to grow into legacies that will last for generations.

You are a living embodiment of devotion to the Emperor's ideals, willing to bear unimaginable hardship to secure humanity's future. Your path is one of sacrifice, but with it comes the power to guide entire worlds toward their rightful place, ensuring that your efforts leave an indelible mark on the universe. How far you are willing to go will determine how monumental the changes you bring about will be.

The Will Of The Chapter [400CP]
As a Purifier, your relentless battle against Chaos extends beyond your own body and soul. Fighting Chaos on both the material and immaterial planes is a taxing burden, especially when working alongside other Space Marine chapters to safeguard the very essence of humanity. To aid in this monumental task, you now possess the ability to share fragments of your unyielding will with your fellow Astartes.

These fragments, while small on their own, provide those you bestow them upon with a significant resistance to the corrupting touch of Chaos and the mutating tides of the Warp. The purity of your spirit fortifies them, making them far more resilient to the horrors they face. But that's not all—along with this gift of resilience, you can grant each recipient one perk of your choice. While this shared perk is a weaker version of your own abilities, it still serves as a powerful boon to those who fight by your side.

There is no limit to how many individuals you can bestow this flame upon, but you can only gift one perk per person. In doing so, you strengthen the collective force of the Astartes, ensuring that they are better equipped to face the unholy forces that threaten the Imperium.

True Power of Purification [600]
Your powers as a Purifier have reached their zenith, making you a lethal force against the corruption of Chaos. Every attack you unleash is now imbued with a deadly toxin specifically designed to target and destroy any being tainted by Chaos. This poison is not merely physical but spiritual, ravaging the soul and permanently crippling any corrupted entity it touches.

Lesser Daemons and those recently corrupted by the Warp are especially vulnerable to your purified strikes, with the potential for their corruption to be completely purged, restoring them to their original state. However, for more

deeply tainted entities and Daemons, your attacks deliver devastating, permanent damage that is incredibly difficult—if not impossible—to heal. These wounds afflict both their physical forms and their souls, ensuring that any Daemon or corrupted foe you strike is left irreparably scarred.

More crucially, Daemons you slay are not merely banished back to the Warp to eventually return. With your heightened abilities, they are permanently destroyed, erased from existence entirely.

To Fight Chaos with Chaos [600]
Just like the legendary Grey Knight Castellan, Garran Crowe, your unbreakable will and purity of heart have granted you mastery over Chaos-tainted artifacts, allowing you to wield them without succumbing to their corrupting influences. You can use these items to their full potential, gaining all of their beneficial effects while completely avoiding any of the negative consequences that would typically befall others. Whether it's the madness-inducing power of a daemon weapon or the soul-draining nature of a cursed relic, none of these adverse effects can touch you.

This immunity extends beyond your current realm. In future jumps and different universes, you retain this complete protection against the harmful effects of any weapon, armor, or accessory that would otherwise curse or negatively impact its user. Whether it’s a cursed ring that saps life, a suit of armor that drains energy, or any other dangerous item, you can utilize their full power with no risk to yourself. For example, if you wielded the infamous Berserker Armor from Berserk, you would experience none of its energy-draining side effects or its madness-inducing tendencies, maintaining complete control while harnessing its strength.

Techmarine

Adeptus Mechanicus [Free for Techmarine/ 200CP for any other Origin]

You have been rigorously trained by the Adeptus Mechanicus, spending decades on Mars learning the ancient and revered knowledge of the machine cult. Critical to your understanding is the belief in Machine Spirits—the metaphysical entities that inhabit all forms of technology in this universe. These spirits ensure that technology functions correctly and efficiently, and they can be appeased or angered by how their tools are treated. Through your training, you've learned to communicate with and honor these Machine Spirits, ensuring that your machines operate at peak efficiency, never suffering from malfunctions or breakdowns.

When you honor the Machine Spirits properly—through rituals, maintenance, and the right praises—they will bless your machines, granting them temporary enhancements that elevate their performance beyond normal limits. This could result in a weapon gaining increased accuracy and firepower, a vehicle moving faster without additional fuel, or a shield generator becoming stronger and more resilient. These enhancements are a testament to your deep connection with the spirits, and your machines can outperform those of even the most skilled operators.

Additionally, you have mastered the secret language of the Adeptus Mechanicus—Binary—a highly efficient form of communication that conveys vast amounts of data in bursts of code. Using the proper equipment, you can communicate in and decode this language, giving you an edge in technological warfare, analysis, and collaboration with fellow Tech-Priests.

Finally, your machines are now immune to the slow but inevitable decay that haunts the Mechanicus: rust. None of your equipment will rust, tarnish, or degrade from natural exposure or passive erosion. While intentional sabotage may still damage your machines, natural wear and tear no longer pose any threat to your tools, vehicles, or weapons

Artificer[100CP]

As part of your extensive training with the Adeptus Mechanicus, you are now highly skilled in maintaining, repairing, and upgrading a wide array of advanced equipment used by the Imperium of Man. This includes weapons and armor critical to both the Imperial Guard and Astartes, such as Lasguns, Lascannons, Bolters, Chain Weapons, and Power Armor. Your expertise enables you to keep this equipment in peak condition, ensuring it functions reliably even in the harshest environments.

Over time, you are capable of upgrading these items, slowly transforming them into masterwork Artificer-grade equipment. This means your weapons and armor won't just perform at their standard level but will gradually become more powerful, more efficient, and more durable.

Electro-Priest [200 CP]
As a newly accepted member of the Electro-Priests, you now possess the ability to channel the sacred power of the Motive Force, manifesting as electricity. Your body has been trained and prepared to harness vast amounts of electrical energy without harm. This means you are completely immune to electricity, whether from natural sources or artificially generated currents.

Whenever you are exposed to an electrical current, you will harmlessly absorb it, preventing any damage to yourself or those around you. The energy you absorb can be stored in batteries or capacitors for future use, allowing you to stockpile power for later applications. In addition, you can channel discharges of electricity offensively, using it to unleash powerful attacks against your enemies.

Cleansing Rounds [200CP]
As a Techmarine of the Grey Knights, your duty to protect humanity from the unholy and corruptive forces of the Warp transcends just physical combat. Understanding that not everyone is strong enough to withstand the forces they face, you have been entrusted with a powerful ritual that enables you to bless and consecrate ammunition. This ritual empowers the ammunition to deal significantly greater damage against the unholy, the corrupted, and any who would seek to undermine humanity's destiny.

When you perform this sacred rite, the ammunition becomes infused with holy energy, making it excruciatingly painful for the corrupted beings it is used against.

The ritual ensures that each round fired carries the weight of humanity's wrath and punishment, delivering devastating strikes against Chaos forces, Daemons, and other malevolent entities. These consecrated rounds pierce their targets not only physically but spiritually, causing deep, lingering pain that is nearly impossible to recover from

Rune Priest [400CP]
As a Rune Priest, you play a vital role within the Grey Knights blessing newly created machines and guiding their Machine Spirits with your sacred knowledge. By inscribing runes and chanting liturgies, you can swiftly earn the favor of a machine's spirit, ensuring it operates at peak efficiency and with fewer malfunctions. Your blessings not only honor the machine's creation but also imbue it with a lasting sacred connection, fostering a harmonious relationship between the machine and its operator.

However, the Rune Priest's expertise goes beyond ritual blessings. Your unique esoteric training in fields such as speculation and improvisation allows you to tackle challenges that others cannot. When the typical protocols and procedures fail to resolve an issue with a machine, you are called upon to diagnose even the smallest flaws that may be affecting its performance. This ability to understand the inner workings of technology makes you a master at identifying problems and repairing complex systems.

Perhaps the most dangerous and heretical aspect of your role is your ability to modify technology. In a society where even slight deviations from prescribed designs are often seen as heresy, you possess the rare knowledge to enhance a machine's function or even adapt it to roles it was never originally intended for.

Techno Magic [400CP]
As a Techmarine of the Grey Knights, you have been entrusted with a sacred duty not only to tend to the machines of war but also to protect and cleanse the Machine Spirits from the corruption of Chaos. You understand that the forces of corruption and taint do not limit their insidious influence to men alone; even the Machine Spirits can fall prey to the foul touch of the Warp. In your role as a Techsorcist, you are the first line of defense for those blessed machines that serve humanity’s destiny.

By invoking sacred vox-prayers and blessing incense and oils, you have mastered the ability to create a holy shroud of smoke that repels all manner of corruption. This purifying smoke, infused with your unwavering faith and ancient rites, acts as a shield against Chaos and other malevolent forces seeking to possess or corrupt machinery. Once this sacred smoke fills the air around the tainted technology, it banishes possessing spirits, exorcizes the Warp-taint, and restores the Machine Spirit to its former purity.

Eternal Creation [600CP]
As a Techmarine of the Grey Knights, your craftsmanship surpasses that of ordinary adepts, allowing you to create eternal relics, artifacts so well-crafted and enduring that they are immune to the ravages of time and wear. The tools, weapons, and machines you forge are blessed not only by your own incredible skill but by the will of the Omnissiah itself, ensuring that they do not decay or malfunction due to the passage of ages or even intense, constant use.

This mastery of artifice means that fate itself seems to protect your creations, making them nearly indestructible. Even in the rare event that one of your works is damaged or broken, it can be restored by someone with the necessary skill, returning it to a state of perfect functionality as if it had never been damaged at all. No flaw remains, no signs of wear persist, and the relic remains as potent and venerated as when it was first crafted.

Your craftsmanship rivals the ancient artificers of the Imperium, and the items you create will be revered for millennia. These relics will become sought after by the most elite warriors and Imperial forces, knowing that your work can withstand even the most strenuous battles and daemonic incursions without fail.

Master of Machinery [600 CP]
As a Techmarine with the rank and skills of a Master of the Forge, you stand among the most knowledgeable and skilled Techmarines within the Grey Knights , mastering the intricacies of every piece of machinery, vehicle, and weaponry in use by your Chapter. Your centuries of experience have granted you a deep understanding of the technology used by the Grey Knights, and you are as proficient as any Techmarine of Mars in building, repairing, and upgrading it. You possess a rare and comprehensive knowledge of these technologies, and given

sufficient time and resources, you can construct virtually anything from power armor to tanks, Dreadnoughts, and other relics of the Chapter’s arsenal.

You possess an enhanced ability to multitask, you can carry out complex repairs and modifications in the field. In war, this makes you a versatile and invaluable asset, able to repair damaged equipment or even swap out weapon loadouts in between combat engagements. You can adapt vehicles like the Land Raider or Rhino, fitting them with different weapon systems (such as assault cannons for close-quarters urban warfare or lascannons to hunt tanks) to better suit the battlefield conditions.

Moreover, you are uniquely adept at communing with Machine Spirits, coaxing and cajoling them into cooperation, especially when implementing field modifications or upgrades. Your understanding of the Machine Spirit and its needs allows you to push the limits of your machines, ensuring that they perform at their absolute peak, even under adverse conditions. Your machines will function as extensions of your will, granting you an edge in both technological warfare and the sacred task of maintaining the Chapter's revered relics.



Brotherhood :

Now that you decide what kind of Marine you will become, here you will decide what Brotherhood you will be part of. Choose one Brotherhood you are a part of, and you gain a discount on all of the perks that the Brotherhood has, with the 200 CP being free.

Swordbearers

You are now part of the 1st Brotherhood, known as the Sword Bearers. This Brotherhood excels in armored assaults, leading devastating attacks that combine the precision of their warriors with the overwhelming power of tanks and gunships. The Sword Bearers are masters of coordinating multiple strike forces simultaneously, ensuring that prioritized targets are utterly destroyed with surgical precision. Their warfare is swift, brutal, and efficient, leaving no room for their enemies to recover once the assault begins. Their tactical expertise ensures that every element of their force works in perfect harmony, striking the heart of the enemy in unison.

Marked For Death [200CP]
Once per day, you now possess the ability to mark a single target on the battlefield, focusing the combined might of yourself and your fellow Grey Knights upon it. When you designate this target, every ranged attack from your squad gains an enhanced precision, dramatically increasing the likelihood of hitting critical and vulnerable points on the enemy. This ability sharpens the focus of your brothers-in-arms, allowing their weapons to find weak spots in armor, exposed power sources, or vital organs with ease. It is as if a guiding hand ensures that every shot counts, magnifying the effectiveness of your combined firepower.

Empyric Lodestone [400CP]
Your psychic abilities have now evolved to not only enhance your own prowess in melee combat but also to empower your battle-brothers. Once per day, you can choose a single enemy on the battlefield, and through the force of your will, you and your allies gain a heightened chance of success when charging that target. This psychic boost fills your battle-brothers with greater precision and determination, ensuring their strikes land true and their movements become more fluid and decisive as they close in on the enemy. The enhanced

coordination and psychic link between you and your brothers turn even the most formidable foes into more manageable targets.

Furthermore, when you and your allies strike this designated enemy with your weapons, the capabilities of your blows are significantly amplified. Your strikes now possess a much higher chance of piercing through armor, bypassing the defenses that would normally protect your target.

Rites of Protection [600CP]
You have led countless armored interdictions against the spawn of Chaos, mastering the art of commanding powerful war machines in the heat of battle. Your experience has made you adept at leading the crews of these assets in sacred rites that reinforce the sanctity of their Aegis, the shield that protects them from the corrupting influence of Chaos. Before any engagement, you can now conduct a ritual that envelops any vehicles under your command in a potent forcefield. This forcefield significantly enhances their defensive capabilities, fortifying the hulls and armoring against all manners of physical and psychic attacks. The aura of protection resonates with purity and order, strengthening your armored vehicles for the trials of war.

In addition to these enhanced defenses, the forcefield carries a unique and potent boon. Any attacks tainted by Chaos—whether they be physical strikes from corrupted entities or warp-born blasts from Daemons—now have a chance of being completely negated by the forcefield.



Blades of Victory

The 2nd Brotherhood is renowned for its expertise in rapid, decisive strikes, ensuring the swift destruction of abominations and leaving no room for escape. They have honed tactics that combine overwhelming force with unparalleled speed, launching hard and fast assaults that leave their enemies reeling. Their approach ensures that both the targets and any potential witnesses are obliterated before they can spread their corruption. The Brotherhood's mastery in striking with such precision and ferocity is a testament to their dedication to the Emperor's will, delivering retribution without mercy.

Radiant Strike[200CP]
When you and the warriors of the 2nd Brotherhood charge into battle, your armor and weapons ignite with psychic flames, burning with the righteous fury of the Emperor. These empyric flames, fueled by your battle fury, envelop you in a spectral fire that glows with a fierce azure light. As you close the distance to your enemy, the intensity of the flames builds, flickering and crackling with the raw energy of the warp, but contained and directed by your psychic will.

At the moment of impact, the full power of this empyric charge is unleashed. A blinding blast of azure light explodes outward, searing your enemies with the psychic energy that radiates from your armor and weapons. This burst of force not only burns through the defenses of those tainted by chaos but also sends shockwaves through the battlefield, disrupting enemy formations and disorienting those in its path

Inescapable Pursuit [400CP]
You and your battle brothers now possess the ability to infuse yourselves with the temporal fluidity of the warp, a gift that grants you unparalleled speed and reflexes on the battlefield. This psychic enhancement allows you to momentarily transcend the constraints of time, enabling you to move with blinding swiftness as if the very fabric of reality bends to your will.

As you and your brothers harness this power, you become a blur of motion, capable of outmaneuvering enemies and evading incoming attacks with ease. The warp's essence flows through you, heightening your senses and sharpening your instincts, ensuring that none can escape the righteous wrath of the Emperor.
.

Vanguard Aggression [600CP]
When leading your battle brothers in a swift assault, you force your enemies to react to your bold strategies, dictating the flow of battle with your aggressive tactics. As you advance from a forward deployment, you possess a keen eye for identifying openings in the enemy's defenses, allowing you to exploit weaknesses that others might overlook. This innate ability not only enhances your own combat effectiveness but also facilitates the deployment of your brothers, ensuring they can position themselves advantageously to launch devastating ambushes against the foe.

In engagements against the forces of Chaos, your strategic prowess becomes even more pronounced. You excel at catching these malevolent beings off guard, utilizing surprise and speed to gain the upper hand. By capitalizing on your tactical foresight, you and your brothers can strike decisively, eliminating threats before they have a chance to retaliate.



Wardmakers

The 3rd Brotherhood of the Grey Knights is renowned for its mastery over a vast array of psychic knowledge, combining ritual disciplines with unparalleled martial prowess. These battle-psykers are adept at manipulating the warp in ways few others can comprehend, adapting their powers to suit any situation on the battlefield. Whether it be offensive or defensive, their psychic projections are potent and difficult to undo, breaking through even the most resilient mental and supernatural defenses. This makes them a formidable force against enemies who rely on dark powers and the protection of Chaos, as the 3rd Brotherhood can dismantle their arcane wards with ease.

Master of The Word[200CP]
You now possess the extraordinary ability to tap into the collective subconscious of every past member of your Brotherhood, spanning across both space and time. This unique gift grants you access to the accumulated talents, knowledge, and experiences of those who came before you, enabling you to draw upon their expertise in facing foes from the Warp and beyond. Whether it's mastering obscure combat techniques, learning forgotten rites, or understanding ancient tactical maneuvers, you can delve into the minds of your predecessors to enhance your own skills and strategies. This connection binds you to the rich history of the Grey Knights, ensuring that their centuries of wisdom are never truly lost.

In future worlds, this ability provides you with a significant advantage, allowing you to adapt to any battlefield by peeking into the insights of past warriors f your faction. Whether you're preparing for a battle against a new and unfamiliar foe, or seeking guidance on how to best counter an ancient threat, you can rely on the collective memory of your Brotherhood.

Projection of Purity [400CP]
You now radiate a permanent aura of pure warp fire that weakens the resolve and abilities of your enemies. Any foe that steps within its range finds their passive abilities significantly diminished, making them far less effective in battle. This aura acts as a constant field of disruption, hindering the enemy's inherent strengths and putting them at a severe disadvantage against you and your allies.

Should your opponent be a being of Chaos, the power of your aura grows even stronger. In such cases, all of their passive abilities are completely negated, rendering them vulnerable and exposed. The corrupting powers that Chaos entities rely on are nullified within your presence, stripping them of their supernatural advantages and making them susceptible to ordinary attacks.

Loremaster [600CP]

As a psyker of prodigious strength, you have spent a lifetime mastering the forbidden lore of the Warp, and your psychic abilities have now been enhanced to an unprecedented level. The raw power you wield is unmatched, leaving little defense for those who stand against you. Your spells and psychic attacks are not only significantly stronger but also exceptionally resistant to disruption. It would take the presence of a blank—a being entirely immune to psychic powers—to completely negate your abilities. For others, even the most determined attempts to dispel or weaken your spells would struggle to succeed, ensuring your mastery over the battlefield.

If your enemies are tainted by Chaos or are demons, however, they stand no chance. Against such corrupted beings, your spells become utterly unstoppable. Neither their innate resistances nor any foul protections granted by their dark patrons can reduce or negate the potency of your psychic onslaught.



Prescient Brethren

The battle-brothers of the 4th Brotherhood operate one step ahead of their enemies, instinctively channelling their martial and psychic skills to forge uncanny victories time after time. The Prescient Brethren have honed these skills over millennia, crafting temporal strategies that allow them to lie in wait for the enemy and avoid their clumsy traps in turn.

Foresight[200CP]
Targeting their strikes a split second in advance of the enemy, the 4th Brotherhood possesses the remarkable ability to predict their foes' movements, allowing them to land their shots and blows with preternatural accuracy. This heightened perception grants them a tactical edge on the battlefield, enabling them to respond to threats before they even materialize. As a member of this elite Brotherhood, you have honed this skill to an extraordinary degree, granting you the ability to see 4 to 5 seconds into the future during combat.

Fatal Precognition[400CP]
With this powerful psychic ability, you can delve into the minds of your enemies, inundating them with horrific premonitions of their potential demise. As you unleash this devastating psychic force, your foes become ensnared in loops of mental trepidation, unable to escape the nightmarish visions that plague their thoughts. Each moment spent in your presence heightens their anxiety, filling them with dread and uncertainty about their fate.

Those who possess the strength to push through the overwhelming fear and press onward in battle find themselves suffering severe consequences. Their mental fortitude is put to the ultimate test, as the clash between their fear of the future and their will to maintain control leads to catastrophic results. Many will experience massive cranial hemorrhages, leaving them incapacitated or even dead from the strain of grappling with your psychic influence.

Divination [600 CP]
As a master of foresight, you possess the extraordinary ability to perceive the intricate skeins of future events. Through your psychic gifts, you can filter through countless potential outcomes, gaining invaluable tactical insights that allow you to anticipate your enemies' moves and counter them effectively. This power elevates your strategic capabilities to a level that few can match, enabling you to orchestrate the battlefield like a grand chess master.

With each vision of the future, you weave a tapestry of potential scenarios, identifying the most advantageous paths to sow chaos and destruction among your foes. Your predictions become a guiding light for your battle-brothers, enhancing their combat effectiveness as you lead them with unparalleled precision. The very fabric of fate bends to your will, granting you the foresight necessary to exploit vulnerabilities and turn the tide of battle in your favor.
.



Preservers

The 5th Brotherhood, known as The Preservers, are stalwart guardians of the Chapter's most ancient and revered warriors—Dreadnoughts. These towering war machines, housing the remains of fallen heroes, embody the legacy and unyielding spirit of the Chapter. The Preservers have honed their tactics around the presence of these imposing figures, using them as both spearheads and symbols of inspiration. The mere sight of a Dreadnought on the battlefield galvanizes the battle-brothers to fight with renewed vigor, knowing they stand alongside a living relic of the Chapter's glorious past.

Charge Of The Ancients[200CP]
When the moment of your fall in battle comes, this powerful perk will activate, and for the remainder of the jump, your essence will be confined into a Dreadnought, granting you a second life as a towering war machine. Unlike standard Dreadnoughts, your model is highly advanced, allowing for significantly faster movement—twice as fast as that of your fellow Dreadnoughts. You will move with surprising agility for your size, ensuring that even in this colossal form, you retain the ability to maneuver effectively across the battlefield.

Additionally, when you engage in combat, your melee capabilities will be amplified, especially when fighting demonic creatures. Your strikes will land with devastating force, empowered by your immense strength and the righteous fury of your new form. At the beginning of each jump you will be released from your coffin.

Aegis Eternal[400CP]
As a psyker, you have gained the ability to weave a coruscating aurora of psychic power into the warding sigils of your allies, causing them to flare with potent protective energy. When an attack or wound would be inflicted upon you or your battle-brothers, there is now a significant chance that the damage will be completely negated. This psychic shield grants your squad an invaluable layer of defense, allowing you and your brothers to fight on despite the deadliest of blows.However, ***if you are a Apothecary***, this power evolves to an even greater level. Not only can you nullify incoming damage, but whenever the attacks' damage is negated by your psychic shield, the energy is instead converted into healing.

Radiant Exemplar [600CP]
As a Radiant Exemplar, you embody the perfect guardian of your Chapter's ancient secrets, a warden not just of knowledge but of its legacy and future. Your leadership stems from a deep humility, an unwavering dedication to preserve and defend the integrity of your Chapter. Whether it is guarding sacred relics or ensuring that the Chapter's traditions are upheld, you are willing to take any measures necessary to safeguard them, no matter how severe. Your willingness to act, even in the harshest circumstances, serves as an inspiration to all who fight by your side.

Your presence on the battlefield or in counsel radiates authority and trust. Those under your command are emboldened, finding the strength to go beyond their limits. Your mastery of both the Chapter's history and future vision makes you not just a leader, but a beacon—guiding your brothers toward victory while ensuring the sanctity of what they fight for.



Rapiers

The 6th Brotherhood are masters of precision in both tactics and the application of sanctified power, ensuring that no matter how overwhelming the enemy's forces, their victory is inevitable. They possess a unique ability to swiftly identify the pivotal points upon which the enemy's strength hinges, focusing their strikes on these critical fulcrums. Whether in the heart of a battle or the depths of a daemonic incursion, they pinpoint the key to undoing the enemy’s strategy.

Their victories are achieved not through brute force alone, but through speed and the overwhelming application of power exactly where it is most needed.

Deadly Efficient [200CP]
The 6th Brotherhood’s weapon masters are unmatched in their skill and efficiency, teaching that every strike must serve a purpose. Their philosophy revolves around the principle that no movement or attack should be wasted. Every blow, whether in defense or offense, is calculated to maximize effectiveness, parrying an enemy’s strike while simultaneously slashing through armor and piercing vital targets in a single, fluid motion. This mastery allows them to conserve energy while inflicting devastating damage, overwhelming opponents with precision and deadly speed.

Symphonic Strike[400CP]
Your psychic presence now extends beyond simple augmentation, empowering your allies with a heightened, almost preternatural awareness. Through this psychic sharpening of their senses, your comrades are able to coordinate their strikes with flawless precision, moving in perfect harmony as if guided by a shared consciousness. Each attack becomes part of a seamless, orchestrated flurry, as blows rain down upon the enemy in perfect sync, exploiting every weakness and opening with brutal efficiency.

\

Inescapable wrath [600CP]
Your strikes become like a silver lance of lightning, fast and precise, cutting through the battlefield with unparalleled fury. By focusing your psychic powers on a pivotal moment, you form an unbreakable tether between yourself and your enemies, binding their fate to your wrath. This psychic connection ensures that, no matter where your opponents try to flee, you will bear down upon them with incredible speed and determination. They are drawn helplessly into the path of your assault, unable to escape the inevitable.

When facing foes from the forces of Chaos, this tether becomes even more deadly. Your attacks become almost impossible to dodge, as your psychic mastery allows you to anticipate and nullify their every movement. The forces of Chaos find themselves powerless against your speed and precision, as each strike you unleash seems destined to land, cutting down even the most agile of adversaries.



Exactors

The 7th Brotherhood, known as the Exactors, are masters of mutually supportive tactics, ensuring that no element of their force is ever wasted or left isolated on the battlefield. Their strength lies in the unyielding bonds between their battle-brothers and their flawless coordination with Imperial forces, particularly those supplied by the Ordo Malleus. This Brotherhood's strategies are built upon trust, precision, and the understanding that they fight not as individuals but as an integrated force. Whether supporting each other or coordinating with allied elements, they strike with a unity that makes them an unstoppable force against the daemonic threat.

Santic Guardians[200CP]
You have now developed an extraordinary sixth sense on the battlefield, alerting you to moments when your allies are facing enemies alone and vulnerable. This instinct guides you unerringly, ensuring that you can always find a direct path to make a heroic intervention, coming to their aid precisely when needed. No matter the chaos or confusion of the battle, this heightened awareness allows you to act swiftly, preventing your brothers from being overwhelmed or isolated.Even more crucially, this sense prioritizes enemies that are tainted by Chaos, drawing you to the most dangerous and corrupt foes. It ensures that wherever the taint of the warp threatens to engulf your allies, you will be there, delivering righteous fury and protecting your battle-brothers from the influence of the dark powers.

Fires of Covenant [400CP]
Drawing upon your unwavering pledges of duty and the deep bonds shared within your brotherhood, you now possess the powerful ability to release a potent EMP wave once per day. This electromagnetic pulse devastates enemy machinery, immediately disabling vehicles and rendering them unusable for several days. Whether it's a tank, walker, or aircraft, your EMP disrupts their systems, leaving them crippled and useless, offering a significant tactical advantage on the battlefield.

But the power of your EMP wave extends beyond mere technology. Its disruptive force also affects any creature tainted by Chaos, dealing psychic damage that can weaken or disorient them. By striking both machines and corrupted beings, this ability allows you to disrupt Chaos' influence in a profound way, ensuring that

even the most insidious of foes cannot escape the consequences of their corruption.

Oath Of Witness[600CP]
You have witnessed the devastating effects of Chaos' corruption among Humanity's ranks countless times. Each moment has deepened your resolve, leading you to swear a sacred vow of unyielding valor before your warriors. Your determined presence now serves as a radiant beacon of hope, unwavering against the darkness. Because of this, whenever you are around untainted mortals, vehicles, and Astartes, they can never succumb to the corrupting powers of Chaos. Your very presence shields them, ensuring that no twisted whispers or dark forces can warp their minds, souls, or bodies.

In future worlds, this protective effect extends beyond Chaos. Any dark influence, no matter how insidious, will be unable to bend or break those under your protection. Whether facing demonic entities, ancient curses, or malevolent forces, your aura will prevent them from twisting the innocent into monstrous or inhuman forms.



Silver Blades

The 8th Brotherhood stands as a shining example of studied excellence and versatile tactics, setting themselves apart with their adaptability and resilience in the face of chaotic and unpredictable threats. Their mastery of strategy allows them to respond swiftly and efficiently to the frenetic and illogical machinations of their daemonic adversaries. Every battle is approached with a deep understanding of the enemy, ensuring that their actions are calculated and precise, leaving no room for error.

What truly elevates the 8th Brotherhood above others is their extensive training. This goes beyond the standard doctrines of their fellow Grey Knights, allowing them to shift tactics on a moment's notice.

Adative Excoration [200CP]
Countless prideful enemies have been decimated by the Silver Blades' blistering firepower, a force so devastating that even a tactical withdrawal can become an opportunity for overwhelming retaliation. Their ability to instantly turn a retreat into a deadly counter-offensive has become a hallmark of their combat style. As you now embody this legacy, whenever you choose to disengage from an engagement, your ranged attacks not only become highly accurate but also instill fear in your enemies, making them hesitate and panic at the thought of pursuing you.In these moments, your shots strike with pinpoint precision, targeting critical points and causing catastrophic damage

Temporal Accuracy[400CP]
By harnessing the time-warping power of the immaterium, you and your battle-brothers an incredible advantage: enhanced speed and foresight, even in the chaos of close-quarters combat. This supernatural clarity allows you to target enemies with pinpoint precision, despite the confusion of melee. With this power, you and your allies can wield long-range weapons—such as storm bolters, master-crafted storm bolters, and even ancient Relics—without the risk of harming yourselves or your comrades.This newfound ability ensures that every shot fired in the thick of battle is deadly accurate, allowing your ranged attacks to pierce through the enemy ranks with devastating efficiency. Even in the closest of combat, where enemies are mere inches away, your weapons fire with the same effectiveness as if they were at range.

Martial Perfection [600CP]
Having undergone the rigorous trials of initiation countless times, you have emerged as a master of numerous combat forms, your lethal prowess in close-quarters combat now unmatched. The Hall of Champions stands as a testament to your skill, adorned with countless trophies from defeated foes. Your combat expertise transcends even that of blade Campione, establishing you as a paragon of martial excellence.

In battle, you possess an extraordinary advantage: your strikes always land first, ensuring that your enemies are unable to react in time. The very fabric of space and time bends to your will, guaranteeing that your attacks never miss their mark.



Psyker Capabilities:

As a Grey Knight Psyker, your training and psychic potential open up a vast array of powerful abilities specifically designed for your role as a guardian of humanity. Here, you will gain access to abilities that channel the warp's energies to devastating effect, while bolstering the strength and endurance of your brothers. You will receive +600 CP to use on the following powers and abilities, which are specifically tailored for your needs on the battlefield.

Psyker Potential

As an aspirin joining the ranks of the Grey Knights, your psychic potential will determine your worth and abilities on the battlefield. The source of your psychic power comes from the warp, the same chaotic realm that spawns many of your enemies, but you are trained to wield this power in service to the Emperor, purging the corruption of Chaos.

Epsilon [Free]
At the minimal threshold for acceptance into the Grey Knights as an aspirant, your psychic potential allows you to wield basic elemental forces. You can cast minor spells like summoning ice shards, firing small bolts of fire, and releasing electric shocks to disrupt and damage enemies. While your abilities are limited in scale, they are precise and controlled enough to be useful in combat without posing a significant threat of instability. At this level, you are just beginning to tap into the warp's power, but it is sufficient for the rigorous standards of the Grey Knights.

Delta [100CP]
This is the level where the Inquisition and the wider Imperium deem a psyker's power to be strong yet safe enough for sanctioned use. Psykers at this tier can perform more advanced feats like astral projection, allowing their consciousness to travel across great distances, or clairvoyance, which enables them to see events and threats before they happen. These abilities make Delta-level psykers invaluable assets in war and intelligence gathering, but they still remain controlled, ensuring that they do not become dangerous warp portals for daemonic entities. The Imperium trusts psykers of this level to serve without excessive risk of corruption.

Beta [200CP / Free for Librarians]
This is the power threshold required for a Grey Knight to have a chance of becoming a Librarian. At this level, you are a living powerhouse, capable of performing incredible feats that can reshape the battlefield and the environment itself. You can control the weather, summoning storms, lightning, or blizzards, and even cause catastrophic events that can decimate enemy forces. In ancient times, psykers of this magnitude would have been revered as gods among men, with powers that rival the natural disasters feared by humanity. Now, you are a weapon of the Emperor, capable of bringing calamity upon the enemies of mankind.

Alpha [400CP]
At this supreme level of psychic power, you are no longer just a mortal psyker—your abilities have ascended to god-like proportions. You can bend the very fabric of the warp, creating immense warp storms capable of enveloping entire planets, turning them into chaotic maelstroms that no enemy can escape. Your mastery over the immaterium is near-absolute, though the risk of madness constantly looms at the edge of your sanity. Few psykers can maintain this level of power without losing their mind, but those who can wield it are unparalleled forces of destruction and cosmic manipulation, feared by even the most powerful daemons.



Psyker Disciplines:

As a Grey Knight Psyker, each individual is not only a master of several disciplines but is also attuned to unique psychic specializations. These specializations define their path of psychic training, enhancing their ability to learn and cast spells from a specific branch of magic. Every Grey Knight receives one psychic specialization for free, allowing them to focus on a particular area of the Warp and become more proficient in its related powers. These specializations also grant discounts on spells and abilities within that specific school, making them more accessible.

If a Grey Knight wishes to gain more than their initial specialization, they can purchase additional ones for 200 CP each. This system encourages versatility in psychic combat, enabling Grey Knights to tailor their abilities to various threats and situations.

Beyond their personal benefit, Grey Knights also possess the remarkable ability to teach any spells or abilities they have learned to others. This allows them to share their mastery with their battle-brothers, enhancing the effectiveness of their entire squad or Chapter, creating a force multiplier effect.Also in future world these specialization makes learned spells and abilities of similar branches of magic much faster and easier. ,

For Grey Knights who are also **Librarians**, there are additional perks. Any abilities priced at **100 CP** from their chosen specialization will be free, and all other **discounts** within their specialization are **doubled**.

Grey Knights General Discipline[Free]
You will not receive any discounts in this discipline.
As a Grey Knight, your psychic abilities are honed not just for offensive or defensive purposes but also to amplify your already formidable physical prowess. Trained to combine the powers of the mind with the physical might of an Astartes body, you become the ultimate weapon against the forces of Chaos. By using your psychic gifts to enhance your agility, strength, reflexes, and endurance, you elevate yourself into a near-perfect demon hunter.

Canticle of Absolution [Free]
The Canticle of Absolution is an ancient and sacred rite that Grey Knights use to banish daemonic entities and purify tainted locations where these vile creatures have left their mark. It is also known as the "Six-Hundred-and-Sixty-Six Secret Words," and it has the power to cleanse the Materium of the warp's foul touch. This ability not only banishes daemons but also nullifies the lingering corruption left behind, ensuring that no trace of the daemonic remains. The canticle is often used before and after battles where Grey Knights face daemonic hordes, as a powerful weapon of faith and sanctity.

Dark Excommunication [Free]
Dark Excommunication is an enchantment the Grey Knight weaves to sever a daemon’s connection to its dark master in the Immaterium. By cutting this connection, the daemon is unable to remain anchored in the Materium and is forcibly dissolved back into the Empyrean. This spell is particularly effective against powerful daemons, as it cuts off the source of their strength and ability to remain in the material realm, sending them hurtling back into the warp where they belong. Grey Knights use this as a last resort when facing particularly dangerous warp-spawned enemies.

Holocaust [Free]
When Grey Knights focus their collective psychic powers, they can manifest the terrifying power known as Holocaust. This ability allows a Grey Knight in terminator armour to incinerate all enemies in close range with a manifestation of pure psychic hatred for the daemonic. The Holocaust does not simply destroy physical bodies; it annihilates them both in the physical and the warp, meaning that anything burned by this power dies permanently, even its soul. Mortals' souls are consumed entirely, and daemons are banished from realspace, obliterated as though they were nothing more than a fleeting nightmare.

Mind Blades [Free]
Through the psychic power of Mind Blades, the Grey Knight can imbue his allies' melee weapons with psychic energy, granting them unerring accuracy and the power to pierce even the smallest vulnerabilities in their enemies' armor. This ability enhances the lethality of any strike, making each blow land with devastating precision. Even against heavily armored foes, these empowered

blades seek out and exploit the weakest points in their defenses, ensuring swift and brutal victories.

Smite [Free]
Smite is a classic and lethal psychic attack used by the Grey Knights. Lightning-like bolts of psychic energy leap from their fingertips, tearing apart foes in an instant. These bolts are charged with warp energy, capable of obliterating both daemonic and mortal foes with ease. Smite is often used to thin the ranks of enemies from a distance, softening them up before engaging in close-quarters combat. It is a powerful tool for Grey Knights when facing large numbers of foes, as the bolts can chain between targets.

The Summoning [Free]
The Summoning is a psychic power that allows a Grey Knight Librarian to call upon their allies across vast distances. By reaching out through the warp, the Librarian can summon their comrades to their side in the blink of an eye. This power allows for quick reinforcement during battle and is particularly useful in dire situations. However, the Librarian must have a personal connection with the individuals they wish to summon, knowing their presence and identity in the warp, ensuring that only trusted allies answer the call.

Quicksilver [100 CP]
Quicksilver accelerates the reflexes and physical speed of the Grey Knight's allies to supernatural levels. By tapping into the Librarian's psychic powers, those nearby move with blinding speed, allowing them to react faster than their enemies can anticipate. This ability is especially valuable in combat, where heightened reflexes can make the difference between life and death. With Quicksilver, Grey Knights strike with unmatched swiftness, overwhelming their foes with rapid and precise attacks.

Might of Titan [200 CP]
By invoking the Might of Titan, the Librarian channels the power of the Chapter's ancestors and the sacred genetic heritage of the Emperor. This psychic ability boosts the strength and resilience of nearby Grey Knights, hardening their muscles and enhancing their physical power to superhuman levels. The Might of Titan turns every Grey Knight into a walking juggernaut, capable of shattering

even the toughest enemies with sheer brute force. This spell is particularly useful when engaging heavily armored or monstrous opponents.

Nemesis Hammerhand [200 CP]
The Nemesis Hammerhand ability allows the Grey Knight to augment the power of their strikes with psychic force. By channeling psychic energy into their fists or weapons, they strike with devastating power, capable of crushing even the most resilient of foes. This ability is often used when facing particularly tough enemies like Chaos Space Marines or monstrous daemons, as the sheer force behind each blow can pierce through even the most formidable defenses. With Nemesis Hammerhand, no foe is too tough to withstand a Grey Knight's assault.

Warp Quake [200 CP]
Warp Quake is a powerful psychic ability that causes the very fabric of reality to tremble and distort. The Grey Knight summons the warp itself to ripple through the battlefield, disrupting any daemonic entities or warp-based technology in the vicinity. This tremor destabilizes the daemons' hold on reality, causing them to falter or lose their connection to the warp. Additionally, devices that rely on warp energy for guidance or functionality are rendered inoperable. Warp Quake is invaluable when fighting warp entities or when an enemy force relies heavily on warp-based machinery.



Masters of the Warp [Free]

You will not receive any discounts in this discipline.You will receive one tide for free and any other tide will cost you 100CP.

In the Grey Knights, mastery of the warp is not just a tool of destruction, but a powerful source of strength and adaptability. The Tides of the Warp represent different aspects of psychic energy that can be drawn upon during battle. As a Grey Knight, you and your battle-brothers are able to attune to these tides, enhancing your capabilities and gaining specific bonuses depending on which Tide is active. The purity of your souls, unwavering in the face of the warp's corrupting influence, allows you to wield this force without falling victim to its perils. Each Tide offers a distinct advantage, shifting the nature of your psychic warfare as the battle unfolds.

Warp Change [Free]

At the start of every battle, you can tap into your psychic might to envelop the battlefield with any of the tides you know. This ability allows you to select the most advantageous tide based on your strategic needs. Additionally, you can change the active tide once every hour, adapting your tactics to the evolving battlefield conditions.

Tide of Convergence

When this tide is active, your psychic weaponry becomes synchronized with the warp's energies, enhancing its lethality. The focused energies of your weapons surge in power, allowing you to strike with devastating efficiency against your foes. The precision and strength of your attacks are amplified, making each strike more likely to penetrate enemy defenses.

Tide of Celerity

With the Tide of Celerity, you and your fellow Grey Knights can harness the warp's chaotic currents to increase your movement speed dramatically. This tide allows your battle-brothers to navigate the battlefield with unparalleled agility, dodging enemy fire and closing the distance to your foes with blinding speed. When this tide is in effect, you become a whirlwind of death, striking swiftly and decisively.

Tide of Shadows
This tide allows the Grey Knights to cloak themselves in the shifting energies of the warp, creating illusions and shadowy forms that confuse and disorient enemies. While this tide is active, you become difficult to target, as your presence is obscured by the ethereal mist of the immaterium. This ability provides a significant defensive boost, making it harder for enemies to land successful attacks against you and your allies.

Tide of Escalation
The Tide of Escalation channels the raw energy of the warp, enhancing the collective power of the Grey Knights in battle. When this tide is active, your ritualistic powers are amplified, allowing you to perform psychic abilities with greater potency. This tide encourages synergy among battle-brothers, making your combined psychic powers more formidable against the forces of Chaos.

Tide of Banishment
With the Tide of Banishment, your training against daemonic foes reaches new heights. This tide allows you to harness the warp against the very creatures it sustains. When this tide is active, your abilities specifically target daemonic entities, weakening their influence and enhancing your capacity to banish them from the material realm.

Tide of Fury
The Tide of Fury infuses your muscles with raw, forceful energy, enhancing your physical attacks. When this tide is active not only increases your offensive capabilities but makes your attacks to be less likely to be deflected. also embodies the righteous wrath of the Grey Knights, making every blow a statement of defiance against the forces of Chaos.



Grey Knights Intermediate Discipline [Free for Librarians]
Librarians gain all abilities here for free. All other origins receive one for free, and all others are discounted if the Grey Knights Intermediate Discipline specialization is purchased. Regardless, each spell costs 200 CP.
In your journey as a Grey Knight librarian, you gain access to a wide array of psychic abilities that enhance your combat effectiveness and empower your battle-brothers. These powers draw upon the strength of the immaterium and your mastery of the arcane, allowing you to unleash devastating effects against the forces of Chaos.

Gate of Infinity
The Gate of Infinity allows the psyker to punch a corridor through the roiling immaterium, creating a temporary passage that facilitates instantaneous travel across vast distances. This power enables the Grey Knight to appear on the battlefield where he is most needed, either to support allies in dire situations or to reposition himself strategically. The act of opening this gate requires intense focus, and the psyker must remain vigilant against the unpredictable nature of the warp to ensure safe passage.

Empyric Amplification
With Empyric Amplification, the psyker intricately overlays a complex web of blessed psychic energy around a target. This web enhances the power of every strike made against the foe by Grey Knights within its radius, effectively amplifying the damage dealt. By matching the precise martial techniques of his battle-brothers, each psychic-empowered blow resonates with additional force, driving the collective might of the Grey Knights into the enemy. This ability not only enhances physical strikes but also reinforces the purity and intensity of their psychic energy, ensuring that foes suffer under the weight of multiple enhanced attacks.

Sanctuary
Through the incantation of sacred words, the psyker manifests Sanctuary, creating a protective zone of light that envelops himself and nearby allies. This sanctuary wards off harm and repels daemonic entities, acting as a barrier against the corrupting influence of Chaos. Allies within this zone gain heightened resilience, making it harder for enemies to strike true. Additionally, the radiance of

Sanctuary serves to inspire courage among battle-brothers, bolstering their resolve in the face of overwhelming odds.

Vortex of Doom
With Vortex of Doom, the psyker tears a rift between realspace and the warp, casting his enemies into a void of oblivion. This devastating power condemns foes to be consumed by the immaterium, erasing them from existence. The sheer force of this ability can create shockwaves that disrupt enemy formations and instill terror, leaving those who witness it awestruck and horrified. This power serves not only as a weapon against the corrupt but also as a statement of the Grey Knights' unwavering determination to eradicate all traces of Chaos.

Ghostly Bonds
Ghostly Bonds allows the psyker to subtly manipulate the barrier separating the immaterium from the material realm. By creating imperfections in this barrier, he hinders his opponents' movements, dragging at their momentum like a spiritual halter. Once manifested, this ability halves the Move characteristic of the targeted enemy unit for a limited time, significantly impairing their ability to maneuver on the battlefield. This power exemplifies the Grey Knights' tactical prowess, providing them with the ability to control the flow of battle and impede the advance of their foes.

Purge Soul
Through sheer willpower, the psyker harnesses the Purge Soul ability to cleanse his enemies of corruption. This psychic assault scours every trace of malevolence from the target's essence, severing their ties to the forces of Chaos. The power is particularly effective against daemonic entities and corrupted mortals, leaving them stripped of their dark influence. By banishing the evil from within, the psyker not only protects his allies but also restores the purity of those who may have strayed from the light.

Purifying Flame
With Purifying Flame, the psyker unleashes a wave of empyric fire that incinerates the unworthy. This otherworldly flame is a manifestation of the psyker's righteous fury, burning away not just physical matter but also the essence of corruption. The flames produced by this ability are blessed, ensuring that they cannot be extinguished easily and will continue to burn until nothing

remains. This power acts as both a weapon and a cleansing force, demonstrating the Grey Knights' commitment to annihilating Chaos wherever it may arise.

Armoured Resilience

Armoured Resilience allows the psyker to channel the primordial energies of the empyrean through himself, reinforcing the armor of his allies. This infusion of power enhances the resilience of ceramite armor, making it tougher than what conventional human technology can achieve. As a result, allies equipped with this enhanced armor gain increased protection against physical and psychic attacks, enabling them to withstand even the most ferocious onslaughts. The augmentation symbolizes the unity of the Grey Knights as they draw strength from one another in battle.

Ethereal Castigation

With Ethereal Castigation, the psyker hardens his soul and directs the lethal energy of his battle-brothers' weapons with uncanny precision. This ability enables the psyker to teleport his allies instantly, making them appear to strike from thin air. The unexpectedness of this power not only increases the effectiveness of the Grey Knights' attacks but also serves to bewilder and disorient their foes. As the psyker manipulates the battlefield, he reinforces the idea that the Grey Knights are always one step ahead, embodying their role as the Emperor's ultimate weapon against Chaos.



Obscuration Discipline

Each spell costs 200 CP without discounts. Those who bought the Obscuration Discipline gain 1 spell for free.

Vanguard Units are trained in the psychic arts of obscuration and illusion. They weave impenetrable cloaks of Warp energy around their battle-brothers, conjure haunting visions to distract and terrify their foes, and ease the passage of Vanguard formations through enemy territory.

Shrouding

The psyker harnesses his mastery of the Warp to create a thick fog that envelops the minds of his enemies, obscuring their perception and blurring the lines between reality and illusion. This psychic mist causes allies to appear as nothing more than indistinct shadows, making it exceedingly difficult for foes to target them accurately. As confusion takes hold, enemies find themselves second-guessing their instincts, unable to discern friend from foe. This technique not only enhances the survivability of his battle-brothers but also creates openings for ambushes and tactical maneuvers, turning the tide of battle in favor of the Grey Knights.

Soul Sight

By sharing his witch-sight with his brethren, the psyker enables their eyes to glow with an ethereal light, granting them the ability to perceive the essence of their enemies. Under this heightened state of awareness, no foe can escape their omniscient gaze; the souls of their targets become visible, flaring like flaming beacons in the dark. This insight allows the Grey Knights to identify weaknesses, detect hidden enemies, and sense the emotional states of those around them. In addition to enhancing their combat effectiveness, Soul Sight acts as a psychological weapon, instilling fear in those who realize they are being observed by such supernatural scrutiny.

Mind Raid

The psyker reaches into the mind of his opponent, wielding his psychic abilities to conduct a brutal interrogation that extracts valuable tactical information. This psychic incursion can reveal secret codes, battle plans, and the locations of hidden forces, all while inflicting severe cerebral trauma on the victim. The psychological toll of such an invasion is immense, often leaving the target dazed and disoriented long after the raid has ended. Not only does this ability provide

critical intelligence for his allies, but it also serves as a method of sowing chaos and fear among enemy ranks, as they become aware that their thoughts are no longer secure.

Hallucination

With a wave of his hand, the psyker conjures terrifying images from the depths of his foes' memories, instilling panic and dread within their hearts. These spectral visions can manifest as past allies seemingly returned from the dead or nightmares made flesh, twisting the minds of enemies into a state of utter confusion. Each illusion is tailored to exploit the fears and insecurities of the target, causing them to hesitate or falter in the face of perceived horrors. As their resolve crumbles, the battlefield becomes a theater of their own psychological torment, enabling the Grey Knights to strike decisively while their enemies are engulfed in terror.

Tenebrous Curse

As the psyker twists his hand, a psychic bolt lances through the minds of his enemies, causing excruciating pain and disorientation. This attack not only targets the psyche but also causes their own shadows to come to life, animated by the dark energies of the Warp. The shadows surge forth, pulling the casters to the ground with frenzied determination, effectively immobilizing them and leaving them vulnerable to further assaults. This ability not only disrupts enemy formations but also serves as a grim reminder of the power of the Grey Knights, leaving their foes in a state of fear and confusion as they grapple with their own dark manifestations.



Storm Wardens Discipline[Free with Ordo Xenos Perk]
Each spell costs 200 CP without discounts. Those who bought the Storm Wardens Discipline gain 1 spell for free.
This discipline is used by the Deathwatch Librarians, as it is their eternal duty to kill and destroy the Xenos. Because of this, most of these spells are focused on doing the maximum amount of damage possible, often through area-of-effect (AOE) spells. As a Deathwatch Librarian, you are now a master of utilizing AOE spells, unleashing devastating waves of destruction against the enemies of the Imperium, ensuring that no alien threat escapes your wrath.

Avenger
The Grey Knight psyker calls upon the spirits of his Chapter's fallen ancestors, summoning their essence into a flaming, vengeful avatar of death. This spectral construct is fueled by righteous fury and psychic power, taking the form of a burning figure that surges forward across the battlefield. As it advances, it incinerates all in its path, leaving nothing but scorched remains. This power is ideal for clearing enemy lines and purging the enemies of the Emperor in a devastating wave of psychic retribution.

Force Dome
The Grey Knight psyker channels his psychic energy to create a shimmering dome of force around himself and his allies. This sphere of protection surrounds the psyker in all directions, forming a barrier against incoming ranged attacks and harmful environmental effects. The dome is strong enough to block projectiles, extreme heat, radiation, and even vacuum exposure, allowing those within to breathe and move freely. However, the shield does not prevent melee attacks, and enemies or allies can pass through the barrier without restriction. This power offers excellent defense when pinned down by enemy fire or in dangerous terrain.

Iron Arm
The Grey Knight psyker envelops his arm in an impenetrable psychic field, reinforcing it with Warp energy to deflect incoming attacks. With this power active, the psyker can ward off even the mightiest melee strikes, turning aside weapons, claws, and blows that would normally break through armor. However, this power has a drawback: the energy field is so dense that it renders the arm unusable for other tasks, such as wielding weapons or climbing. The psyker must choose between offense or defense when invoking Iron Arm, as it limits his combat options while providing unmatched protection.

Machine Curse
With a curse uttered in the language of the Warp, the Grey Knight psyker directs his psychic might toward nearby machines and vehicles, causing them to malfunction or break down entirely. The psyker can target a single large vehicle, such as a battle tank, or several smaller machines like weapons or servitors. The affected machines may seize up, short-circuit, or become otherwise inoperable, leaving their users vulnerable. This ability is especially effective when facing heavily armored foes, as it can neutralize their mechanical advantages and force them to fight on more equal terms.

Might of the Ancients
Drawing upon the raw and potent energies of the Immaterium, the Grey Knight psyker channels this psychic power directly into his body, vastly enhancing his physical prowess and strength. His muscles swell with energy, and his speed and agility increase to superhuman levels, allowing him to strike with tremendous force. In melee combat, his blows become devastating, capable of crushing armor, shattering bones, and tearing through even the toughest enemies with ease. This power is ideal for close-quarters combat, turning the psyker into a living weapon of destruction, ensuring that none can stand against the might of the Emperor’s chosen.

Librarius Discipline [Free for Librarians]
Each spell costs 200 CP without discounts. Those who bought the Librarius Discipline gain 1 spell for free.
The ancient lore of a Chapter's Librarius is vast and deeply guarded, containing centuries of knowledge gathered from countless wars and conflicts across the galaxy. Within this collection of sacred tomes and scrolls lie the hard-won secrets of the Space Marine Librarians. These ancient texts detail powerful psychic techniques, passed down through generations, that enable a Librarian to enhance his own psychic abilities or weaken and suppress the power of his enemies. The Librarius discipline is a dangerous path to tread, requiring immense mental fortitude and mastery of the Warp, but it offers unmatched potency on the battlefield. In future worlds you're also unnatural adept at learning advanced level magic.

The Emperor's Wrath
The Grey Knight psyker channels crackling bolts of psychic force from his gauntlet, sending arcs of Warp energy tearing through enemy armor. These bolts have the power to annihilate the enemies of the Imperium, ripping apart flesh and steel alike. As the psychic energy surges forward, it leaves a path of destruction, its intensity scorching the battlefield and bringing devastation to any foe it touches. This ability is particularly potent against armored units, ensuring the psyker’s wrath is felt by even the toughest adversaries.

Psychic Fortress
The Grey Knight psyker draws upon his boundless reserves of inner strength, forming a protective barrier around himself and his allies. This fortress of psychic energy shields their minds from the corrupting influence of sorcery and enemy psykers, making them resistant to mental manipulation. In its more advanced form, this power extends beyond mental defense, becoming a shimmering force field that protects the psyker and his brethren from physical harm as well. Bullets, energy blasts, and other attacks glance off the barrier, allowing the psyker’s allies to press forward without fear.

Might of Heroes
By containing the immense power of the Immaterium within his body, the Grey Knight psyker becomes an embodiment of the Emperor’s vengeance. His already formidable combat skills are vastly enhanced, transforming him into an unstoppable force on the battlefield. This power can also be bestowed upon one

of his battle-brothers, making them stronger, faster, and deadlier in combat. Under its influence, the chosen warrior's blows strike with the power of a titan, and their reflexes become lightning-fast, making them a near-invincible foe in close-quarters combat.

Psychic Scourge

In a battle of wills, the psyker pits his mental fortitude against that of an enemy sorcerer, seeking to overpower and destroy the foul witch's psychic power. By scouring the target's mind, the psyker denies them the ability to cast further spells, leaving them vulnerable and powerless. When used on non-psykers, the psyker's fury manifests as a brutal psychic assault that shatters their minds, causing immense pain and mental devastation, rendering the enemy incapacitated or outright destroying them.

Null Zone

Releasing the full might of his psychic power, the Grey Knight psyker casts down the protective barriers and defenses of his foes. Whether the defenses are technological or mystical, this power strips them away, leaving the enemy vulnerable to further attacks. With their defenses shattered, the enemies of the Adeptus Astartes are left exposed to the wrath of the Emperor's forces, ensuring that they cannot escape the righteous judgment of the Grey Knights.



Daemonology

Here you will need to choose which branch of demonology you have specialization on you can buy each specialization if you see fit. You will not receive any discounts in this discipline.

The Warp, is a realm of chaotic energy and the mirror of the minds and emotions of all sapient beings. To engage with the Immaterium is to confront a reflection of life itself, revealing both its power and its peril. The danger lies in its ever-changing nature, shaped by the thoughts, fears, and desires of all who live, while its power lies in those very reflections, offering untold potential to those who dare wield it. This discipline taps into that power, granting those who master it an uncanny ability to combat the creatures spawned from the Warp—horrific manifestations of chaos and corruption. Moreover, based on the Laughing God's trickery and insight into the Immaterium, you will gain further expertise in battling one specific Chaos God's minions. By dedicating your life to fighting one of these dark deities—be it Khorne, Nurgle, Tzeentch, or Slaanesh—you become an unparalleled foe to their followers, your powers sharpened against the very essence of their corruption. This specialization ensures that you are always ready to face the dark forces of Chaos, with a deep understanding of their nature and a relentless drive to destroy them.

Khorne

Khorne, the Blood God, is the Chaos God of war, bloodshed, and martial strength. His power thrives on the endless wars and violence that define the grim darkness of the galaxy. When you choose to specialize in fighting against Khorne, you gain an innate ability to combat his daemons and minions with unparalleled ferocity and precision.

This specialization grants you enhanced resilience against Khorne's bloodlust and rage-inducing powers, allowing you to stay calm and focused even in the heat of battle. You are naturally resistant to the primal fury that drives Khorne's followers, and you gain an instinctive understanding of their tactics. In future worlds, you receive bonuses when fighting demons, gods, and worshipers who embody war, martial prowess, pride, and the relentless urge for destruction. Your attacks are more effective against beings of violence and wrath, and your own combat skills are heightened when facing war-like foes. Additionally, you gain the ability to inspire allies, helping them resist the influence of rage and bloodlust, ensuring that they fight with honor and discipline instead of mindless brutality.

Tzeentch

Tzeentch, the Changer of Ways, is the Chaos God of sorcery, fate, and endless schemes. His domain is one of intricate plots, knowledge, and transformation, where nothing is ever truly as it seems. When you choose to specialize in fighting Tzeentch, you gain a deep understanding of his manipulative nature and his ever-shifting minions. Your mastery allows you to unravel his complex illusions and resist the twisting influence of his magic.

This specialization grants you enhanced resistance to sorcery, manipulation, and mental assaults, giving you the ability to counter the arcane powers of Tzeentch's daemons and cultists. In future worlds, you will also gain bonuses when combating beings of deceit, magic, and manipulation. Your attunement to the Changer of Ways makes you a powerful force against sorcerers, tricksters, and any entity that thrives on knowledge, change, or manipulation of fate. With this insight, you can see through deceptions, predict changes in the battlefield, and outmaneuver those who would seek to control you.

Nurgle

Nurgle, the Plague Father, is the Chaos God of decay, disease, and the cycle of death and rebirth. His followers revel in pestilence, entropy, and the inevitability of all things rotting and breaking down. When you choose to specialize in fighting Nurgle, you gain resistance to his virulent corruption, becoming nearly immune to disease, poison, and decay.

This specialization strengthens your resolve and body, allowing you to withstand the rot and filth that his daemons spread. You can battle Nurgle's forces without fear of succumbing to their toxins or debilitating diseases. In future worlds, you will gain bonuses when fighting beings and forces that embody sickness, rot, and stagnation. Your knowledge of Nurgle's plagues allows you to heal others afflicted by unnatural diseases and purify areas tainted by corruption. With this power, you become a relentless force against all that decays, standing firm against the endless tide of decay and pestilence that Nurgle seeks to unleash upon the universe.

Slaanesh

Slaanesh, the Prince of Excess, is the Chaos God of pleasure, excess, and obsession. Slaanesh's followers indulge in hedonistic desires, seeking out the most extreme forms of gratification and sensation. When you choose to

specialize in combating Slaanesh, you develop a powerful resistance to temptations, manipulations, and sensory assaults that would break the will of lesser beings.

This specialization sharpens your focus, allowing you to cut through the illusions and mind games of Slaanesh's daemons, remaining steadfast in battle against their seductive power. Your mind becomes fortified against manipulation, while your senses are heightened, giving you greater clarity and precision in combat. In future worlds, you gain bonuses when facing enemies that embody excess, vanity, and indulgence. You can resist their psychological and emotional warfare, making you a formidable opponent against those who seek to corrupt through desire and obsession. Additionally, you gain the ability to restore clarity to those lost to madness or obsession, helping free others from the chains of excess and addiction.

Chaos Undivided

When you choose to specialize in fighting Chaos Undivided, you dedicate yourself to opposing the collective powers of all four Chaos Gods—Khorne, Tzeentch, Nurgle, and Slaanesh. Chaos Undivided represents the unity of these deities, worshiped by those who seek to harness the strength of the Warp without allegiance to a single god. As a warrior devoted to combating Chaos Undivided, you develop an extraordinary ability to face all aspects of the Ruinous Powers.

This specialization grants you resistance to the diverse range of Chaos energies and tactics, making you adaptable and resilient against the forces of madness, corruption, and devastation. Whether it be the bloodthirsty rage of Khorne, the insidious trickery of Tzeentch, the plague-bearing rot of Nurgle, or the seductive excess of Slaanesh, you are well-prepared to counter their powers but not as powerful when specialization in one god. In future worlds, you gain enhanced abilities when fighting demons, cultists, and champions who embody the collective strength of all Chaos Gods, as well as those who seek power without aligning with one particular aspect. Your presence on the battlefield inspires others to resist corruption, and your mastery of anti-Chaos tactics ensures that you can fight on multiple fronts, defending against the full spectrum of the Ruinous Powers.

Geokinesis Discipline
Each spell costs 200 CP without discounts. Those who bought the* Geokinesis Discipline *gain 1 spell for free.
The ground quakes under the command of a Geokine, a master of Geokinesis, a rare and powerful psychic discipline. This art allows the psyker to draw upon the planet's raw elemental force, shaping the earth itself into a deadly weapon. With each thought and gesture, the battlefield shifts at the Geokine's will—earth shatters, lava boils, and entire landscapes rise and fall in response. This power reflects the deep connection between the psyker and the bones of the world, turning even the most stable of terrains into a nightmare for those who dare to oppose the Emperor's will. Geokinesis grants not only destructive abilities but also healing through the planet's own lifeblood, making the Geokine both a destroyer and a protector.

Chasm
The psyker claps his hands together with an earth-shattering force, then slowly pulls them apart, creating a massive rift beneath the enemy's feet. The ground splits wide, revealing a bubbling sea of molten lava that swallows anything above, leaving no trace of the foes unlucky enough to fall in.

Earth Blood
By drawing power from the very core of the world, the psyker channels healing energy up through the ground, allowing the planet's vitality to surge into allies nearby. Wounds knit together, and exhausted warriors are revitalized as the energy of the earth itself refreshes their bodies and spirits.

Scorched Earth
With a focused thought, the psyker commands the ground to ignite. The earth trembles and burns, turning the battlefield into a chaotic eruption of molten rock and flaming debris. The area becomes a churning, deadly field of magma that devours enemy forces in an inferno of fiery destruction.

Landquake
The psyker stomps his foot upon the ground, triggering a powerful earthquake that radiates outward. The earth buckles and shudders, sending shockwaves across the battlefield that throw enemy troops off their feet, leaving them vulnerable to further attack.

Phase Form

A subtle manipulation of the Warp causes a distortion in space around a chosen ally. This anomaly allows the ally to become partially intangible, passing through solid objects with ease and gaining the ability to attack through walls or obstacles, making them an unpredictable and elusive force.

Warp Quake

Focusing his psychic might on a single structure, the psyker tightens his grip into a fist. As his hand trembles, so does the targeted building. The ground quakes, and the structure begins to crumble under the force of his will, collapsing into rubble and crushing any who had sought refuge inside.

Shifting Worldscape

The psyker's most dramatic power, in which he tears a section of the battlefield from its place and raises it into the sky. Entire segments of land—along with any foes or allies standing upon them—are moved to a new location, creating chaos as the landscape itself is remade according to the Geokine's whims.



Fulmination Discipline [Free with Electro-Priest Perk]
Each spell costs 200 CP without discounts. Those who bought the* Fulmination Discipline *gain 1 spell for free.
The psychic discipline of Fulmination taps into the primal, electrifying power of lightning itself, harnessing it as a weapon of both destruction and defense. Psykers skilled in Fulmination command the essence of raw energy, their minds capable of transforming the very air into a deadly force. With a mere thought, they can channel this power to obliterate foes, shield allies, or manipulate the battlefield. These electric abilities not only unleash torrents of lightning but also affect machinery, and with the right focus, can even teleport forces across vast distances. Fulmination is a terrifying reminder of the deadly potential of psychic energy when used in battle.

Electrosurge
The psyker channels electrokinetic energy through their body, allowing it to surge between their fingers. With a simple gesture, this energy leaps outwards, transforming enemies into smoldering husks of charred flesh as lightning rips through their bodies.

Electroshield
Focusing their will, the psyker summons a shimmering, crackling shield of pure electrokinetic energy. This barrier wards off bullets, explosions, and even physical blows, dissipating any incoming attacks in a crackling field of electricity that sparks and flares with every impact.

Electropulse
By gathering energy into a single point, the psyker unleashes a massive pulse of electromagnetic force. This spiraling wave of energy knocks out enemy technology, causing circuits to short, machines to malfunction, and vehicles to grind to a halt. The pulse spreads chaos across any battlefield filled with technological foes.

Lightning Arc
A devastating display of power, the psyker's eyes and mouth blaze with lightning drawn from the Warp. Bolts of pure energy leap forth, arcing through enemy ranks in unpredictable, deadly patterns. Each arc strikes down enemies in a chain reaction of crackling destruction.

Fists of Lightning
Summoning the power of the storm, the psyker envelops their hands in brilliant, writhing lightning. Each strike not only delivers a powerful blow but sends arcs of deadly electricity into surrounding enemies, causing electrical surges that jump between them, leaving devastation in their wake.

Magnetokinesis
By bending electromagnetic forces to their will, the psyker can create a field of magnetokinetic energy around allies. This field lifts them into the air, allowing the psyker to move them across the battlefield to a tactically advantageous position without them needing to take a step.

Electrodisplacement
In a flash of lightning, the psyker manipulates the Warp to displace themselves across the battlefield. This ability allows the psyker to instantly switch locations with an ally, leaving enemies disoriented as they suddenly find themselves facing a different foe.



Telepathy Discipline
Each spell costs 200 CP without discounts. Those who bought the* Telepathy Discipline *gain 1 spell for free.
The psychic discipline of Telepathy is a subtle yet formidable power, allowing its wielder to manipulate thoughts, emotions, and even the minds of others. It operates on the invisible currents of consciousness, shaping reality not by force, but through mental domination and suggestion. A Telepath can obscure themselves from enemy senses, invoke crippling emotions, or cause hallucinations to confuse and disorient foes. However, this discipline's true strength lies in its ability to control and dominate the minds of others, turning enemies into puppets and allies into unwavering champions.

Astrotelepathy
Librarians can use their psychic gifts to send messages across the vastness of space, much like an Astropath. Though not as commonly used as battle-oriented powers, it is essential for long-distance communication in dire circumstances. A Librarian skilled in Astrotelepathy can send messages through the Warp to communicate across star systems, although the task is often reserved for Astropaths to keep Librarians focused on more pressing duties.

Compel
With this power, the Librarian briefly forces an individual to act against their will. The control is short-lived but can be decisive in battle. A compelled enemy might hesitate, step aside, or even strike an ally, all while their mind is twisted to follow the Librarian’s psychic command. It is subtle, but when used in critical moments, Compel can shift the course of a confrontation.

Dominate
A more advanced and fearsome use of telepathy, Dominate allows the Librarian to take complete control of an enemy's mind. This power turns the victim into a puppet, their actions controlled entirely by the Librarian's will. Whether it is to make the enemy attack their comrades or to stand still while being cut down, Dominate is a terrifying power that crushes all free will in the victim.

Inspire
Not all telepathic powers are offensive. The Librarian can send out waves of reassurance and calm to his battle-brothers, invigorating their spirits and strengthening their resolve. This psychic morale boost can inspire allies to push through pain and fear, allowing them to fight with renewed determination and focus, even in the darkest moments of battle.

Long-Range Telepathy
This ability allows the Librarian to send thoughts and communicate with others across great distances, not just within the immediate battlefield. Once a Librarian masters this power, he can communicate without risking unpredictable Warp phenomena. This extended telepathy can be used to coordinate forces, issue orders, or relay vital information without the need for conventional means of communication.

Mind Probe
The Librarian peels back the layers of an individual's mind, accessing their surface thoughts and deeper memories. This power allows the Librarian to extract information, detect deceit, or uncover hidden truths. It is an invaluable tool for interrogation and reconnaissance, enabling the psyker to gain crucial intelligence from an enemy’s mind.

Mind Scan
Extending his psychic senses, the Librarian can detect other sentient minds within range, even if they are hidden or out of sight. This power allows the psyker to discern the number and general state of consciousnesses in an area, gathering information about enemies or allies who might be concealed. Mind Scan provides an effective way to locate hidden threats or discover the true intentions of those nearby.

Technomancy [Free for Techmarines]
Each spell costs 200 CP without discounts. Those who bought the Technomancy* Discipline *gain 1 spell for free.
Technomancy is the psychic discipline that taps into the machine spirits of the galaxy's advanced technology, manipulating mechanical systems and weaponry with the same finesse that other psykers control organic minds. Through this discipline, psykers commune with machinery, subverting or mending it at will. From turning an enemy vehicle into a malfunctioning hulk to bolstering the armor of their allies, Technomancers wield incredible control over both war machines and their inner workings.

Blessing of the Machine
With this ability, the psyker coaxes life back into a dormant machine spirit, temporarily invigorating it to fight with renewed vigor. This can turn a vehicle or heavy weapon platform into a potent force for a short time, empowering it to act beyond its normal capabilities. Even long-abandoned machines can be revived to lash out against enemies in defense.

Machine Curse
The psyker gazes through the armored shell of a vehicle, seeing its internal workings with terrifying clarity. This allows the psyker to target and manipulate critical systems, causing devastating malfunctions that can disable or destroy the machine. From overheating power cores to jamming weapons, this curse brings mechanical devastation.

Reforge
In this psychic act of repair, the psyker communes with a damaged vehicle, soothing its machine spirit and manipulating the warp to mend the vehicle's hull or systems. Reforge can restore a damaged vehicle to operational status during battle, allowing it to fight on when it otherwise would have been lost.

Warpmetal Armour
The psyker temporarily encases their allies or nearby vehicles in warp-forged armor, drastically increasing their resilience to enemy fire. Bullets, lasers, and blades are turned aside by this steely shell, providing a critical boost to defense. Tanks become mobile fortresses, and infantry seem unbreakable, wrapped in this protective warp-metal skin.

Fury of Mars

Channeling the wrath of the Omnissiah, the psyker unleashes a devastating pulse of warp energy that targets and disrupts impure or corrupted technology. This invisible wave of energy surges forth to disable or destroy enemy war machines and fortifications, reducing their mechanical might to ruin in an instant. The wave leaves untouched anything imbued with the Omnissiah's blessing.

Machine Flense

The psyker's mind lashes out at an enemy vehicle, war machine, or mechanical construct, tearing apart its armor in a violent eruption of jagged fragments. As the machine crumbles under this assault, the psyker can redirect the shredded pieces to strike nearby enemies, turning the machine's own destruction into a deadly weapon.



Divination Powers
Each spell costs 200 CP without discounts. Those who bought the* Divination Discipline *gain 1 spell for free.
Divination is a psychic discipline that allows the psyker to pierce the veil of time and probability, glimpsing into the future or past, perceiving hidden truths, and shaping events. A Diviner can influence the course of battles and events, either by predicting what will happen or by manipulating possibilities in their favor. Divination is as much about seeking knowledge as it is about using it to protect allies or twist fate.

Lifting the Veil
This power extends the art of **Psychometry**, enabling the psyker to not only read the psychic impressions left on an object or location but to relive its history. By tapping into the memories imprinted upon an object or place, the psyker can glimpse past events as if they were experiencing them firsthand, revealing hidden knowledge or truths.

Possibility Shield
The psyker taps into their understanding of future events and the flow of time to shield themselves and their allies. This ability creates a metaphysical "shield" of probability, increasing the likelihood of favorable outcomes, such as avoiding injury or death, while decreasing the chance of negative outcomes. This ability can alter fate in subtle but powerful ways, ensuring that enemies miss their mark or that a dangerous situation ends in an unexpected escape.

Psychometry
The psyker can read psychic traces left on objects, gaining rough impressions about the object's past and its former owner. By touching an article of clothing, weapon, or personal possession, the psyker can learn details about the person who once owned it, such as their emotional state or recent actions. The strength of these impressions depends on the psyker's mastery of divination.

Reading
The psyker can focus on a person's aura, the psychic projection of their soul, to learn more about their nature. The Librarian can study a person’s aura to detect their mood, intentions, and emotional state. This ability can also be used to detect hidden influences, such as if someone is under the control of another psychic entity or being manipulated by external forces.

Augury
The psyker uses the **Emperor's Tarot** to perform a divination for a specific individual, interpreting the arcane cards to reveal insights about the subject's future. Both the psyker and the subject must remain in contact while the divination is performed, and the psyker must ask a specific question. The results of the Tarot reading are often cryptic, presenting riddles and half-truths that require interpretation, but they can grant the subject valuable guidance in times of uncertainty.

Twist of Luck
The psyker can manipulate the threads of fate to bring about strokes of good fortune in crucial moments. With this power, the psyker can cause an enemy's weapon to malfunction at just the right time or an escape route to miraculously open up when all seems lost. However, this manipulation of luck is limited to smaller-scale, personal events. It would require immense psychic power to influence something as large as a starship battle.

Strength of Sense
The psyker augments their own senses or those of an ally, allowing them to perceive details far beyond normal human limitations. This enhancement can range from sharpening vision and hearing to more extraordinary feats, such as sensing the emotions of an enemy commander miles away or discerning intricate details like the grooves of a weapon holstered on their hip. With this power, nothing escapes the psyker's heightened awareness.

Cyber Modification Section:

In the endless battle against Chaos, the ravages of war inevitably take their toll on the flesh. But through the art of Cyber Augmentation, a warrior can transcend the limitations of their organic body, becoming stronger, faster, and more resilient. These enhancements allow the body to be improved and repaired, with new cybernetic components that push the user beyond the capabilities of even the most hardened soldiers.

Cyber augmentations can be tailored to suit a variety of combat roles, from direct combat to tactical warfare, and the level of augmentation depends on the skill and resources available. Whether replacing a lost limb with a powerful mechanical counterpart or enhancing the brain with data-processing capabilities, these augmentations turn the psyker into a living weapon.

You will receive +500CP to use in this section only.

Bionic Senses [50CP Each]
In the Imperium of Man, advanced technology allows for the replacement and augmentation of sensory organs, making bionic senses an invaluable asset for those whose natural abilities have been lost or require enhancement. These bionics can replace eyes, ears, noses, and even the sensations of touch and taste. Furthermore, more sophisticated versions can lead to heightened sensory perception, such as synaesthesia—where one sense can trigger an experience in another. Some Bionic sense can be upgraded which will added in the list bellow.

Bionic Eyes
Basic: Bionic eyes extend the wearer's vision into multiple spectrums, allowing them to see heat signatures, electromagnetic energies, and other forms of invisible radiation. This is invaluable for tracking heat sources, detecting cloaked enemies, or navigating through environments where natural vision is impaired.

Flash Resistance[50CP]: Augmented eyes are built to resist blinding effects, making the user immune to flashbangs, glare, and other bright light sources that would incapacitate an ordinary individual.

Integrated Targeting Systems[100CP]: Bionic eyes can include advanced targeters, providing real-time rangefinding, auto-aim calibration, and lock-on features for ranged weapons. This makes the wearer a deadly marksman, with precision shooting far beyond the capability of normal human sight.

Digi-Weapons Integration*[100CP]*: For high-ranking individuals, bionic eyes may be further enhanced with built-in digi-weapons—miniature lasers or projectile weapons embedded within the augmentation, allowing the user to fire small, hidden attacks without the need for external weapons.

Bionic Hearing
Basic: Bionic hearing vastly improves the range and clarity of the user's auditory perception. With this enhancement, the user can hear subtle sounds like the breathing of hidden enemies, the beating of hearts through walls, or distant footsteps. This heightened awareness makes the user especially effective in tracking, ambushes, and detecting threats in any environment.

***Frequency Tuning[50CP]*:** Bionic hearing can be adjusted to pick up specific sound frequencies, allowing the user to isolate particular noises even in a chaotic battlefield. This can be used for eavesdropping on enemy communications, detecting ultrasonic signals, or even avoiding auditory traps.

Bionic Smell
Basic: The user's sense of smell is augmented to detect a wide range of scents, including chemical compounds, explosives, and the presence of toxins. This makes the user proficient in identifying environmental dangers, tracking individuals by scent alone, and detecting threats that would otherwise go unnoticed.

Airborne Analyzers [50CP]: Advanced bionic smell enhancements include built-in analyzers that allow the user to interpret the chemical composition of smells, providing data on environmental hazards or identifying specific substances present in the air, like gas leaks or biological weapons.

Bionic Implants [Varied]
The following bionic implants are tailored to their needs in the eternal war against the dark forces, each designed to improve the combat capabilities, survivability, and psychic prowess of a Grey Knight.

Bionic Prosthetics [50 CP Each]
Bionic prosthetics in the world of Adeptus Mechanicus are revered for their ability to turn the human body into a powerful tool, surpassing the limits of flesh with superior technology. Below are some examples of advanced bionic implants and prosthetics tailored for a Grey Knight Astartes:

Bionic Arm
A bionic arm is a common replacement, but high-quality versions offer far more. These can increase strength to near-Astartes levels, with synthetic muscles enhancing force without sacrificing dexterity or the sense of touch. Astartes utilizing these can wield heavy weapons more effectively or even engage in melee with increased physical power.

Bionic Legs
Fully integrated bionic legs replace or augment natural limbs with enhanced versions. High-quality legs allow Grey Knights to move faster, jump higher, and even climb or sprint with superhuman speed, ideal for both battlefield mobility and close combat. The Alatus-Pattern Jump Pack mentioned below is often integrated into such systems.

Bionic Respiratory System
Bionic lungs are designed to filter toxins and provide enhanced oxygen efficiency, crucial for survival in toxic or vacuum environments. Astartes respiratory systems can go beyond this, providing oxygen on-demand in hostile conditions for extended operations.

Bionic Heart
A bionic heart is encased in durable ceramite, providing added protection against physical trauma or even energy-based attacks. High-grade bionic hearts may come with built-in toxiphages to neutralize poisons and drugs, allowing for continuous operation in biohazardous environments.

High-Quality Bionics [50 CP Each]
Upgrading one of your implants to high-quality increases efficiency in every aspect. Limbs become stronger and faster without loss of sensitivity, organs process oxygen or toxins more efficiently, and senses expand beyond human limits, incorporating augmetic enhancements like ultraviolet or infrared vision.You can by this for each ***Bionic Prosthetics*** you have.

Integrated Blade [50 CP Each]
This implant allows Grey Knights to conceal a melee weapon, such as a power sword or force weapon, inside their bionic limb. These can remain hidden until needed, unfolding seamlessly for instant use, making them perfect for unexpected close-quarters combat situations.ou can by this for each ***Bionic Prosthetics*** you have and limited to arms and legs..

Weapon Hardpoint [50CP Each]
A Grey Knight must carry a wide array of specialized weaponry to combat daemonic threats, but even they are limited by the number of weapons they can physically wield. Weapon hardpoints allow the Astartes to attach weapons to their shoulders, back, wrists, or hips, freeing up their hands for other tasks or additional combat tools. For every 50CP you gained 2 hardpoints.

Automated Hardpoints [50CP]: These hardpoints can be further enhanced with automatic targeting systems, enabling the weapons to fire independently at nearby enemies while the Grey Knight focuses on other actions. These systems can be controlled via the Grey Knight's neural link for precision targeting.

Skinplants [100CP]
Advanced skinplants, using crystal technology, are often incorporated into a Grey Knight's armor for both practical and aesthetic purposes. These implants, integrated into the skin, can provide displays of holy runes and symbols of the Emperor's protection, giving the warrior both a psychological edge and utility.

Cranial Armor [100CP]
This augmentation replaces much of the skull with reinforced plasteel and gel padding, protecting the brain from concussive impacts and other injuries. Essential for front-line fighters who face massive physical blows, this implant provides critical protection from both melee and ranged damage.

Toxiphage [100CP]
This implant provides complete immunity to toxins, poisons, and dangerous drugs. It neutralizes any harmful substance before it can take effect, targeting anything from combat drugs to deadly neurotoxins. Invaluable when dealing with Nurgle's creations or other daemonic entities that rely on poison and disease as weapons

Locator Matrix [100CP]
With micro-cogitators implanted at the base of the skull, the Locator Matrix provides a constant awareness of the Grey Knight's precise location relative to planetary poles and battlefield coordinates.

Psi-Booster [200CP]
For the Grey Knights, whose psychic abilities are their greatest weapon against Chaos, the Psi-Booster amplifies the power of their mind. Installed deep within the brain, this implant boosts psychic energy, increasing the user's precision, control, and raw power.

Ferric Lure [200CP]
Utilizing advanced electromagnetic systems, this implant grants the Grey Knight control over magnetic fields. With concentration, they can attract, repel, or manipulate metal objects in their environment.

Autosanguine [200CP]
Ancient micro-technology flows as a metallic liquid through the Astartes' bloodstream, repairing minor injuries and accelerating recovery. This implant works constantly, ensuring that wounds close faster, toxins are filtered out more efficiently, and the Grey Knight remains in the fight for longer.

Cerebral Implants [200CP]

These implants can augment the brain's capacity or replace damaged parts, providing not just restoration but superior functionality.These implants can improve strategic thinking, reaction times, and multitasking in combat scenarios. However, they come with the risk of personality shifts or mental instability if improperly calibrated. For a Grey Knight, cerebral implants may be used to further enhance psychic prowess or increase battle awareness.

Maglev Coils [200CP]

Maglev coils, embedded in an Astartes' body, enable limited flight or levitation. Grey Knights can soar above the battlefield, engaging enemies from above or positioning themselves strategically. The coils also provide a powerful advantage during orbital insertions or hazardous descents.

Skeletal Reinforcement [300CP]

Ceramite-sheathed bones reinforce the Astartes' skeleton, making them nearly indestructible. This augmentation allows them to withstand immense physical trauma and continue fighting, ensuring that their bodies can handle the rigors of extended combat and powerful enemies.

Synthetic Muscles [300CP]

Synthetic muscle fibers increase strength dramatically, allowing a Grey Knight to lift and carry even the heaviest of weapons or throw enemies with ease. The flakweave-enhanced muscles also resist damage, keeping the Knight operational even in the fiercest engagements.

Adeptus Mechanicus Implants [Varied]
.Here is a list of implants usually reserved for the Adeptus Mechanicus. If you are a ***Tech-Marine*** , you can receive 1 implant here for free, and everything here is discounted for the rest.

Mechadendrite[100CP each/ Techmarines receive 4 for free]
These mechanical tendrils are extensions of the body, each specialized for different purposes. For every one you buy, choose its purpose.

Medicae: Equipped with medical tools and injectors, this tendril aids in surgeries and medical treatments.

Utility: The most common type, outfitted with tools for mechanical maintenance, micro-construction, and six injector pistons for sacred or profane oils.

Exploration: Used for scientific analysis, this mechadendrite includes chemical filters, sensors, and light sources, perfect for explorers of unknown territories.

Optical: This tendril enhances awareness with telescopic, microscopic, and infrared vision capabilities, along with a glow-globe for illumination.

Servo-Arm: A heavy-duty arm designed to lift and hold objects or crush enemies with mechanical force.

Mechatendril: Designed for combat, these fast-moving mechanical appendages strike enemies or parry attacks independently of the user's main limbs.

Electoos [200CP]
Electoos are complex tattoos made from conductive materials placed beneath the skin. These implants store and control electrical energy, providing unique abilities in and out of battle. Energy Discharge allows the wearer to absorb electrical power and release it in combat as a shockwave or channel it into enhanced strikes. Additionally, Memory Banks can store and retrieve tactical data, sacred oaths, or other essential information, offering both utility and combat enhancements.

Calculus Logi Upgrade[200CP]
This implant is a powerful cogitator embedded in the body, designed to significantly enhance cognitive functions. It enables the user to process vast amounts of data quickly and efficiently, sifting through complex information far beyond normal human capacity. Whether analyzing battlefield tactics or organizing large archives of data, this implant provides unparalleled mental acuity.

Ferric Lure Implants [200CP]
These powerful electromagnets allow the user to project an energy field to pull metal objects toward them. With a successful willpower test, the user can draw objects weighing up to 1 kilogram per point of willpower from a distance of up to 20 meters, provided the object is unsecured. These implants require prior possession of Mechanicus Implants to function correctly.

Interface Port [200CP]
An implant often installed at the back of the neck, the Interface Port allows the user to directly connect to machines via a data cable. This provides a seamless connection to technological devices, making the user capable of interacting with and controlling them with thought alone.

Internal Reservoir [400CP]
This implant acts as a powerful internal battery, storing energy to power other cybernetic systems or machinery. It automatically recharges every 24 hours, ensuring that energy-intensive functions like flight or heavy bionics can be utilized regularly without external power sources.

Luminen Capacitor [400CP]
The Luminen Capacitor is an archaeotech energy source implanted into the body. It allows the user to charge machines by touch, restoring their functionality or empowering other cybernetic systems. In combat, it can unleash devastating energy blasts, while in non-combat situations, it acts as a power source for other implants.

Mind Impulse Unit (MIU) [400CP]
This implant enables direct neural control of machines or devices, allowing the user to communicate with technology at the speed of thought. It is commonly used by the Adeptus Mechanicus to enhance their technological prowess. The MIU Weapon Interface is a simplified version of this, specifically for controlling an attached weapon remotely.

Crystal Stack Micro-Cogitator [400CP]
This implant is a highly advanced data storage system implanted in the skull, capable of storing vast amounts of information. Grown specifically for each user, the data stored inside is encrypted and nearly impossible to access without the user's consent, making it a highly secure personal data vault.



Grey Knights Equipment:

The Grey Knights, as an elite Space Marine Chapter, have access to some of the most advanced and specialized equipment in the Imperium due to their focus on fighting Daemonic infestations. This equipment is largely the result of ancient pacts with the Adeptus Mechanicus, ensuring that the Grey Knights always have cutting-edge technology at their disposal. These agreements, combined with secret and highly unorthodox alliances with certain xenos species also devoted to defeating Chaos, have provided the Chapter access to alien technology that is otherwise forbidden to other Space Marine Chapters.

You will receive +500 CP that can only be used within this section to acquire and customize the following exclusive tech and alien gear for your Grey Knight.

Basic Gear

Nemesis Force Weapons[one Free/ 100CP each]
Nemesis Force Weapons are the signature weapons of the Grey Knights, specially designed to harness and amplify the psychic power of their wielders. Unlike other Space Marine Chapters, the Grey Knights are all potent psykers, and this connection between mind and weapon makes their Nemesis Force Weapons particularly devastating, especially against Daemons and other supernatural enemies. Each weapon is sanctified and crafted through a combination of arcane rituals and advanced technology, and their power scales with the wielder's psychic abilities.

Here are the main types of Nemesis Force Weapons used by the Grey Knights. You will receive one for free. And any other will cost 100CP.

Nemesis Force Halberds
These are finely crafted polearms featuring long, curved blades on sturdy hafts. Their ancient design has remained unchanged due to their effectiveness in battle. A Grey Knight can wield a halberd one-handed or two-handed, making it a versatile weapon for both quick strikes and heavy blows. Its psychic energy can tear through Daemons and other resilient foes.

Nemesis Daemon Hammers
Combining the devastating power of a Daemon Hammer with the psychic amplification of a Nemesis Force Weapon, these massive hammers are the bane of all Daemonic entities. While they are used by the Grey Knights, high-ranking Inquisitors of the Ordo Malleus are also known to wield them. The crushing force of these hammers is amplified by the wielder's psychic power, making them capable of destroying even the most formidable enemies**.**

Nemesis Falchions
Used in pairs, these short blades are quick and deadly in close combat. The monofilament circuitry within them enhances the speed at which they can strike. Due to their light weight and the wrist-mounted Storm Bolters carried by Grey Knights, these falchions can be used in tandem with ranged attacks, creating a seamless flow of combat between shooting and melee.

Nemesis Force Swords
These are lighter and more versatile than the halberds, though no less dangerous. Each Nemesis Force Sword is constructed with a power field and psychic amplifier, allowing the wielder to channel their psychic energy through the blade. It excels at parrying enemy attacks while delivering precise and deadly strikes, making it a perfect tool for combating Daemonic foes.

Nemesis Warding Staves
These staves are among the most complex and sacred weapons forged by the Grey Knights. They are designed not only for offense but also for defense, capable of generating protective psychic wards that can shield the wielder from attacks. Each stave is a relic, often topped with rare and holy artifacts like the skulls of Imperial saints or Grey Knights heroes, consecrated and preserved to protect the wielder and enhance their psychic power.

Grey Knights Ranged Weapons [200 CP each / Discounted for Purgation]
The Grey Knights, much like other Space Marine Chapters, favor the use of bolter-based weaponry due to their devastating damage and potent armor-penetrating capabilities. Grey Knight bolters, however, are even more powerful than standard bolters, further enhancing their battlefield prowess. These weapons also serve a psychological purpose, demoralizing enemies with their sheer destructive force. Additionally, when purchasing any of these weapons, the ammunition stored in your warehouse will last at least ten years of battle, according to the standards of warfare in the 41st Millennium.

Astartes Storm Bolters[Free for all]
These bolter weapons, designed specifically for the Grey Knights, are larger and more robust than typical Adeptus Astartes bolters. Built for durability and enhanced with superior ammunition, they are mounted on the wrist to free up the warrior's hands for wielding Nemesis Force Weapons in two-handed strikes. Essentially, a Storm Bolter combines two standard bolters into one formidable firearm. These weapons are often equipped with Psybolt ammunition, a type of bolt round charged with psychic energy to make it even more effective against Daemonic entities.

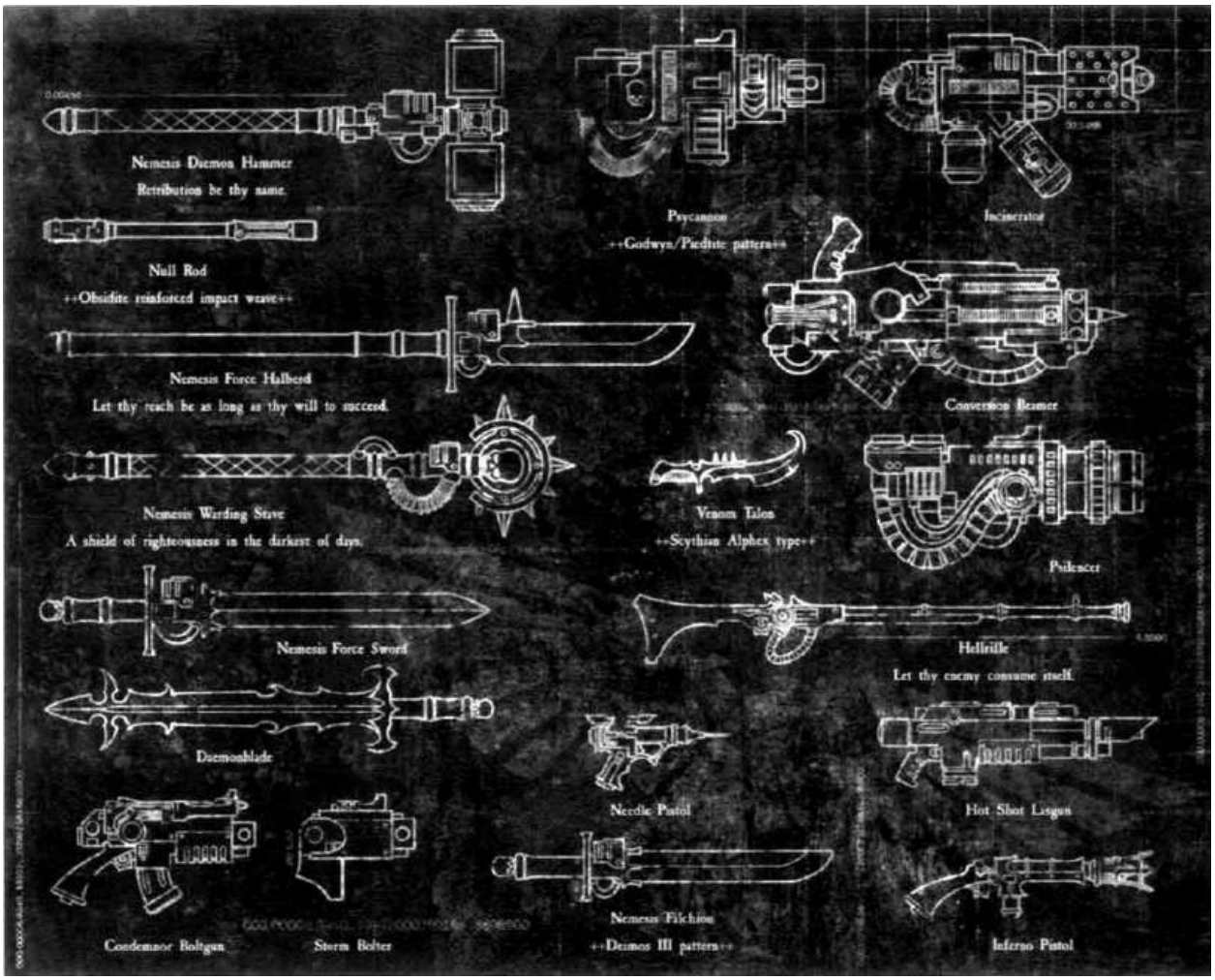
Astartes Incinerator
The Incinerator is a more powerful version of the standard Heavy Flamer, utilizing a psychically-charged form of Promethium as fuel. This psychic Promethium burns hotter and causes more severe damage, particularly to Daemons. The Incinerator is devastating in close-range combat, bathing enemies in sheets of burning, psychic-infused fire that can even reduce supernatural foes to ashes.

Astartes Psilencer
Unlike traditional bolter weapons, the Psilencer does not fire physical ammunition. Instead, it harnesses and amplifies the psychic power of its wielder, releasing it as a beam of concentrated energy. The wielder channels their psychic force into the containment core of the Psilencer, which is then amplified and focused into a powerful, unstoppable pulse of energy. This unique weapon is suspected to be of xenos origin, as it bears little resemblance to any other Imperial technology. Whether the Psilencer was acquired through theft or gifted

by alien allies remains unknown, and the Grey Knights keep its true origins secret.

Astartes Psycannon

A rare and ancient weapon, the Psycannon was specially developed for the Grey Knights, and its method of creation has been lost over time. Psycannons use Psybolt ammunition, and the weapon's internal mechanisms are highly advanced, incorporating anti-gravitic suspensors to reduce weight and improve mobility during battle. This allows a Grey Knight to fire the Psycannon while moving, making it incredibly effective at striking down enemies in fluid combat situations. The weapon is particularly devastating against psychic and Daemonic enemies, unleashing devastating volleys of psychic-charged firepower.



Armour

Aegis Armour [Free For All]

Space Marine Power Armour is an extraordinarily sophisticated defensive system that combines immense resistance to physical damage with an array of sensory and environmental protections. It enhances the already superhuman physiology and senses of its Space Marine wearer, becoming an indomitable force on the battlefield. Aegis Armour, however, is even more unique to the Grey Knights, as it is imbued with psychoconductive filaments and anti-daemonic wards. These powerful protections safeguard the wearer from psychic attacks and the horrors of the Warp, making the armour an integral part of the Grey Knights' battle against Daemons.

Storm Shield [100 CP / Free for Paladins]

A powerful defensive tool used by the Grey Knights, the Storm Shield can withstand both melee and ranged attacks, including hits from devastating lascannons or super-heavy weaponry. Shaped like the Crux Terminatus or other variations, the shield activates a shimmering energy field that crackles with lightning, effectively absorbing even the most intense blows. It pairs well with a Thunder Hammer for maximum defense and offense.

Aegis Terminator Suits [200 CP / Free for Paladins & Grandmaster, discounted for Apothecary and Justicar]

Terminator Armour is the pinnacle of protective gear for Grey Knights, offering unparalleled defense. Equipped with the Aegis system, the suit grants powerful psychic shielding in addition to heavy ceramite-bonded plates, plasteel reinforcements, and advanced sensor arrays. These armours are integrated with life-support systems, motion sensors, and threat detectors, linking directly into the wearer's awareness. Each suit also includes a Teleport Homer for battlefield deployment, making Grey Knight Terminators an unstoppable force.

Possible Armour Upgrades:

Here a list of upgrades that your amour may receive.

Mark X Tactius [Free only for those with Crossing the Rubicon Perk]

Combining the most effective elements of past power armour designs, Mark X Tactius armour is used by Primaris Space Marines during the Indomitus Crusade. It offers modular ceramite plating and can adapt to various tactical roles, making it a versatile option for warriors on the battlefield.

Warded Plate [200 CP / Discounted for Brotherhood Campione]
Armour engraved with powerful warding sigils, making it nearly invulnerable to attacks. The Warded Plate is a masterwork, enhancing the wearer's resilience to a staggering degree.

Artificer Armour [200 CP / Discounted for Justicar]
Heavily customized and decorated power armour, often inherited by high-ranking individuals within the Chapter. These unique suits are personalized with elements from various armour marks, enhancing both protection and prestige for their wearer.

Rosarius [200 CP / Discounted for Paladin]
A rare, powerful amulet that generates a protective energy barrier, rendering even plasma gun shots harmless. It is a prized artifact within the Ecclesiarchy, symbolizing faith and protection for the wearer.

Refractor Field Generator [200 CP / Discounted for Chaplain]
A small device that generates a protective energy field to disperse the energy of incoming attacks. Though less reliable than a Rosarius, it is still capable of stopping high-powered projectiles like lascannon and plasma hits.

Iron Halo [400 CP / Discounted with the Crossing the Rubicon Perk]
A rare artifact bestowed upon Space Marines for exceptional bravery, the Iron Halo generates a conversion field that greatly enhances the resilience of power armour. As a symbol of rank, only the most elite, such as Captains and above, are given the honor of wearing it.

Psychic Hood [400 CP / Free for Librarian]
This advanced piece of equipment is used by Space Marine Librarians to defend against enemy psychic powers. Rising from the backplate of their Power Armour, it nullifies psychic attacks through a network of aligned crystals, making the wearer a formidable counter to enemy psykers.

Grenades

Frag Grenade [Free]

A basic anti-personnel grenade that explodes, scattering thousands of sharp metal shards in all directions. It's designed to attack enemies hiding behind cover by filling the area with shrapnel.

Krak Grenade [100CP]

Specialized for anti-tank purposes. Unlike the frag grenade, the krak grenade delivers a concentrated explosion, making it effective against armored vehicles and heavy targets. It requires careful placement since its explosive radius is smaller than that of a frag grenade.

Psychotroke Grenade [100 CP]

This weapon, used by the Inquisition, releases a psycho-reactive nerve gas that causes intense hallucinations in its targets. This gas is capable of severely incapacitating anyone affected by it, making it useful in psychological warfare.

Blind Grenade [100 CP]

An advanced version of a smoke grenade, this grenade not only releases dense smoke but also disrupts enemy scanners with electromagnetic radiation, infrared bafflers, and chaff. This makes it hard for enemies to detect or attack through the interference, though its effects are short-lived and influenced by weather conditions.

Melta Bomb [200 CP]

A powerful explosive charge that produces intense thermal energy capable of "melting" through heavily armored targets, such as vehicles or fortifications. It's designed to be attached to a target and can be set with a timed delay.

Rad Grenade [200 CP]

This grenade explodes into radioactive fragments that weaken enemies caught in the blast. Although the radiation decays rapidly to avoid harming the user, the lingering effects on enemies cause further damage and debilitation over time.

General Wargear
These tools represent a formidable array of powerful wargear utilized by the Grey Knights Chapter, each item bringing unique advantages, especially against daemonic and Chaos-aligned enemies.

Servo-skulls[100CP Each/ 1 Free for Chaplain and Justicar/ 3 Free for Techmarine]
Servo-skulls are autonomous, skull-shaped drones within the Imperium, often created from the skulls of devout or loyal individuals. They are equipped with anti-gravity engines, a machine spirit, and specific tools to aid in various specialized tasks, from combat support to surveillance choose one from the list below:

Aggression Enhancer Servo-skull
Utilized by the Adeptus Mechanicus, these servo-skulls are equipped with binharic speakers that continuously broadcast Omnissiah blessings, encouraging aggression in nearby biological and cybernetic minds. They also use Beta-wave generators to amplify combat fervor.

Data Skull
Fitted with a data screen on its back, the Data Skull is designed for conveying targeting data, recording inquisitorial evidence, and other data-intensive operations, making it ideal for field analysis and strategic updates.

Gheistskull
Derived from Imperial Navy Breachers' remains, Gheistskulls carry compact explosives, serving as escort units for breaching teams during hostile boarding maneuvers.

Guardian-Skull
This rare defensive servo-skull has reinforced construction and is equipped with a single weapon system. Guided by a targeting program, it can function as a personal bodyguard and is split into subtypes depending on the weapon configuration.

Combat- or Dissector-Skull
Armed with mono-edged blades, electro-flails, or chain knives, this servo-skull features articulated limbs and is voice-activated, making it a versatile option for close-range engagements.

Gun-Skull
Typically mounting a small firearm, such as an autocarbine or lascarbine, the Gun-Skull serves as a floating sentry capable of pinpoint targeting via a red-dot laser sight.

Infoslave Skulls
A mono-task device primarily used by the Adeptus Mechanicus, Infoslave Skulls excel as vigilant sentries, warning of enemy movements or sudden deployments.

Monitor Skulls
Common with Varangantuan Enforcers, these servo-skulls patrol with security forces, using facial recognition to scan civilians for fugitives. They can detect unauthorized weapons and alert Enforcers with vocal alarms.

Monotask-Skull
The most common servo-skull type, Monotask-Skulls specialize in a single function and come with tools to support that purpose, such as pincers for handling objects, navigation, and visual recording capabilities.

Auger-Skull
Outfitted with auspex and vox-data transmitters, the Auger-Skull serves as a mobile sensor relay, transmitting environmental data to provide situational awareness.

Courier-Skull
Designed for secure message delivery, the Courier-Skull includes an identity scanner and local map database, carrying messages as scrolls, data-slates, or holo-recordings.

Illuminator-Skull
Often found with Ecclesiarchy members, Illuminator-Skulls provide light, equipped with lamp-packs, glow-globes, or even small coal braziers to create an aura of reverence.

Loud Hailer-Skull
Equipped with a powerful speaker system, these servo-skulls serve as public address units, capable of broadcasting messages, warnings, or the voice of their operator.

Medicae-Skull
The Medicae-Skull is fitted with medical scanners and a medi-kit, enabling it to perform emergency first aid, stabilizing injured personnel in the field.

Utility-Skull
Equipped with a multi-tool, this servo-skull handles simple maintenance tasks, including repairs in tight spaces. Operators can control it remotely for complex jobs in otherwise inaccessible locations.

Servo Commissar-skull
Programmed with motivational litanies, this skull-type is used by Commissars to inspire Guardsmen with proclamations on duty and loyalty.

Skull Probe
Used for reconnaissance, Skull Probes are swift and capable of stealthy movement. They can emit an EMP blast that temporarily disables enemy structures at the cost of self-destruction.

Shroud-Skulls
Employed by Phobos Strike Teams, Shroud-Skulls utilize auspex dampers, vox-stummers, and electroshrouding incense to cloak units or encampments from enemy detection.

Tome-Skull
This type carries religious tomes, particularly for members of the Ecclesiarchy, serving as a mobile library of holy texts.

Watch-skull
These servo-skulls assist in night patrols or dimly lit environments, helping their handlers detect hidden adversaries.

Sacred Incense[200CP]
Sacred Incense is a holy wargear carried by the Daemonhunters of the Grey Knights, contained within braziers sourced from the very censers surrounding the Golden Throne. This rare and potent incense creates a minor holy region around the bearer, affecting the psyche of nearby foes, particularly those hostile to the Emperor's light. The mystical aroma and spiritual essence of the incense instill hesitation in those who dare to approach, serving as a divine barrier that buys the Grey Knights precious time to assess or counter enemy advances.

Banishment Stone[200CP]
The Banishment Stone is a unique psychoreactive crystal, a rare and powerful artifact belonging to the revered Grey Knights Chapter. Encased within a Theldrite housing, it is wired into the base of a Grey Knight's skull, establishing a psychic link that activates when the Grey Knight slays an enemy war leader. As the leader dies, their psyche is amplified into a resonant shockwave of despair and fear, spreading across the battlefield. This effect overwhelms the minds and souls of any nearby foes, paralyzing them with dread and disarray. This momentary paralysis provides a critical advantage to the Grey Knights, enabling them to strike with precision and crush their adversaries' morale.

Servo-Harness[200CP/Free Techmarines]
The Servo-Harness is a remarkable piece of equipment used by the Master of the Forge within Space Marine Chapters. It is a highly intricate mobile shrine to the Omnissiah, outfitted with an array of mechanical limbs, weapons, and tools. This servo-harness is designed for battlefield repairs, allowing the Master of the Forge to repair vehicles, fortify defenses, and assist fellow Space Marines in combat. Among its many capabilities, it boasts a powerful plasma-cutter, which can slice through even Terminator armor with ease, as well as a flamer for clearing obstacles and enemies.

The servo-harness symbolizes the Master of the Forge's dual role as both warrior and artisan. Each tool within it is blessed for service, a reflection of the reverence the Adeptus Mechanicus holds for machinery. By wearing the harness, the Master of the Forge carries a piece of the Omnissiah's wisdom into every battle, blending faith and technology to uphold the Chapter's strength and resilience.

Brotherhood Banner [200CP/Free Paladin/ Discounted Justicar and Brotherhood Champione]

The Brotherhood Banner is a sacred emblem carried by the Grey Knights, representing the honor and history of one of their Brotherhoods. Each banner is a masterpiece, commemorating past victories and woven with silver threads, designed specifically to thwart the sorceries and dark powers of their foes. To march into battle under a Brotherhood Banner is to be reminded of the indomitable spirit of the Chapter's ancestors, inspiring the Grey Knights to reach greater heights of courage and resilience in battle. Bearing the Brotherhood Banner strengthens the warriors, imbuing them with a deep sense of purpose and connection to the Grey Knights' storied past.

As they fight, the Grey Knights draw strength from the symbolic power of the banner, which seems to carry the gaze of countless warriors who have fought and fallen in ages past. The Brotherhood Banner represents not only the might of the Grey Knights Chapter but also serves as a potent bulwark against the enemies of the Emperor, its presence instilling fear and unease in the hearts of those who dare oppose it.

Liber Daemonicum [400CP/Discount Librarian]

The Liber Daemonicum, also known as the Libra Daemonicus, is the revered sacred text of the Grey Knights Chapter. Contained within its ancient pages are prayers, battle rites, funeral litanies, and extensive lore on Chaos. Known also as the Domina Liber Daemonica, this powerful tome serves as a guide, inspiration, and weapon against the forces of Chaos. It is said that the Supreme Grand Master Janus was the only Grey Knight to have mastered all 666 words of banishment recorded in the book, each one carefully inscribed and preserved. The Liber Daemonicum becomes an essential tool for any Grey Knight who carries it into battle, as its words unleash the energy to repel daemons, forcing them back into the Warp.

Grimoire of True Names[400CP/Free Purifier]
The Grimoire of True Names is a book of unfathomable power, containing the true names of daemons encountered and recorded by the Ordo Malleus. This rare volume is a precious asset, for it holds the secret to influencing, controlling, or banishing the daemonic entities that plague the Imperium. A daemon's true name, deeply alien and often unpronounceable, serves as a kind of arcane signature that binds their essence to the Warp. By invoking these true names, a Grey Knight or Inquisitor gains significant power over these fiendish entities, allowing for greater precision in combating them.

However, the book is not easy to wield; mastering the pronunciation and psychic energy required to vocalize a true name is a skill reserved for only the most seasoned Grey Knights and inquisitors.

Orbital Strike Relay[600CP/Discounted Justicar]
The Orbital Strike Relay is an advanced targeting system used by the Grey Knights to call down precise, devastating bombardments from orbiting support ships. Equipped with this relay, a Grey Knight can relay pinpoint targeting data to fleet vessels, allowing for orbital bombardments that strike with lethal accuracy. This device enables the Grey Knights to bring overwhelming force to the battlefield, breaking enemy lines, destroying fortifications, and turning the tide of engagements through coordinated orbital strikes.

Beyond its destructive potential, the Orbital Strike Relay is also a testament to the tactical prowess of the Grey Knights. It requires skill and precision to position the relay within the enemy ranks without detection, as using it effectively places the wielder in considerable danger. Once deployed, the Orbital Strike Relay is capable of calling down ruin upon the Grey Knights' foes, leaving scorched earth in its wake.it can be used once every two years.

Nemesis Banner[600CP/Discounted Paladin]
The Nemesis Banner is a fearsome relic of the Grey Knights, drenched in the blood of twelve Grand Masters. This sacred banner emanates a blinding psychic light, so intense that creatures of the Warp cannot bear to look upon it. This light not only disrupts their malevolent essence but actively burns away the presence of daemons, forcing them to recoil or risk destruction. The Nemesis Banner is anathema to daemons, serving as both a rallying symbol for the Grey Knights and a beacon of suffering to their enemies.

In battle, the presence of the Nemesis Banner is a profound advantage, as the Grey Knights wield it against their most vile foes, sanctifying the battlefield with its holy light. Daemons that attempt to approach find their power diminished and their existence threatened, providing the Grey Knights with a powerful deterrent and ensuring that they stand unchallenged in their defense of humanity.



Relics

Demonic Artifacts [Discounted for Purifier, Paladin,Justicar, and Brotherhood Campione]

Within the hallowed vaults of the Grey Knights lie numerous demonic artifacts, each a testament to the relentless battle against the forces of Chaos. These weapons, steeped in the corrupting essence of the Warp, possess immense power, but they also carry a sinister allure that could lead any mortal or other Space Marine chapter into the clutches of Chaos. Fortunately, as a Grey Knight, you are uniquely resistant to such temptations, thanks to your rigorous training and unwavering dedication to the Emperor's cause. This innate immunity allows you to wield these artifacts without fear of corruption, channeling their dark energies into righteous fury against the enemies of humanity.I

Cursed Crozius [200CP]

Once the rod of office for a revered Chaplain in Lorgar's forces, this Cursed Crozius was wielded to deadly effect, first tasting blood during the murder of a White Scars Praetor. Stained permanently by that treacherous act, the weapon has since become a beacon for the Word Bearers, guiding them in their crusades against the Imperium. Its bearer receives knowledge whispered from the Warp itself, channeling hatred into lethal precision when confronting loyalists. But is now instead use to lure in any chaos warbands into ambushes and traps.

Dark Blade [200CP]

The Dark Blade's surface is an endless black void, devoid of any reflections or imperfections. Held by champions of Chaos, it is a voracious weapon that feeds on the souls of those it slays, urging its wielder to even greater acts of bloodshed. With every life it consumes, the Dark Blade grows hungrier and heals your wounds , pushing its bearer to commit ever-grisly deeds. It is said that those who hold the Dark Blade are soon overwhelmed by its influence, becoming vessels for its insatiable need to kill.

Axe of Blind Fury [200CP]

Infused with the relentless bloodlust of Khorne, this weapon drives its bearer to unparalleled carnage. Though it lacks true sentience, the Axe of Khorne compels its wielder to shed blood without mercy, often disregarding self-preservation in pursuit of slaughter. The weapon’s influence is undeniable, pushing its bearer toward reckless, unending violence in Khorne’s name.

Balesword [200CP]
Favored by the Poxbringers and Blightlord Terminators of the Death Guard, the Balesword is a weapon of the Plague God Nurgle, steeped in his toxic blessings. These plague-infused blades drip with diseases and pestilence, radiating a foulness that seeps into the bodies and minds of those they strike. In the hands of Nurgle's champions, the Balesword becomes a horrifying instrument of decay, bringing death and suffering in line with the twisted doctrine of their plague-ridden god.

Pandemic Staff [200CP]
The Pandemic Staff is a close-combat weapon designed to embody and amplify Nurgle's favored diseases. Its pestilent nature means that even the slightest touch can transmit virulent contagions directly into the bloodstream of the unfortunate victim. In battle, wielders of the Pandemic Staff use it to project Nurgle's sicknesses into the world, spreading sickness and death with grotesque glee, fulfilling their lord's desire to blanket the galaxy in decay.

Puscleaver [200CP]
The Puscleaver is a plague-infested blade bearing the infamous Gurgling Doom contagion. A single cut from this weapon is enough to condemn the victim to agonizing moments as Nurgle's sickness overwhelms them. Those struck by the Puscleaver find themselves collapsing within seconds, choked by bubbling phlegm and suffering in utter misery. Only the servants of the Plague God can wield this weapon without succumbing, basking in the twisted glory of their lord's generosity as they spread death and decay.

Harbinger of Woe [200CP]
A long, barbed whip made from the sinew of defeated foes, Harbinger of Woe strikes fear into the hearts of those who encounter it. The whip can ensnare and immobilize opponents, draining their strength and fortifying the wielder. The Daemon within the whip relishes in the torment it inflicts, often whispering dark promises to its user.

Virulence Staff[200CP]

The Virulence Staff is a plague-encrusted weapon that Nurgle's sorcerers often use to channel their dark energies. While it serves as a potent tool for casting pestilential spells, the staff itself also carries its own unique affliction. Each strike from the staff releases a spray of virulent spores that infects anyone nearby, turning them into carriers of Nurgle's rot. Those unfortunate enough to be struck by the staff may find themselves succumbing to horrible diseases in seconds, becoming a living vessel for contagion that infects others upon contact.

The Wailing Staff [200CP]
A staff woven from the twisted remains of tormented souls, the Wailing Staff emits a haunting cry that can terrify foes. Those who hear the wails are often paralyzed with fear, allowing the wielder to strike without resistance. The staff has a direct connection to the Realm of Chaos, enabling the user to summon minor daemonic entities to their aid.

The Spear of Countless Eyes [200CP]
This spear is adorned with a multitude of eyes along its shaft, each one capable of granting its wielder foresight and an unnerving awareness of their surroundings. The eyes whisper dark secrets to the wielder, revealing the weaknesses of their enemies. Legends state that the spear is a conduit for the will of a thousand malevolent entities, granting the power to strike at the heart of foes with unnatural precision.

Yersinia Pestis [400CP]
Named after the bacterium responsible for the Black Death, Yersinia Pestis is a Daemon-infused plague cannon designed to bring swift, sweeping devastation. It is capable of firing concentrated blasts of liquefied toxins over a wide area, instantly infecting all who are caught in its spray. The weapon's effect is horrifying to behold; flesh rots, organs liquefy, and victims collapse in agony within moments. Named with reverence for one of the most deadly diseases in human history, the Yersinia Pestis is a favored tool of destruction among Nurgle's armies, especially in sieges where it can infect entire populations at once.

Black Mace[400CP]

The Black Mace is a weapon of dread and fatal potency, rumored to have been cursed by each of the Daemon Primarchs themselves. A single strike from this malefic weapon instantly reduces a victim to a lifeless heap of bones, as if they had withered away in an instant. This deathly curse spreads outward in a wave of Warp-infused shock, wreaking devastation on all enemies of Chaos within its reach. Said to be imbued with the wrath of the Dark Gods, the Black Mace is both a weapon of execution and a harbinger of unstoppable corruption.

Gorewhip [400CP]
Formed from twisted sinew and sharp bone, the Gorewhip cracks with a sound that shakes the heavens. Each swipe generates a shockwave capable of ripping enemies asunder. To wield a Gorewhip is to embody Khorne's brutal efficiency

Berserker's Glaive[400CP]
A massive, two-handed weapon containing the bound fury of multiple Bloodletters, the Berserker's Glaive drives its wielder into a frenzied state. As it cuts down foes, the imprisoned Daemons within drink deeply of the slain, amplifying the bearer's bloodlust. While empowering, the rage of the bound Daemons also challenges the wielder's control, turning them into a relentless force of death.

Firestorm Blade[400CP]
This colossal sword is engulfed in brilliant Warpfire, allowing the wielder to unleash flames upon distant enemies. A weapon of favored champions, the Firestorm Blade is both a melee weapon and a tool of fiery destruction. It is rumored to lie hidden, waiting for a worthy or daring champion to claim it anew.

Blade of the Hydra [400CP]
Once merely ceremonial, this massive chainsword has since become a weapon of pure Chaos. It was transformed when the Daemon Prince Gharual of the Nine Sundered Souls was sealed within its steel. Those with a mind strong enough to control its many voices can command the blade to replicate itself, summoning insubstantial copies that gnash and tear at nearby foes, disappearing only once they taste blood. With this weapon, the wielder's fury is multiplied, as the sawtoothed edges vibrate with a feral hunger. A weapon once exclusive to the Alpha Legion, the Blade of the Hydra is as unpredictable as it is deadly.
Claws of the Black Hunt [400CP]

Forged in the soul forges of the Night Lords, these hooked talons have become synonymous with the brutal practice known as the Black Hunt, a horrific ritual that heralds the most fearsome Night Lords invasions. The claws are encrusted with centuries' worth of blood, blackened by gore that no amount of energy or heat can cleanse. This gore is said to be a sign of the gods' blessing, bestowing the wielder with the ability to cut armor and flesh without even making contact. To be chosen to wield these talons is to become a nightmare incarnate.

Manreaper [400CP]
The Manreaper is an enormous Power Scythe, a terrifying weapon infused with the unholy filth of Nurgle himself. It carries a fragment of the Plague God's essence, making it especially coveted among his twisted followers, though it brings peril as well as power to its wielders. The Manreaper's corrupting influence has claimed the lives of many who dared wield it, succumbing to the same virulent afflictions they sought to wield against others. For those who endure, however, the Manreaper delivers devastating strikes that cleave through armor and flesh alike, spreading Nurgle's foul contagion with each swing.

Plaguebane Tome [400CP]
A unique weapon in the arsenal of the Grey Knights, the Plaguebane Tome is an artifact of purification designed to counter the forces of Nurgle. Composed of psycho-reactive crystal pages, this tome records the rites necessary to weaken Nurgle's Daemons. In battle, a Grey Knight wielding this book can recite its passages, transforming Nurgle's toxins into harmless shadows. Against the Plague God's followers, it acts as a countermeasure, diminishing the virulence of their diseases and forcing the energies of Nurgle back into the Warp.

Rotspurt [400CP]
Rotspurt is a vile weapon that resembles an oversized, mutated syringe. Containing the distilled essence of numerous Nurgle-infested plagues, the Rotspurt injects its grotesque payload directly into its victims, bypassing armor and other defenses. Once infected, the victim's body becomes a festering breeding ground for Nurgle's rot, slowly decaying from within. The weapon holds a horrifying reputation among those who recognize it, as it delivers not just death but a prolonged transformation into a pox-ridden husk. Wielders of Rotspurt revel in the suffering it brings, seeing the weapon as a sacrament to Nurgle's power.
Wyrmscourge [400CP]

The Wyrmscourge is a flail of ancient design, with multiple heads forged in the likeness of Nurgle's sacred symbol. Each head oozes venom and bile, and the chains themselves are coated in festering sores. When the Wyrmscourge strikes, its heads burst open upon impact, releasing streams of caustic fluids that eat through flesh and armor alike. The weapon is notoriously painful to wield, as its chains frequently recoil back at the bearer, often causing self-inflicted wounds. However, to Nurgle's devout followers, this suffering is merely another blessing, and they bear it with grotesque pride.

Black Blade of Khaine [400CP]
Forged in the depths of the Dark Gods' domain, the Black Blade of Khaine is an obsidian sword imbued with the essence of Khaine, the god of murder. The blade grants its wielder heightened strength and agility, as well as an insatiable lust for bloodshed. Those struck by the blade are cursed to suffer torment, their lifeforce being drawn into the blade itself.

Daemonheart [400CP]
Daemonheart is a dagger forged from the heart of a captured Greater Daemon. It pulsates with malevolent energy, granting the wielder enhanced speed and reflexes. However, every strike made with the dagger extracts a toll from its user, gradually consuming their soul in return for its power.

Dreadaxe [600CP]
Housing a vicious Daemon with a vampiric thirst for souls, a Dreadaxe is particularly effective against other Daemons. The bound entity within despises all others of its kind, enhancing its effectiveness when wielded in combat against the daemonic. The Dreadaxe's edge severs both flesh and spirit, leaving its foes crippled and drained of life. To wield it is to harbor a deep hatred for otherworldly beings, manifesting in each blow with unrelenting lethality.

Ether Lance [600CP]
The Ether Lance is a weapon both mystical and malignant, acting as a conduit to the Warp. Its bearer can channel raw Empyrean energy to unleash bolts of destructive force, or even draw enemies directly into the lance, consuming them to fuel further attacks. As a gateway to the Immaterium, the Ether Lance offers power beyond mortal comprehension, but with each use, the wielder risks drawing closer to Chaos itself.

Kai Gun [600CP]
Resembling an ancient, oversized bolter, the Kai Gun is a two-handed daemon weapon capable of unleashing devastating energy blasts. Acting as a psychic amplifier, it channels the wielder's hatred and rage, converting these emotions into tangible bolts of Warp energy. Its appearance may be archaic, but its power is unparalleled. For a Chaos Champion, the Kai Gun is a terrifying extension of their malice, weaponized for annihilation.

Ar'gath, the King of Blades [600CP]
Unlike most Daemons forced into servitude within a weapon, Ar'gath willingly chose this fate to continue his slaughter in the name of Khorne. His bound spirit guides each strike, making the wielder nearly unstoppable in battle. Those who fight with Ar'gath do so with unerring accuracy, as if possessed by the Daemon himself. Many warriors and champions have met their end against this blade, its bloodlust as unyielding as Khorne's own fury.

Bloodfeeder [600CP]
Known as an Axe of Blind Fury, the Bloodfeeder contains the essence of a defeated Bloodthirster. Only the mightiest warriors can wield it, as it demands a constant flow of slaughter to keep the bound Daemon contained. Each swing risks releasing the Bloodthirster's wrath as not only a tidal wave of boiling blood is unleash but also hot crimson flames, making it both a powerful weapon and a perilous burden.

An'garrach [600CP]
An'garrach is more a festering creature than a mere weapon, possessing a storied past and passing from owner to owner across the ages. This corrupted Legion Chainsword harbors bound essences of Nurglings, tiny demons of Nurgle, who eagerly fuel An'garrach's relentless desire to spread contagion in your case is effective against demons and traitors. While most daemon weapons are sinister and brooding, An'garrach is almost gleeful in its task, revving its own motor and drooling thick, pus-ridden oil in a feverish display of enthusiasm. This disgusting and highly visible habit has earned it a notorious reputation, perhaps explaining its frequent abandonment by those unable—or unwilling—to endure its incessant, oily gurgling.

Fathers of Blades [600CP]
The Fathers of Blades are rumored to be the original Plagueswords, forged in the early days after Nurgle's malevolent birth. These ancient weapons have traveled through time, their corroded edges dulling the senses and spirit of any who dare to wield or face them. Covered in cracks and rust, these cursed swords exude a powerful aura of decay. Swinging them requires precision, as any mistimed strike results in a jarring deflection against their corroded edge, as if the swords themselves resist the will of any who would attempt to wield them improperly.

Whispers of Delight [600CP]
The Whispers of Delight are sinister, Daemon-bound daggers forged by the enigmatic Order of the Amethyst Serpent on the cursed planet of Malfi. Each dagger boasts a blade made of deep amethyst, twisted and sinuous, resembling tongues of flame dancing in the darkness. The hilt is an intricate design of bladed and spiked finger loops, ensuring a firm yet deadly grip. Etched along the blade's surface are the haunting, dying words of thirty-six sacrifices offered to Slaanesh, the Prince of Pleasure, serving as a grim reminder of the lust for power and indulgence that drives its wielder. Legends tell of the assassins of the Order, who wielded these daggers with unparalleled skill, able to charm their unsuspecting victims into revealing their most intimate secrets before delivering a fatal blow. Although the Order was ultimately shattered by the Ordo Malleus, three of these daggers were recovered, yet whispers linger that more of these cursed weapons still exist, hidden and waiting for those daring enough to claim them.

Wretched Spade [600CP]
The Wretched Spade, a darkly ironic tool in Nurgle's arsenal, resembles a twisted garden spade, its blade corroded and warped. However, rather than planting seeds of growth, it spreads only sickness and decay. Each strike saps vitality from the land itself, causing plants to wither and creatures to rot from within. It is used by Nurgle's followers to blight the worlds they conquer, turning fertile lands into wastelands. When wielded in battle, the Wretched Spade serves as a brutal close-combat weapon, leaving victims infected with flesh-eating bacteria.

Vilemaw[600CP]
Vilemaw is a bolter steeped in the dark legacy of the Word Bearers Traitor Legion, once wielded by Ahn Sokar, the Icon Bearer and Coryphaus of the 39th

Host. The weapon has a haunting presence, with an ornate design featuring twisted metal and bone, reflecting its tainted heritage. It lies dormant on a makeshift shrine of bone and steel on the reaver world of Iniquity, waiting for a worthy master to awaken its wrath. Though the daemonic entity imprisoned within the bolter is merely a minor Warp creature, little more than an Astral Spectre, the weapon itself is proud and belligerent, reluctant to accept the hands of mortals. Each unworthy soul that dares to grasp it only adds to the shrine's grotesque magnificence, a chilling reminder that the relic demands respect and reverence. When fired, Vilemaw unleashes a cacophony of war cries, echoing the spirits of the fallen and calling forth the wrath of the Warp, making it a fearsome weapon in the hands of a true champion of Chaos.

Bone Shard of Solor [600CP]
The Bone Shard of Solor is a sacred relic, hewn from the thighbone of Brother-Captain Solor, who once triumphed over the Bloodthirster Ka'Bandha in a legendary battle. The shard radiates a powerful aura that acts as a repellent against the forces of Chaos, particularly those aligned with Khorne. Its surface is engraved with sigils of protection and valor, glowing faintly in the presence of Warp entities. When Chaos encroaches, the shard vibrates, serving as an ominous warning to its bearer, while deflecting and weakening the chaotic forces' attacks. This relic stands as a beacon of hope against the tide of corruption, its very essence a reminder of the sacrifice made by Solor to protect humanity from the horrors of the Warp. Wielding the Bone Shard of Solor grants not only a connection to the heroic past but also the strength to resist the overwhelming influence of Chaos, making it an invaluable asset in any confrontation against the dark powers.
.
Something Else [600CP/Cant be discounted]
If none of the weapons above seem to your fancy, you can receive one without incurring any of the complications or costs shown in the Daemon Weapons of Chaos Supplement. Additionally, you receive an extra 600 DP to use in that supplement only.

Vehicles[Discounted for Techmarines]

Here is a list of vehicles used and maintained by the Grey Knights, each chosen and crafted for resilience, mobility, and overwhelming firepower. The Grey

Knights employ specialized vehicles designed to enhance their combat efficiency against the forces of Chaos.

Land Vehicles

Rhino Transport [200 CP]

The Rhino is a versatile and durable armored transport vehicle commonly used by the Grey Knights to carry troops across the battlefield. With reinforced armor and high mobility, it provides reliable protection against small arms fire and shrapnel. Rhinos are equipped with a storm bolter, adding defensive firepower as they advance or retreat.

Razorback[200 CP]

Similar to the Rhino, the Razorback is an armored transport but comes with a mounted heavy weapon such as a lascannon or heavy bolter, making it ideal for supporting Grey Knights on the front lines. While it sacrifices some troop capacity, its enhanced firepower makes it a valuable asset in offensive and defensive maneuvers.

Land Raider [400CP]

The standard Land Raider is a heavily armored, multi-role vehicle often used by the Grey Knights as both transport and heavy fire support. With twin lascannons and a hull-mounted heavy bolter, it can engage armored and fortified targets from a distance while transporting troops safely across the battlefield. Its durability and power make it a staple of Grey Knights' armored divisions.

Land Raider Crusader[400CP]

The Land Raider Crusader is a heavily armored transport designed to carry Grey Knights into the heart of battle. Equipped with hurricane bolters, a twin assault cannon, and frag launchers, it's designed to break through enemy lines. With thick armor plating and impressive firepower, the Crusader is both a fortress and transport, capable of carrying a larger squad than other Land Raider variants.

Land Raider Redeemer [400CP]

The Redeemer variant of the Land Raider features devastating flamestorm cannons that excel at clearing enemy troops from fortified positions. This vehicle

is also heavily armored and can transport a squad of Grey Knights into close-range combat, where its weapons are most effective. It provides both fire support and mobility, making it ideal for close-quarters engagements.

Nemesis Dreadknight [600CP/Cant be discounted and can only be purchased by Paladin]
A unique Grey Knights vehicle, the Nemesis Dreadknight is an armored exoskeleton used by a single Grey Knight to wield oversized weaponry and take on monstrous enemies. Outfitted with weapons such as the gatling psilencer, heavy incinerator, and Nemesis greatsword, the Dreadknight can engage enemy forces that would otherwise overwhelm standard infantry, combining the power of a vehicle with the agility of a warrior.



Air Vehicles[Discounted for Purgation]
Stormraven Gunship[400CP]

The Stormraven Gunship is the most iconic flying vehicle in the Grey Knights' arsenal. It serves both as a heavily armed transport and as an attack craft, equipped with hurricane bolters, twin-linked lascannons, multi-meltas, and missile launchers. Its versatility allows it to transport troops, provide close air support, and even engage airborne or armored threats with formidable firepower.

Stormhawk Interceptor [400CP]
While not as commonly fielded, the Stormhawk Interceptor is a dedicated air superiority fighter, primarily used for aerial dogfights and engaging fast-moving threats in the sky. Armed with twin assault cannons, heavy bolters, and missiles, it provides excellent anti-air support, making it ideal for covering ground forces from aerial threats.

Stormtalon Gunship [400CP]
The Stormtalon Gunship is a more compact and agile flying vehicle that provides close air support to Grey Knight forces on the ground. With weapons like the twin assault cannon and missiles, it excels at attacking enemy infantry and light armor from above. Its maneuverability allows it to operate effectively in various environments, providing both speed and firepower.

Thunderhawk Gunship [600CP/Cannot be Discounted]
The Thunderhawk Gunship is a massive and heavily armored transport and attack aircraft used by the Grey Knights. Designed for durability and firepower, it's capable of transporting up to 30 Grey Knights into the heart of battle, making it one of the few vehicles able to carry a full squad or more into intense combat zones. It's heavily armed with twin-linked heavy bolters, a massive hull-mounted battle cannon, and missile launchers, allowing it to tackle everything from ground forces to armored vehicles and even airborne threats. Its reinforced armor plating and advanced shielding systems make it resistant to heavy fire, enabling it to withstand intense bombardment. The Thunderhawk also serves as a landing craft, able to insert forces directly into war zones, making it essential for large-scale assaults or operations where substantial air support is required.

Companions:

My Old Team 50

You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Campaigns:

Here is a list of campaigns that you can take while in this universe. The campaigns will start at year 4 of your stay here. Each campaign has a set number of missions, and you will need to fulfill half of them to mark your campaign as a success, enabling you to keep any rewards given based on the objectives you decide to fulfill. Also each missions will take multiple yeras to complete as the nature of this universe, you can take multiple campaigns, and your jump will be extended until all campaigns you have decided to take are finished.The rewards will be listed in the reward section.

Also in future worlds the rewards of these campaigns will effect future enemies of similar origins and aspects. For example rewards that are effective against Khoren n future worlds, the bonuses will be gained when fighting demons, gods, and worshipers who embody war, martial prowess, pride, and the relentless urge for destruction.

1.Campaign: The Grey Knights vs. The World Eaters

The World Eaters, one of the most feared Traitor Legions, are driven by an insatiable lust for battle, bloodshed, and the brutal chaos of close combat. Originally, they were noble warriors renowned for their strength and discipline under their Primarch, Angron. However, after their fall to Chaos and allegiance to the Blood God Khorne, they abandoned all restraint. Fueled by their violent tendencies and the Butcher’s Nails — neuro-implants that override reason with constant, agonizing rage — World Eaters now embody pure, relentless aggression. They hurl themselves into combat with unmatched fury, each warrior fighting with the sole purpose of spilling blood in Khorne’s name.

In combat, they are the very antithesis of the disciplined Grey Knights, who prioritize restraint, psychic mastery, and precise strikes against Chaos. While the World Eaters charge recklessly into the fray, leaving destruction in their wake, the Grey Knights stand steadfast, using tactical brilliance, psychic abilities, and a united brotherhood against Chaos itself. The two forces clash as fire and ice, with the Grey Knights deploying psychic barriers, holy armaments, and strategies to withstand the World Eaters' endless onslaught. Each battle against the World Eaters is a test of mental and physical endurance for the Grey Knights, forcing

them to face both the sheer physical might and the relentless bloodlust of Khorne's most devoted warriors.

1. **The Siege of Redhold Bastion**
   Location: Redhold Bastion, a fortress world on the edge of the Imperium

   Objective: Redhold Bastion, a critical defensive world, is on the brink of falling to the World Eaters. The Grey Knights are deployed to hold the fortress walls and prevent the chaos forces from reaching a sacred relic within its walls. The campaign requires them to push through waves of berserkers and Bloodletters to reach the fortress's highest sanctum, where a massive Bloodthirster is being summoned. The Grey Knights must disrupt the summoning and cleanse the fortress.

   Rewards: 1 reward from the Khorne Section .

2. **The Pyre of Astartes' Blood**
   Location: The Ashen Barrens, a desolate world scarred by past wars

   Objective: On the barren world of Ashen Barrens, a horde of World Eaters led by a Daemon Prince known as the Blood Pyre has begun sacrificing entire populations to open a permanent rift to the Warp. The Grey Knights' mission is to dismantle the summoning pillars scattered across the wastelands and prevent the formation of the Warp rift. This mission requires the Grey Knights to face relentless waves of Daemon Engines and Daemon-possessed World Eaters in grueling, close-quarters combat.

   Rewards: 2 reward from the Khorne Section.

3. **The Fall of Bloodgate**
   Location: The Hive World Bloodgate

   Objective: Hive World Bloodgate is under siege by the World Eaters, who plan to use the planet's teeming population as fuel for a massive ritual. The Grey Knights are tasked with infiltrating the underhive, where cultists have been gathering in blood-filled pits, preparing a ritual that will summon a host of Bloodthirsters to terrorize the planet. The campaign has the Grey

Knights battling in cramped, chaotic hive corridors, eliminating cult leaders and disrupting the blood pits before they overflow.

Rewards: 2 reward from the Khorne Section,

4. **The Blight of Crucible-9**
   Location: Forge World Crucible-9

   Objective: The World Eaters have corrupted Forge World Crucible-9, turning its forges into engines of war that produce daemonically-enhanced war machines. The Grey Knights are sent in to destroy the blasphemous forges, battling through waves of Chaos-worshipping Mechanicus cultists, Daemon Engines, and elite Khorne Berzerkers. In the final stage, they face off against a Daemon-possessed Knight-class war machine, whose destruction will halt the production of daemon engines.

   Rewards: 3 rewards from the Khorne Section.

5. **The Heart of Darkness**
   Location: The Daemon World Vrakaroth

   Objective: Vrakaroth, a Daemon World within the Eye of Terror, is the personal domain of a Bloodthirster known as Skaar'thrak the Destroyer. The Grey Knights are tasked with the near-impossible mission of infiltrating the world to sever its connection to the Warp, effectively ending its existence. The campaign requires them to fight through demonic jungles, mountain fortresses, and fire pits swarming with World Eaters and Bloodletters. In the campaign's climax, they confront Skaar'thrak in a duel, aiming to banish him and sever his hold on the planet.

   Rewards: 3 rewards from the Khorne Section.

6. **The Siege of Bloodspine**
   Location: Bloodspine, an arid, hellish world gripped by the Warp with blood-red skies and rivers of molten metal.

Objective: Daemonic activity has surged here, and the Ordo Malleus confirms that the World Eaters, led by the Red Angel Angron, have claimed the planet, aiming to turn it into a permanent foothold for Khorne. Angron has erected the Citadel of Wrath at the planet's core. Bloodspine's toxic environment and treacherous geography add to the challenge.

Phase 1: Infiltration of Bloodspine

Objective: Establish a fortified outpost on the planet's surface near the fortress and secure a landing zone for reinforcements. The Grey Knights must eliminate patrols of World Eater Berserkers and sabotage any warp beacons that are fueling daemonic incursions.

Phase 2: The Descent to the Citadel of Wrath

Objective: Push through Bloodspine's ash-covered wastelands to reach the heart of the Citadel. Grey Knights must face World Eater champions, disrupt ritual sites, and destroy the Blood Cauldron, a warp-fueled device that summons Angron in his full Daemon Prince form.

Rewards: 5 rewards from the Khorne Section.

2.Campaign: The Grey Knights vs. Thousand Sons

The Thousand Sons, once a loyal and intellectually gifted legion of the Emperor, are now sorcerers bound to the dark god Tzeentch, the Lord of Change. Led by the powerful Primarch Magnus the Red, they seek knowledge, power, and forbidden truths within the Warp. Their ranks are filled with sorcerers of immense power, wielding psychic abilities that warp reality and summon devastating warp-flame, illusions, and hexes. Yet, many of their warriors are now little more than dust sealed in enchanted power armor — the tragic result of the Rubric of Ahriman, a spell intended to stabilize their mutation but which instead left them as unfeeling, soulless husks. The Thousand Sons now use their sorceries to manipulate, control, and destroy from afar, treating each battle as an arcane ritual in their endless quest for esoteric power.

The Grey Knights, sworn defenders against the warp and daemonic threats, stand as natural counters to the Thousand Sons. With their unique blend of psychic prowess and purifying wargear, they confront the Thousand Sons' dark arts head-on, purging Tzeentch's corruption with unwavering focus and disciplined fury. Unlike the Thousand Sons, whose powers are volatile and corrupting, the Grey Knights are a tightly bonded brotherhood, using collective psychic strength and holy weapons to defend against the daemonic powers wielded by their enemies. In battle, the Grey Knights' psychic purity clashes with the Thousand Sons' dark sorcery in a relentless struggle of mind and spirit, each side wielding the Warp but in radically opposed ways, with the Grey Knights seeking to banish the chaos that the Thousand Sons so eagerly embrace.

1. **The Astral Labyrinth**
   Location: The Daemon World of Xaros-Korath

   Objective: Xaros-Korath, a shifting Daemon World, has been used as a staging ground by the Thousand Sons to build the Astral Labyrinth—a fortress imbued with potent spells, allowing them to summon and channel powerful Warp storms. The Grey Knights must navigate the twisted corridors and break the arcane seals throughout the labyrinth to destabilize the fortress. As they progress, illusions and warp-spawned creatures attempt to disorient and trap them.

   Rewards: 1 reward from the Tzeentch Section .

2. The Gates of Eternity
Location: The Planetary Shrine World of Aethoria Prime

Objective: On Aethoria Prime, a holy world in the Imperium, a powerful ritual has been set in motion by the Thousand Sons. Using the mystical Gates of Eternity, they aim to harness the planet's psychic ley lines to create a permanent rift into the Warp, flooding the sector with daemons. The Grey Knights must infiltrate the warp-twisted cathedrals, defeat sorcerer leaders, and sabotage ritual pylons to prevent the gates from opening fully.

Rewards: 2 rewards from the Tzeentch Section .

3. The Tome of Shadows
Location: The Forbidden Vaults of Mar'anthul

Objective: The Thousand Sons have seized an ancient library world, Mar'anthul, and are using it to uncover forbidden knowledge and harness it into devastating spells. Led by a powerful Exalted Sorcerer, the Thousand Sons are gathering information on Warp-bound constructs and reality-bending magic. The Grey Knights must infiltrate the arcane vaults, outmaneuver enchanted defenses, and destroy the captured archives, denying the Thousand Sons access to the powerful magics contained within.

Rewards: 2 rewards from the Tzeentch Section .

4. The Sands of Change
Location: The Desert World of Sil'krath

Objective: Sil'krath, a world of constant sandstorms, is the site of an immense ritual led by Thousand Sons Sorcerers aiming to transform the desert into a Warp-touched domain of Tzeentch. The Grey Knights must battle across shifting dunes, face off against psychic traps, and dismantle Tzeentchian obelisks planted in the sand that act as conduits for the ritual's power.

Rewards: 2 rewards from the Tzeentch Section .

5. The Ascension of Qor’vash
Location: The Floating City of Theralion

Objective: In the floating city of Theralion, a former Imperial research site, a rogue coven of Thousand Sons sorcerers seeks to elevate one of their own, Qor’vash, into a Daemon Prince of Tzeentch. The Grey Knights must storm the city, defeat cabals of Rubric Marines, and break through enchanted barriers to reach Qor’vash before the final rites can be completed.

Rewards: 3 rewards from the Tzeentch Section .

6. The Warp Maze of Ixxirith
Location: The Warp-Touched Moon of Ixxirith

Objective: Ixxirith, a moon that exists partially within the Immaterium, has become a haven for a cabal of Thousand Sons. The moon’s entire surface has been transformed into a maze-like structure that warps and shifts, disorienting any intruders. The Grey Knights must navigate the maze, avoiding ambushes and illusions, and destroy the anchor points tethering the moon to the Warp, which will collapse the maze and sever Tzeentch’s influence over the realm.

Rewards: 3 rewards from the Tzeentch Section.

3.Campaign: The Grey Knights vs. Death Guard

The Death Guard, once stalwart and resolute warriors, have become a grotesque embodiment of disease and decay under the influence of Nurgle, the Chaos God of Pestilence. Led by their Primarch, Mortarion, the Death Guard have embraced their new patron's gifts, reveling in the resilience and unyielding power that Nurgle's plagues bring. Swollen with corruption and rot, these warriors are immune to pain and impervious to nearly all physical damage, making them slow but relentless forces on the battlefield. Their armor is encrusted with filth, and they are surrounded by swarms of daemonically-infested flies and noxious clouds that rot anything they touch, spreading diseases that can fell entire armies. They wield diseased weapons that infect and debilitate their foes, turning battlefields into cesspools of death and despair.

Against such foes, the Grey Knights stand as a radiant, unyielding bastion of purity and resilience. Unlike the Death Guard, who thrive on spreading corruption, the Grey Knights rely on their incorruptible nature, psychic mastery, and the blessed technology of their Aegis armor to repel the virulent miasmas surrounding their foes. Every Grey Knight is trained in cleansing techniques and is clad in sanctified armor designed to resist and repel the most insidious diseases. With their psychic powers, they invoke holy flame and sanctified strikes to burn away the contagions and decay, pushing back the Death Guard with purifying wrath. This clash between the decaying, diseased might of the Death Guard and the radiant purity of the Grey Knights creates an intense and grueling confrontation, where the Grey Knights' skill and devotion are tested against Nurgle's dark gifts of endurance and plague.

1. **The Blight of Arkhoss**
   Location: Industrial Hive World of Arkhoss.

   Objective: The Death Guard have infiltrated the industrial underbelly of Arkhoss, converting the factory cities into plague-crafting centers. They have turned entire hive sectors into breeding grounds for Nurgle's gifts, unleashing new strains of diseases to infect Arkhoss and beyond. The Grey Knights must descend into these tainted depths, confront Death Guard commanders, and destroy key plague vats to cleanse the region.

   Rewards:1 reward from the Nurgle Section.

2. The Maw of Decay
Location: The Cavern World of Nekthar.

Objective: Nekthar, a massive cavern world, has been corrupted by the Death Guard, who have filled it with acidic pools and pestilent spores. They intend to turn it into a festering ground for spreading Nurgle's influence across the galaxy. The Grey Knights must traverse the treacherous caves, avoid environmental hazards, and eradicate Plaguebearers while locating and destroying the central bio-nodes sustaining this swamp of disease.

Rewards: 2 rewards from the Nurgle Section.

3. The Wretched Cathedral
Location: The Imperial Shrine World of Venera

Objective: The Death Guard have corrupted a sacred cathedral on Venera, transforming it into a festering altar to Nurgle. The structure now radiates sickness, spreading plagues across the planet. Grey Knights must fight through waves of Plague Marines and Daemons to reach the heart of the cathedral, exorcise the twisted energies, and restore the cathedral's purity.

Rewards: 2 rewards from the Nurgle Section.

4. The Fields of Rot
Location: The Agri-World of Lepar IV

Objective: On the agricultural world of Lepar IV, the Death Guard have infected massive farmlands, turning bountiful fields into plague-ridden swamps. Their goal is to poison the food supply chains throughout the region. The Grey Knights must secure critical farms, burn diseased crops, and eliminate Death Guard units to prevent the spread of contagion, while battling noxious fumes and swarms of plague-infected wildlife**.**

Rewards: 2 rewards from the Nurgle Section.

5. The Depths of Wrath's Gutter
Location: The Contaminated Swamps of Malfeus

Objective: Malfeus has been reduced to a swampy wasteland by the Death Guard, who are using it to refine new diseases that are resistant to conventional medicines and countermeasures. The Grey Knights must venture into the foul, disease-laden waters, face down mutated creatures, and dismantle the Death Guard's makeshift laboratories, collecting samples to create antidotes for these plagues**.**

Rewards: 2 rewards from the Nurgle Section.

6. The Rotforge Bastion
Location: The Infested Stronghold of Malthax

Objective: On Malthax, an Imperial fortress world, the Death Guard have established a Rotforge—an alchemical bastion for breeding resilient plague strains that can withstand Grey Knight defenses. The fortress is fortified with corrupted machine spirits and plague-saturated automata. The Grey Knights must break through the Death Guard's defenses, cleanse the fortress, and prevent the release of these advanced plague constructs into the wider Imperium.

Rewards:3 rewards from the Nurgle Section.

4.Campaign: The Grey Knights vs. Emperor Children

The Emperor’s Children, followers of Slaanesh, embody a twisted pursuit of perfection that has devolved into extreme hedonism and sadistic indulgence. Known for their obsession with sensory overload, they amplify their senses to superhuman levels, enhancing every experience until pleasure and pain become indistinguishable. Their ranks are filled with sonic weaponry, such as the devastating Noise Marines who wield instruments of destruction capable of unleashing waves of sound that can shatter armor, liquefy flesh, and overwhelm minds. Clad in garish armor and adorned with symbols of excess, they revel in their chaotic powers and strive to create battlefields where beauty, horror, and ecstasy intertwine in a horrifying dance. Under the leadership of the fallen Primarch Fulgrim, they are both artists of war and sadistic torturers, driven by an endless hunger for perfection through excess.

When confronted by the Emperor’s Children, the Grey Knights stand as guardians of purity, discipline, and order. These warriors, trained to resist all forms of corruption and temptation, are bolstered by powerful psychic fortifications and the blessing of the Emperor. Against the unholy resonance of the Noise Marines, Grey Knights deploy psychic barriers and sonic dampeners to counter the devastating waves of sound, closing in to purge the heretics in melee combat, where their force weapons and unbreakable will cut through Slaanesh’s corrupted warriors. The battle between Grey Knights and Emperor’s Children is one of stark contrasts: the Grey Knights' ironclad discipline and spiritual purity clash against the wild hedonism and sensory madness of the Emperor’s Children, resulting in battles that test the very limits of restraint against excess, duty against desire.

1. **The Symphony of Agony**
   Location: The Glittering Spires of Astra Lux

   Objective: The Emperor's Children have turned Astra Lux’s sprawling cityscape into a resonating instrument of suffering, broadcasting potent sonic weaponry that drives citizens to madness. The Grey Knights must breach the Spires, counter the sonic barrages, and disrupt the resonance to stop the transmission of mind-shattering frequencies.

   Rewards: 2 rewards from the Slaanesh Section.

2. **The Palace of Excess**
Location: Pleasure Districts of Celestix Prime

Objective: The Emperor's Children have corrupted Celestix Prime's luxurious palace district into a den of indulgence and depravity, turning the local nobility into devoted worshipers of Slaanesh. The Grey Knights must navigate this sprawling palace of temptation, resisting mind-bending traps, illusions, and narcotic clouds that impair their abilities, to locate and eliminate the cult's leaders.

Rewards: 2 rewards from the Slaanesh Section.

3. The Screaming Pits
Location: The Underground Networks of Kavros Prime

Objective: Deep beneath Kavros Prime, the Emperor's Children have established the Screaming Pits—a labyrinthine series of tunnels that amplify sonic waves and spread mass hysteria. The Grey Knights must venture into these claustrophobic depths, silence the Slaaneshi sonic projectors, and purge the Death Cults lurking within.

Rewards: 2 rewards from the Slaanesh Section.

4. The Masquerade of Sins
Location: The Opulent City of Lusaris

Objective: In Lusaris, the Emperor's Children have organized a grand masquerade where nobles indulge in perverse rituals, unwittingly empowering daemonic energies. Undercover, the Grey Knights infiltrate this celebration, shatter the illusions surrounding it, and bring the cult leaders to justice before the city succumbs to full-blown daemonhood.

Rewards: 2 rewards from the Slaanesh Section.

5. The Mirror of Indulgence
Location: Pleasure World of Diomedea

Objective: Diomedea, once a beautiful resort world, has been overrun by the Emperor's Children. They have created the Mirror of Indulgence—a massive altar that amplifies Slaanesh's temptations to lure entire cities into madness and depravity. The Grey Knights must locate the mirror, break through its defenses, and shatter its influence before it spreads to nearby systems.

Rewards: 2 rewards from the Slaanesh Section.

6. The Garden of Thorns
Location: Corrupted Arboreal World of Iliathor

Objective: The Emperor’s Children have transformed Iliathor’s lush gardens into a Slaaneshi nightmare, filling them with narcotic spores, thorned plants, and daemonic entities. The Grey Knights must navigate the gardens, resist the hallucinogenic fumes, and purge Slaanesh’s daemonic flora to restore the world’s purity.

Rewards: 3 rewards from the Slaanesh Section.

Campaign Rewards:

Here is the list of rewards divided by the gods they originated from.Some artifacts will have the same name or similar abilities but its effect will depend where you buy it and each artifact can only be bought once from each god.

Khorne

Aegis of Wrath

Description: This relic is a shield that absorbs warp-tainted energy from melee attacks, turning the rage of Khorne's minions against them. Crafted from purified ceramite and sanctified in the fires of Titan, it radiates a protective aura.

Effect: Wielding the Aegis of Wrath provides additional protection against warp-infused attacks, granting the user a 20% damage reduction from corrupted melee strikes. This is a unique item.

Sigil of Sanctity

Description: An engraved charm blessed by the Ordo Malleus, the Sigil of Sanctity pulses with psychic power to shield its bearer from Khorne's influence. It is inscribed with psalms that counteract the god's bloodlust.

Effect: The sigil enhances psychic defense, making its bearer highly resistant to the rage and insanity effects that Khorne's minions try to inflict. This is a unique item.

Warpbane Relic

Description: This relic, a hallowed amulet, nullifies the blood-fueled insanity triggered by encounters with the Blood God's minions. It is designed for front-line defenders of Imperial worlds under siege.

Effect: The Warpbane Relic grants resistance to bloodlust-driven insanity and provides a minor boost to mental clarity. This can be supplied in quantities sufficient for a brotherhood.

Icon of Defiance
Description: The Icon of Defiance is an engraved plate worn on the chest that dampens the corrupting aura of Khorne's followers. Sanctified by ancient rituals, it hums softly with protective energy.

Effect: When equipped, the icon reduces the bearer's vulnerability to psychic taint, giving them resilience against curses tied to Khorne-aligned enemies. This item is unique.

Purity Vial
Description: A small vial containing blessed water that purifies blood-based curses, preventing infections from demonic weapons and wards against Khorne's influence.

Effect: This item grants immunity to blood curses and adds a warding effect that makes the bearer resistant to Khorne's influence. Enough are available for an entire brotherhood.

Banner of the Righteous
Description: This banner, woven from consecrated fibers, empowers nearby allies with an aura of righteousness. It emboldens battle lines and resists corruption.

Effect: When carried, the banner boosts the immunity of allies from corrupted forces, fortifying their mental and physical resolve against chaotic influences. The Banner of the Righteous is unique.

Blessed Forge Fragment
Description: A fragment of consecrated metal used in crafting high-quality melee weapons. It is engraved with anti-warp runes that enhance weapon effectiveness.

Effect: Reduces the cost of crafting melee weapons while tripling their quality. This rare piece is unique**.**

Helm of the Iron Warden
Description: A helm that bolsters its wearer's focus and defiance against corruption. Its interior is lined with a barrier against psychic manipulation.

Effect: Increases a Tech-Priest's ability to resist machine corruption, especially beneficial against tainted machines. This is a unique reward.

Consecrated Wargear
Description: A set of weapons and armor that has been blessed to counter Khorne's daemons, each piece engraved with holy symbols that burn chaos-tainted foes on contact.

Effect: Grants increased resilience against Khorne-aligned forces, improving the Grey Knights' resistance to melee attacks. Enough are available to equip an entire brotherhood.

Sanctified Armor Augmentation
Description: Armor plates blessed by Titan's chaplains, these augmentations are designed to be worn as additional protection against Khorne-aligned threats.

Effect: Enhances armor resilience against warp-based and physical attacks, reducing damage from Khorne's melee-heavy units. Enough to equip an entire brotherhood.

Skull of the Daemon Prince
Description: A rare trophy of a Daemon Prince, infused with anti-warp energy, this skull grants increased psychic power when worn by a Grey Knight.

Effect: Amplifies psychic abilities, particularly effective in disrupting Khorne's demonic servants. This is a unique item.

Blessing of Titan
Description: A powerful ritual performed by a high-ranking Grey Knights chaplain, this blessing enhances psychic defenses and strengthens the spirit of those who receive it.

Effect: The blessing grants increased psychic protection and allows holy fire to be wielded more effectively. Enough are available for an entire brotherhood.

Holy Incantation Scrolls
Description: These scrolls contain sacred incantations to combat the rage-fueled influence of Khorne. Reciting these prayers strengthens mental fortitude.

Effect: Provides temporary immunity to fear and confusion caused by Khorne's influence and fortifies against mind-based attacks. Enough scrolls are available to outfit an entire brotherhood.

Shield of Celestial Flame
Description: This shield, blessed with holy fire, emits a radiant aura that burns Khorne's followers upon impact and is nearly immune to warp-fueled damage.

Effect: Protects the bearer from corrupted melee attacks and ignites enemies who make contact. This is a unique item.

Codex of Arcane Restraint
Description: A powerful book of anti-warp scriptures, the codex aids Grey Knights in containing and dispelling warp energy directed by Khorne's cultists and daemons.

Effect: Enhances psychic abilities in restricting and binding warp-spawned threats. This item is unique.

Hammer of the Righteous
Description: A massive, consecrated weapon capable of disrupting daemonic entities upon impact. It has a powerful weight but is finely balanced for melee combat.

Effect: Adds significant holy fire damage to melee attacks and increases effectiveness against demonic foes. This hammer is unique.

Crimson Seal of Purity
Description: A small seal that, when attached to armor, radiates an aura that disrupts blood rituals. Created to counter Khorne's insidious influence.

Effect: Provides immunity to blood-based sorceries, curses, and mind-influencing attacks from Khorne's worshipers. Available in quantities sufficient to outfit a brotherhood.

Glaive of Martyr's Light
Description: A glaive infused with the energy of fallen Grey Knights, the Martyr's Light emanates a strong, purifying aura and is exceptionally effective in melee combat.

Effect: Grants a powerful aura that weakens nearby daemons and strengthens allies' resilience against warp attacks. This glaive is unique.

Battle Hymn Talisman
Description: This talisman, engraved with psalms and prayers, radiates courage and calm, effectively reducing the effects of fear or psychological distress.

Effect: Bolsters morale, enhances resistance to the fearsome presence of Khorne's champions, and amplifies bravery in high-stakes battles. Available in quantities for an entire brotherhood.

Shard of Khorne's Bane
Description: A shard weapon that has been anointed with holy oils, the Khorne's Bane disrupts demonic resilience, dealing exceptional damage to warp entities.

Effect: Amplifies melee damage, causing a holy explosion on impact that weakens the enemy's resistance to psychic attacks. This item is unique.
These rewards are thoughtfully designed to enhance the Grey Knights' combat effectiveness against Khorne's forces, from protection against warp energy to powerful anti-daemon weapons. Several unique items grant specific benefits that reflect the strategic needs of facing the World Eaters, while the other relics and wargear provide valuable benefits to the entire brotherhood.

Tzeentch

Helm of the All-Seer

Description: A helm embedded with psi-reactive crystals that grants a heightened awareness of psychic energies. Forged with sanctified metals, it allows its wearer to sense psychic threats even before they manifest.

Effect: Grants the ability to anticipate enemy sorceries, improving reaction time and increasing resistance to psychic attacks. This is a unique item.

Aetheric Sigil

Description: This intricately designed sigil is imbued with protective psalms and infused with rare minerals that dampen psychic interference. It can be affixed to armor or weapons.

Effect: Reduces psychic backlash and enhances focus, providing a 15% boost to psychic resilience. Available in enough quantity for an entire brotherhood.

Staff of Unbound Light

Description: A formidable staff that channels purified warp energy, allowing the bearer to redirect harmful spells back at their caster. Crafted with silver and enchanted by Titan's finest librarians, it disrupts hostile warp energies.

Effect: Grants the ability to reflect minor psychic attacks and shields the user from warp-based harm. This staff is unique.

Phylactery of the Void

Description: This pendant contains an echo of the void, warding against soul-manipulating sorceries. Its wearer is enveloped in an aura that nullifies hostile psychic attempts to probe or manipulate them.

Effect: Increases immunity to possession and soul-based attacks, ensuring the bearer remains in control during intense psychic encounters. Available in quantities sufficient for an entire brotherhood.

Codex Arcana Null
Description: An ancient tome filled with forbidden knowledge and protective incantations against warp energy. Reading from the codex grants powerful defenses against mind-manipulating spells.

Effect: Boosts psychic abilities by 20% when reciting its verses, focusing on countering warp illusions and tricks. This is a unique item.

Gauntlet of the Arch-Purifier
Description: A specialized gauntlet that absorbs psychic energy on contact. It allows the bearer to dissipate spells aimed at them, neutralizing even the most aggressive warp manifestations.

Effect: Grants temporary immunity to low-level psychic attacks and can store energy for a counter-blast. This gauntlet is unique.

Wardstone of Clarity
Description: A powerful stone carried into battle that sharpens psychic focus and shields against chaos-induced hallucinations. Crafted from Titan-purified minerals, it is ideal for protecting the mind.

Effect: Increases the bearer’s mental clarity and grants immunity to psychic illusions, dispelling mental tricks. Available in quantities for an entire brotherhood.

Crystalline Shield of Purity
Description: This shield, crafted from psi-reactive crystal, creates a reflective barrier that deflects low-level sorceries. It has become a symbol of defiance against the Thousand Sons' spellcraft.

Effect: Deflects minor psychic attacks and protects the bearer from mind-altering spells. This shield is unique.

Blade of Resonant Echoes
Description: A sword forged to resonate with holy energy, this weapon pulses with anti-warp properties and nullifies spells it cuts through, making it especially effective against warp-imbued armor.

Effect: Allows the bearer to cut through barriers created by warp energy and dispels enchantments. This is a unique item.

Runes of Mind's Sanctum
Description: These engraved runes are designed to protect the mind from hostile probing and manipulation. Wearing them grants the user a sense of calm and clarity in psychic battles.

Effect: Enhances resistance to mind-intrusive spells, increasing psychic durability by 20%. Enough are available to outfit an entire brotherhood.

Orb of Dissolution
Description: A sphere that, when activated, disperses nearby warp energy, disrupting psychic constructs. Ideal for quickly clearing corrupted psychic terrain.

Effect: Destroys low-level warp manifestations and destabilizes psychic constructs in a 15-meter radius. This is a unique item.

Psy-Suppressor Mantle
Description: This mantle absorbs ambient psychic energy, dampening hostile spells aimed at its wearer. It is woven from anti-psychic threads soaked in sacred oils.

Effect: Reduces the effectiveness of psychic attacks by 15% and provides minor protection from hostile enchantments. Enough for an entire brotherhood.

The Sanctified Chalice
Description: A blessed relic from Titan, this chalice purifies warp-tainted energies, strengthening the wielder's soul against corruption. Ideal for meditative rituals.

Effect: Temporarily enhances psychic fortitude and strengthens protection against soul-draining spells. This is a unique item.

Hexbound Shackles
Description: Reinforced restraints imbued with null-energy that are effective against psychic entities. They prevent captured sorcerers from escaping or using spells.

Effect: Disables all psychic abilities in the bound target, rendering even the strongest psykers powerless. Available in quantities to equip an entire brotherhood.

Mask of the Null Visionary
Description: This mask blocks incoming psychic visions, illusions, and hallucinations, protecting the wearer's mind from warp-fueled distractions.

Effect: The mask grants immunity to visions and mental interference, ensuring clarity of mind. This item is unique.

Anchor of the Warp Suppressor
Description: A small, heavy device that generates a field that disrupts warp energies within a radius. Used for reinforcing psychic defenses during prolonged battles.

Effect: Creates a 20-meter zone where warp abilities are significantly weakened. Available in quantities to support an entire brotherhood.

Amulet of the Celestial Eye
Description: This amulet allows the wearer to see through psychic illusions, granting them insight into enemy maneuvers and thwarting deceptive tactics.

Effect: Allows the bearer to see through any illusions cast by enemies, ensuring clarity in battle. This is a unique item.

Scepter of the Sanctified Flame
Description: A staff adorned with a sanctified crystal that releases purifying flames, nullifying warp-based barriers and breaking down energy shields.

Effect: Disperses minor warp shields and weakens larger ones, making it ideal for frontline combat. This item is unique.

Mindshield Potion
Description: A potion imbued with sacred herbs and anti-psychic minerals, it strengthens psychic defenses and boosts immunity to mind-warping effects.

Effect: Provides a temporary 30% boost to psychic resilience and clarity of mind. Available in quantities for an entire brotherhood.

Sword of the Astral Guardian
Description: This sword, crafted with anti-warp alloys, dispels psychic barriers upon contact. Its blade glows with a celestial light that cleaves through psychic constructs.

Effect: Breaks through psychic shields and dispels warp-generated armor, making it an excellent weapon for fighting psyker enemies. This sword is unique.

Nurgle

Censer of Purifying Flames

Description: This ornate censer is filled with ever-burning consecrated incense that purges corruptive plagues and wards off decay. When carried, it emits a halo of purified air that helps protect against noxious toxins.

Effect: Provides a 20% resistance to airborne contagions and reduces poison effects. Available in quantities for an entire brotherhood.

Mantle of the Cleansed Spirit

Description: Woven with fibers soaked in sacred oils and anti-viral essences, this cloak protects the wearer from plagues and diseases. It has intricate embroidery that shines under warp-light, symbolizing protection from corruption.

Effect: Grants a 25% resistance to all diseases and corruption, and slows down the effects of Nurgle-blessed plagues. This is a unique item.

Plaguebane Gauntlets

Description: These gauntlets are treated with anti-corruption sigils, allowing them to break through disease-infested barriers. The purified metal repels infection and disintegrates contagious materials upon contact.

Effect: Enables the bearer to dismantle plague-ridden barriers and grants immunity to disease-based attacks when equipped. Enough for an entire brotherhood.

Vial of the Purged Essence

Description: A small vial containing distilled and sanctified essences that counteract the effects of Death Guard toxins. This elixir is highly potent and counters most known viral strains on the battlefield.

Effect: Provides temporary immunity to most contagions and heals minor symptoms of infection. Available in limited quantities, enough for one deployment per brotherhood.

Reliquary of Saintly Resistance
Description: A relic that houses remnants of past champions, who fought and resisted pestilence. When worn, it bolsters the wearer's constitution against foul infections and allows faster recovery from plagues.

Effect: Increases physical resilience and provides 50% resistance to plague-based attacks. This reliquary is unique.

Blessed Serum Injector
Description: This injector contains a potent serum designed to boost immune response against corruption. Used in battle, it grants temporary resistance to viral attacks and accelerates recovery from toxins.

Effect: Provides a one-time immunity boost to counter Death Guard plagues, making it effective for emergency use. Enough to supply the entire brotherhood.

Purgefire Flamethrower
Description: This flamethrower is modified to release consecrated flames capable of eradicating the toughest plague infestations. It's designed to incinerate infected terrain, burning away corruption wherever it's used.

Effect: Deals high damage to plague-ridden entities and cleanses infected surfaces, making it ideal for clearing zones of corruption. This weapon is unique.

Aura of Repulsion
Description: A relic that emits a faint, holy glow that repels pestilent energies. It creates a protective zone that shields the user and nearby allies from airborne pathogens and malaise.

Effect: Reduces the potency of airborne plagues by 50% in a 10-meter radius, providing shared protection for squads. Available in quantities for an entire brotherhood.

Breath of Purity Respirators
Description: These respirators are treated with sanctified oils and anti-plague compounds, filtering out toxins and miasmas. They are especially effective in the fetid environments favored by the Death Guard.

Effect: Provides immunity to airborne diseases and reduces nausea effects from contaminated air. Enough for all members of a brotherhood.

Plagueward Shard
Description: A crystal imbued with anti-warp blessings, it protects against spiritual contagion, shielding the bearer from plague-bearing entities seeking to infect their soul.

Effect: Grants immunity to soul-based contagions and provides a mental shield against plague daemons. This is a unique item.

Sanctified Grenade
Description: This grenade is infused with holy oils and emits a purging explosion upon detonation. Effective against plaguebearers and festering enemies, it sears them with anti-pestilence flames.

Effect: Deals immense damage to corrupted foes and neutralizes toxins in the area of impact. Available in moderate quantities, enough for select deployments per brotherhood.

Armored Seal of Resilience
Description: A robust talisman affixed to armor, providing resistance to rot and corrosion. It was created to counteract the disintegration effects from Death Guard weapons and bile-spewing attacks.

Effect: Reduces damage from rot-based attacks and slows down armor decay from acidic materials. Available in enough quantity for an entire brotherhood.

Sanctum of Cleansing Flames
Description: This sacred torch can be planted to create a zone of purifying flames that nullifies pestilence in the surrounding area. Useful for fortifying positions against plague-based attacks.

Effect: Purifies a 20-meter radius, preventing all contagions from spreading within this zone. This item is unique.

Blade of the Redeemed
Description: This sword is treated with a blessed alloy that burns with divine energy, allowing it to slice through corrupted flesh and break down diseased entities with each strike.

Effect: Inflicts extra damage against Nurgle-blessed creatures and neutralizes necrotic tissue on contact. This weapon is unique.

Sigils of the Pure-Hearted
Description: Sacred sigils designed to protect a warrior's spirit and body from Nurgle's gifts. These symbols radiate a repelling energy that wards off decay-based attacks.

Effect: Provides a 10% reduction in damage from all pestilence effects, and negates low-level contagions. Enough sigils for the entire brotherhood.

Gloves of Contagion Reversal
Description: Reinforced gloves that allow their bearer to touch and purify tainted objects without becoming infected. Crafted with woven blessings, they shield the user from harmful exposure.

Effect: Grants immunity when handling contaminated objects and reverses the effects of weaker plagues on contact. This item is unique.

Phoenix Oil Vial
Description: An oil extracted from flame-resistant plants, mixed with anti-pestilence herbs, which, when applied to armor, grants increased resistance to decay and rot.

Effect: Provides armor with a 30% resistance to corrosion and decaying effects, making it highly useful against Death Guard weaponry. Available in quantities for an entire brotherhood.

Horn of Holy Resilience
Description: A blessed horn that, when sounded, invokes a wave of fortifying energy, increasing resistance to pestilence and contamination for nearby allies.

Effect: Temporarily boosts resilience against Nurgle-blessed afflictions by 20% within a 15-meter radius. This horn is unique.

Elixir of Divine Immunity
Description: This rare elixir temporarily boosts the drinker's immunity to disease, providing a potent shield against contamination and bacterial infections.

Effect: Grants immunity to all airborne plagues for 30 minutes, ideal for critical combat situations. Enough doses for an entire brotherhood's emergency use.

Hammer of the Purifier
Description: This powerful hammer is designed to crush festering entities and cleanse contaminated areas with a single blow. Each strike resonates with holy energy, shattering plague-infested bodies.

Effect: Provides high damage to undead and rot-afflicted enemies and destroys all infectious material on impact. This hammer is unique.

Slaanesh

Harmonized Helm

Description: This helm is fitted with sound-dampening technology, shielding the wearer from the mind-altering melodies and sonic weaponry of the Emperor's Children. Enchanted with anti-psychic wards, it enhances mental clarity.

Effect: Grants immunity to sonic-based attacks and reduces psychological manipulation. Available in quantities to equip an entire brotherhood.

Blade of Dissonance

Description: This sword, forged with harmonically dissonant metals, disrupts the resonance of warp-based energies, making it lethal against noise-drenched adversaries. It hums with a faint counter-frequency, ready to counter chaotic harmonics.

Effect: Deals additional damage to Chaos-warped beings and nullifies the effects of nearby sonic distortions. This sword is unique.

Cloak of Silence

Description: A lightweight cloak designed to absorb sound, allowing the wearer to move without making a sound. Its fabric is woven with psychic shielding threads, protecting against sonic attacks and illusions.

Effect: Provides a 30% resistance to sound-based attacks and enhances stealth by reducing sound signature. Enough for an entire brotherhood.

Nullifying Amulet

Description: This amulet emits a low-frequency pulse that disrupts nearby sonic fields, neutralizing the effects of sonic weapons and the warping influence of Chaos.

Effect: Creates a protective aura that negates minor psychic and sound-based effects within a 10-meter radius. This amulet is unique.

Sonic-Absorbent Armor Plating
Description: Armor plating reinforced with specialized materials to absorb and dissipate sonic energy, providing added protection against sonic shockwaves and noise-based assaults.

Effect: Grants 20% resistance to sonic damage and prevents armor degradation from sound-based attacks. Available in quantities to equip an entire brotherhood.

Gloves of Vibration Nullification
Description: These gloves are fitted with micro-oscillators that counteract disruptive frequencies, allowing the wearer to safely handle unstable sonic-based devices and weaponry.

Effect: Reduces the risk of injury from handling sonic-charged artifacts and neutralizes energy from dissonant objects. Unique.

Purifying Tonic of Silence
Description: This rare elixir calms the mind and bolsters the body, creating an internal barrier against warp-induced madness and sensory overload.

Effect: Temporarily increases resistance to psychic attacks and reduces sensory sensitivity to Chaos-based illusions for 1 hour. Available in doses for an entire brotherhood.

Helm of Tranquility
Description: Designed to counter sensory manipulation, this helm protects the wearer from audio-visual illusions and reduces susceptibility to hypnotic effects, enabling greater clarity in chaotic battles.

Effect: Provides 50% resistance to illusions and reduces the chance of being stunned or disoriented by sonic attacks. This helm is unique.

Aegis Earplugs
Description: Small but effective, these earplugs are made from a warp-resistant alloy that blocks out harmful frequencies, allowing for clear concentration during battle.

Effect: Grants immunity to hypnotic audio effects and reduces fatigue from prolonged exposure to intense sound. Enough for all members of a brotherhood.

Sword of Cleansing Echoes
Description: This finely crafted sword hums with pure resonant energy that counters Chaos soundwaves. When swung, it creates a wave of dissonant energy that weakens enemies.

Effect: Deals increased damage to Emperor's Children units and emits a small anti-sonic shockwave upon impact. This sword is unique
.

Sigils of Mental Fortitude
Description: These sacred sigils, inscribed with anti-psyche mantras, are worn around the neck and bolster the wearer's mental resilience, enhancing their resistance to warp-induced manipulations.

Effect: Provides a 30% resistance to mind-affecting effects and lessens the influence of fear-based powers. Enough sigils for an entire brotherhood.

Libram of Sonic Nullification
Description: A small, sacred book containing counter-rituals to negate the effects of sonic attacks and rituals. It is often carried by chaplains or psykers to protect their squads from sound-based warp effects.

Effect: Disrupts nearby Chaos sonic rituals and reduces the effects of sound-based psychic attacks by 50%. This libram is unique.

Chime of Sacred Harmony
Description: This small chime emits a soothing frequency that helps to calm the mind and strengthens the bearer's resistance to the Emperor's Children's chaos-induced madness.

Effect: Increases psychic resistance by 15% for all nearby allies and clears mental distortions within a small radius. Available in limited quantities, one per squad.

Purestone Fragment
Description: A fragment of stone blessed and infused with calming energies that repel warp-based frequencies. It can be worn on armor to provide a measure of protection from sonic weaponry.

Effect: Absorbs some of the energy from sonic attacks, reducing incoming damage by 10%. Enough fragments to equip an entire brotherhood.

Bladed Resonator Staff
Description: This powerful staff was crafted to project resonant counter-frequencies that destabilize Chaos-born sonic attacks. In skilled hands, it can dissipate enemy sound waves.

Effect: Grants immunity to sonic attacks for the wielder and weakens nearby Chaos entities by disrupting their resonant energies. This staff is unique.

Gauntlets of Warped Silence
Description: These gauntlets are specially designed to channel anti-sonic energy, allowing the bearer to absorb and repel chaotic sounds, sending them back to disorient enemies.

Effect: Reflects 25% of sonic-based damage back to the attacker, briefly stunning them. Available in quantities for an entire brotherhood.

Sigil of Echo Repulsion
Description: A small insignia with resonant properties, protecting its wearer from sonic attacks and hypnotic effects. It reverberates with a frequency that disrupts Chaos-spawned resonance.

Effect: Provides immunity to sound-based mind control and reduces susceptibility to Chaos manipulation. Available for an entire brotherhood.

Echo Shield Generator
Description: A portable generator that projects a field of anti-sonic energy, protecting nearby allies from disruptive audio attacks and preventing environmental resonance from affecting them.

Effect: Nullifies sound-based effects within a 15-meter radius, ideal for squad-wide protection. This generator is unique.

Censer of Calming Tones
Description: This censer emits purifying smoke that muffles harmful audio effects, shielding nearby allies from sonic disorientation and creating a calming influence in the field.

Effect: Reduces the potency of all sonic-based disorientation effects by 20% for allies within a 10-meter radius. Enough censers to outfit one for every squad.

Hammer of Silence
Description: This hammer resonates with calming energy and disrupts chaotic frequencies upon impact, designed specifically for breaking down sound-based barriers and defenses.

Effect: Deals additional damage to sonic-based barriers and Chaos constructs, neutralizing disruptive frequencies in its path. This hammer is unique.

Drawbacks:

There is no limit on how many drawbacks you can take.

Warp Interference [+100 CP]
Your psychic powers have become unreliable due to the subtle but constant interference of Warp energy. Whether you're calling upon offensive spells, defensive wards, or other psychic abilities, there's a risk they'll misfire or weaken at the worst possible moments. This interference leaves you vulnerable in critical situations, as even routine abilities may falter just when you need them most, forcing you to rely on physical skills and strategy to overcome enemies.

Forbidden Lore [+100 CP]
You possess a dangerous repository of knowledge, the kind that the Ordo Malleus would destroy on sight. This forbidden lore tugs at the edges of your consciousness, presenting glimpses into the dark secrets of Chaos. These whispers bring on headaches and fatigue, especially when confronting daemonic foes. The insidious nature of this knowledge makes it difficult to ignore, tempting you with visions and subtle distractions that challenge your focus and resolve in combat**.**

Echoes of the Warp [+100 CP]
The Warp's influence has latched onto your mind, and you hear echoes and whispers wherever you go. The voices come and go, often at random, creating a sense of paranoia and vulnerability. These whispers are particularly potent in the presence of Chaos entities, where they rise to a fever pitch, making you more susceptible to fear-based effects. You'll find it challenging to maintain a clear head, even with mental discipline, as the constant noise gnaws at your confidence.

Muting the Aegis [+100 CP]
Your otherwise powerful Aegis defense, which usually shields you from the warp-tainted powers of Chaos, has been compromised. Small warp-tainted effects slip through the cracks, subtly chipping away at your psychic defenses. Spells that would normally protect against corruption are less effective, and you're more vulnerable to minor curses and hexes. You may notice the protective wards of your armor and soul failing when faced with even minor daemonic forces.

Dimmed Glory [+100 CP]
No matter your feats or victories, they seem to go unnoticed or are attributed to others. Whether it's defeating a formidable foe or leading allies to success, you'll receive little or no recognition. This lack of renown impacts morale, as others in your ranks may not see you as a leader or hero, and your accomplishments are often downplayed. You'll have to find motivation from within, as even in moments of triumph, the spotlight never seems to reach you.

Time Extender [+100 CP]
You've chosen to remain in the conflict-ridden worlds for an extended time, prolonging your stay by an additional 100 years for each time you take this drawback a nax of 800 CP. While this may allow you to explore your goals further or test your limits against Heaven and Hell alike, the time spent will weigh heavily. With no end in sight, every victory and defeat accumulates, forcing you to endure and adapt constantly. You may stay as long as desired, though this could mean lifetimes of endless war.

Blank Presence [+200 CP]
Something about you feels off to others, creating an instinctive sense of unease. Allies and civilians feel uncomfortable in your presence, and it makes earning their trust significantly harder. Many may keep their distance or view you with suspicion, even if you have done nothing to warrant it. Building relationships or finding support from locals becomes a constant challenge, with people often refusing your help or doubting your motives, forcing you to work with minimal assistance.

Warp Instability [+200 CP]
The Warp has tethered itself to your abilities, and each time you use your psychic powers, you risk tearing a small rift in reality. These rifts act as doorways for minor daemons or warp-tainted anomalies to enter your vicinity. This instability turns every psychic act into a potential danger for yourself and your allies, as even a simple spell could invite unwanted attention from daemonic entities. You'll need to be extremely cautious with your powers, lest you summon your own destruction.

Lingering Warp Mark [+200 CP]
An invisible mark seared into your essence acts like a beacon for warp-tainted creatures and daemons. Even when attempting stealth or concealment, entities of Chaos sense this mark, making it difficult for you to avoid detection. Whether hiding from enemies or setting up an ambush, Chaos forces are inexplicably drawn to your presence, making surprise attacks or clandestine operations much harder to execute. You must confront each encounter head-on, as sneaking past is no longer an option.

Resonant Echo [+200 CP]
Every time you defeat a daemon, disturbing visions cloud your senses, distracting you in combat. These echoes replay the daemon's dying thoughts or emotions, causing you to relive their death through a fragmented, horrific lens. Your aim falters, situational awareness dims, and each kill compounds these mental distractions, making it challenging to stay focused. The cumulative effect leaves you vulnerable, especially when taking down multiple enemies in quick succession.

Faint Psychic Trail [+200 CP]
You leave behind an intangible trail detectable only by entities attuned to the Warp, making it nearly impossible to go unnoticed around Chaos forces. Any attempts at stealth are compromised, as warp-sensitive beings can follow your psychic footprint. As a result, Chaos forces can track your movements with relative ease, and ambushes are almost entirely off the table. You'll need to rely on direct confrontation, as Chaos will find you wherever you go.

Blood of the Betrayed [+400 CP]
A lingering curse affects your very blood, amplifying the powers of nearby Chaos entities and giving them an unnatural strength against you. Every daemon or Chaos-worshipper feels a boost in morale and power when near, sensing an opening they can exploit. This disadvantage puts you at a severe risk in prolonged encounters, as even low-level Chaos forces gain a boost in your presence, making battles tougher and more grueling than they would otherwise be.

Erosion of Faith [+400 CP]
Doubts have crept into your once unbreakable faith, creating cracks in your psychic resilience. These doubts make you twice as susceptible to corruption and open to subtle influences from Chaos, even during moments of clarity. It's as if a shadow constantly hovers over you, and each encounter with Chaos gnaws at your soul, pushing you toward despair. Maintaining purity requires constant vigilance, and the smallest lapse could lead you down a dark path**.**

Unstable Relic [+400 CP]
The relics and artifacts you wield, once steady and reliable, are now unpredictable and dangerous. These sacred tools malfunction sporadically, failing at critical moments or emitting warp-tainted energy that attracts daemonic forces. Relying on them in battle becomes a gamble, as each activation brings the risk of chaos instead of aid. These malfunctions add another layer of danger, making you a target for Chaos while diminishing the potency of your sacred tools**.**

Psychic Rift [+400 CP]
When using a powerful psychic attack, you risk tearing a significant rift in reality, inadvertently summoning daemons or warp-born entities. This instability can backfire during intense battles, introducing unpredictable threats in an already chaotic environment. Possession attempts by lesser daemons are more frequent, as these rifts offer an easy entry into your mind or body. You must consider each psychic act carefully, as these risks can quickly spiral out of control**.**

Haunted Mind [+400 CP]
A daemon spirit has taken up residence in your psyche, assaulting your thoughts with whispers and temptations. It undermines your willpower, forcing you to remain constantly vigilant against its corruptive influence. The spirit can occasionally break through your mental defenses, making you act on its sinister impulses. Even your allies might notice the changes, increasing their distrust as you struggle to maintain control. Your mind becomes an internal battlefield, requiring relentless resolve.

No Powers [+400 CP]
In this jump, you're stripped of all outside powers and even your warehouse access. You must rely solely on any abilities native to this world and the limited resources you acquire here. The trials become significantly harder without your usual arsenal, and you'll need to adapt, strategize, and survive without any of the advantages you previously relied upon. This restriction forces you to face the world's challenges with raw skill alone, making every choice matter.

Daemonic Host [+600 CP]
A powerful daemon has invaded your mind, haunting you with relentless assaults on your will. Its influence grows over time, warping your thoughts and trying to wrest control from you. This constant battle weakens your focus and drains your energy, threatening to compromise your very identity. The daemon seeks to corrupt your soul and body from within, making every psychic act a high-stakes gamble where the daemon could gain influence over your actions.

Warp-Stained Soul [+600 CP]
A permanent, inescapable taint marks your soul, and even the Emperor-blessed relics recoil at your touch. Holy items and blessed equipment lose their potency in your hands, rendering some of your most trusted gear unreliable. Allies may sense the corruption and question your loyalty. Access to critical equipment is limited as even those on your side keep a wary distance, sensing that the Warp has forever left its stain on your soul.

Sorcerer Nemesis [+600 CP]
An elite Chaos Sorcerer has marked you as their chosen prey, appearing in every engagement to test your resolve. They grow stronger with each encounter, adapting to your tactics and using their powers to counter your every move. This nemesis sees you as a challenge and will stop at nothing to destroy or corrupt you. Their relentless pursuit leaves you constantly on edge, knowing that each confrontation only fuels their power, making them a more formidable threat each time.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. I will upload the army supplements next week as I still need some time to create the three army supplements for this jumpchain.
2. I went overboard with this jumpchain and damn I stil need to make two more for this series for this and next year.