

ADEPTA SORORITAS JUMPCHAIN

I know what you are, traveller who has come from beyond the Warp. I can smell it on you mystical power, alien exposure, ill-gotten abilities. You have stood in the presence of creatures man ought not to comprehend. But I can see in your soul, and that beneath the corruption and heresy lies the original divine ember of humanity. Perhaps you might use it to set alight the Grim Dark and banish it forever.

My name is Celestine, Adepta Sororitas in life, chosen by the Emperor in death to enact divine intervention on his behalf. I have been granted the highest honour the Emperor could grant, the opportunity to fight against the ruinous powers until the Imperium's final victory or defeat. So long as the Astronomican burns brightly over Holy Terra my duty will not end. However, with this honour I am burdened with the tragic knowledge of the truth. I have been privy to the Emperor's true intent, the betrayal of the traitorous legions and the way humanity was hammered and forged into the last weapon that would stave off the darkness. What I also know is that we cannot keep this fight going forever. The Hive fleets encroach ever deeper into Imperial space while the ruinous powers and heretical ideologies poison the minds of His children. Given the forces arrayed against us it is a testament to the divinity of the human race that we have lasted as long as we have. But now, by the Emperor's will we commune and I would humble myself by asking for your help.

I can offer you a home among my sisters should you wish to help the Imperium attain final victory, and should you open your heart to His divine love he will bestow upon you knowledge and power, perhaps even honour you to the level he has honoured me. By the will of the God Emperor of Mankind I bestow upon you **1000 Celestial Points** to spend on blessings and abilities. Should you accept them he only asks for 10 years of service and that during your time here you fight for humanity with fervour.

The Adepta Sororitas are an all female division of the Adeptus Ministorum. Due to the tenants of the Imperial Creed, the Orders Militant of the Adepta Sororitas are the military arm of the Imperial Ecclesiarchy, though they fill many other rules throughout the Imperium. Though all marked by the fleur are blanketed by the greater population as Sisters of Battle, it is only the Orders Militant that accept this title. Don't be fooled by this though, every sister of each order is ruthless in her devotion to the Emperor. The training to reach even Novice is arduous, and an Initiate is allowed to leave at any time before they take their vows without censure. This is because each sister is given inquisitorial powers upon those outside the sisterhood they come into contact with, and for that reason the Sororitas can only accept the most devout of faith and purest of heart. Because of this the Sororitas are among the most resistant to the temptations of Chaos, and among a Daemon Prince's most prised possessions should they capture and break one. The majority of Orders are based in Convent Prioris on Holy Terra and Convent Sanctorum on Ophelia VII, though there are many other smaller Orders throughout the territories of the Imperium. You can select which order you wish to belong to.

Background

Your gender can remain the same or you can change to female at no charge. Should you wish to retain any masculinity, well... just keep it to yourself. If anyone asks any questions I'll deal with it. Your age is 16+2d8

Drop-in

Wayward souls often come to the sisterhood looking for something. Faith, a purpose, a better life. Despite the arduous nature of a sister's existence, the clarity we offer to our members is liberating in many ways. It will take no one by surprise, then, when you are discovered on the pews of a convent. A sister of high esteem shall come to you, guided by a divine vision, and she will offer you a pathway into the sisterhood. You'll have to endure the trials of being an initiate, but the gifts granted to you by the God Emperor of Man will become apparent and speed you through your trials.

Noble

The Sororitas have captured the imaginations of many a noble girl, and rightly so. Many of them are tutored by sisters from the Orders Famulous, or have had a relative saved by a member of the Orders Hospitalia. Because of their pampered upbringing they are treated a little harsher during initiation. The decedent upper echelons of imperial society are known to breed heresy and the other, less pampered initiates are jealous of the life they have to go back too should they quit. It is also for that reason that novices with this background hold a little reverence with their peers. Abandoning a luxurious lifestyle to heed the call of the Emperor is something not every Sister is sure they could accomplish.

Orphan

The Schola Progenium is another division of the Adeptus Ministorum, responsible for the care of orphans. So many men and women sacrifice their lives to the Emperor's service, and it is unbecoming to abandon the children of such martyrs. Many of these children end up serving the Imperium through roles in the Ministorum, but a fair number end up in elite roles throughout the Guard or the Navy. You however, were destined for the Adepta Sororitas. You, along with thousands of other initiates stood at attention for days as the head canoness read off each individual name and the order they were assigned, pride and the Emperors love fighting off fatigue.

Order

Orders Militant - Free

All Sisters of Battle of the Adepta Sororitas pursue the ways of war to spread the Emperor's light. The Orders Militant are often tasked by the Ecclesiarchy with defending its Shrine and Cardinal worlds or retaking such planets from Heretics, Xenos or the blasphemous Forces of Chaos. There are literally dozens of different Orders Militant, with their convents scattered across the galaxy.

Orders Dialogous - Free

The Sisters of the Orders Dialogous help to translate the innumerable dialects and slangs of Low Gothic used throughout the Imperium. At the behest of the Inquisition and certain other parties in the Imperial hierarchy they also study Xenos languages and translate texts obtained from Xenos artefacts. Sisters Dialogous are often employed as Sage Acolytes in Ordo Hereticus Inquisitors' retinues.

Orders Hospitalia - Free

The Sisters of the Orders Hospitalia aid the poor and heal the sick and the wounded in the many hospitals and clinics across the Imperium operated as charities by the Sisterhood. Some of their hospitals are part of Imperial Crusades and the Sisters serve as medics for the Imperial Guard regiments serving in those conflicts. As they have a much less active role in the Inquisition and spend more time healing the sick and infirm they are idolised by the Imperial Guard and much of the citizenry they service, but they have just as little tolerance for heresy and corruption as any sister of battle.

Orders Famulous - Free

The Sisters of the Orders Famulous organise, educate and maintain the households of certain Imperial Planetary Governors and Imperial nobles, serving as advisers and by their very presence reminding them of their higher loyalties to the Emperor of Mankind. They oppose any disloyalty with the support of faithful followers from the inside of the noble household itself. The Orders Famulous also maintain and update extensive genetic and genealogical records for all the important noble families of the Imperium and can conduct genetic testing at the request of the Inquisition when rampant mutation or heresy on the part of Imperial nobles is suspected. Among the Adepta Sororitas it is the Orders Famulous that are the most tolerant of disloyalty, though even this has its limits.

Blessings

100CP blessings are free and all others are discounted at 50% for their orders.

The Emperor Protects - Free All

The Emperor has a special place in his heart for the devout Adepta Sororitas. So much does he love them that he extends special protection to them providing they keep their faith in their hearts. The body corrupting forces of the warp have no effect on the devout sister so long as she sings the hymns of the Ecclesiarchy.

Basic Training - Free All

All novice sisters of the Adeptus Sororitas, regardless of their Order, are taught a wide variety of basic skills, some needed by all, others needed in a pinch. Each sister knows basic ranged weapon operation, ground vehicle usage, hand to hand and melee combat, medicae, how to craft purity seals among a few other skills.

Drop-in

Sanctioned Xeno - 100cp

I recognise that you, as one from beyond the Warp, might have alternate forms that you wish to utilise. Why you would like to appear as anything but the Emperor's image is beyond my knowledge, but there are exceptions to every rule. Should your form deviate from human in any way as a result of travels through distant worlds you will still be recognised as one of the Emperor's children. Take care in the warp however, this power doesn't extend to its corruptive influences. In future realms this will make people more willing to look past any odd appearance you have.

Noble

The Emperor's Grace - 100cp

Noble households within the Imperium have rigorous education regimes for their children. Among literacy, mathematics and the Imperial Creed is also the art of noble etiquette. Indeed all noble children under the tutelage of a Sister of the Orders Famulous move with grace to rival that of the elder. With this every motion you make will be as though it were part of a well choreographed dance.

Orphan

Self Sufficiency - 100cp

The children of the Schola Progenium are well looked after, but not always given everything they need. Their lives are highly regimented as they are trained to fulfil their destiny in the Imperium's hierarchy. No all aspects can be controlled however, and many of these children learn ways to get additional materials from their environment to fill their needs as well as hide them from overzealous care takers. You are exceptionally good at this, able to farm your surroundings for useful scraps of material and hide them from authorities that might confiscate them.

Orders Militant

Litany of Hate - 100cp

Kill the Mutant, Burn the Heretic, Purge the Xeno. I'm sure you've heard the mantra of the militant services of the Imperium, and with your service you'll learn why even minor unrepentant grievances against the Emperor are hated. You will be able to recite these reasons in a firm and succinct manner that will share your thoughts and feelings on these matters. Allies that hear you will share your hatred, fighting your enemies with the same fervour that you would, along with resistance to Daemonic Presence.

Rotation with the Commissariat - 100cp

The sisters of battle inspire awe among the ranks of the Imperial Guard, and the best of their Canonesses are more than a match for the captains of the Astartes. However the discipline the Sororitas are used to makes it difficult to work with other Imperial forces. A few sisters take additional training with the officers of the Guard, learning the best ways to motivate men and to

tolerate their short comings. Sometimes it take kind motivation, other times charismatic leadership, though sometimes to make men dive head first into horrors you put something more terrifying behind them. You're a master of leading men and women through war.

Seraphim - 200cp

Among the highly skilled warriors of the Orders Militant, some of Battle Sisters manage to stand out. These women are given special training and form the ranks of the Seraphim. Utilising ancient fighting techniques from the time the Adepta Sororitas were known as the Daughters of the Emperor. Often wielding a mix of bolter pistols, hand flamers and melee weapons, one in each hand, they use hit and run tactics, traversing the battlefield with power suits fitted with jump packs and have been known to swoop in and turn the tide of battle. You wield a bolter pistol in both hands, able to fire them at independent targets as you dart around with a jetpack as though you were wielding one whilst on stable ground.

The Emperor's Gaze - 200cp

Daemons, heretics and Xenos are conceited when they encounter the loyal, pious Imperial citizen. As though the secrets they have unlocked and the ideologies they follow make them superior to the Emperor's loyal servants. Your gaze, whether it is filled with ambivalence, pity or hate reminds traitors of what they have lost and shows daemon spawn and Xenos a silver of the joy they will never know. When they meet your eyes they will see, in the image reflected back at them, exactly how you see them. Lesser enemies will scurry from your sight while more powerful ones may be forced to hesitate. Those yet able to be saved might even prostrate themselves before you and beg for divine mercy.

Shield of Piety - 400cp

The Emperor protects, even during his arduous eternal battle with the ruinous powers he can spare some of his power to protect even the lowest of his children providing that their faith is strong. Through his will, faith is transformed into an impenetrable shield able to deflect any single attack. Your ability to summon the Emperor's protection is based upon the strength of your faith and will begin to wane with repeated use.

Wrath of the Righteous - 400cp

As divine as the human body is there are limits to its abilities. Even the perfect sons of the Emperor, the Astartes, utilise holy armour to increase their strength, to enable them to fight on an equal playing field with the enemies of man. Yet there are stories and legends of men and women able to summon strength beyond their limitations. The Emperor unlocks this ability to a number of the faithful, adding to their strength 5 fold for a short duration, normally only for a single blow. By simply reciting a short litany, the emperors power will strengthen your next physical attack, though this blessing can be extended at a lesser, 2 fold factor, by continuing your recitation through the duration of your attack.

The Unforgiving Blade - 600cp

Throughout the history of man there are tales of weapons imbued with holy properties. Weapons that would push back the darkness and set heretics alight with but a touch. As one blessed by the God-Emperor of man you can temporarily imbue your weapons with holy power. A weapon in your hands is far more effective against the ruinous powers while it emits a holy light that blinds those unworthy in the Emperor's eyes.

Soul Storm - 600cp

Few of the faithful are true emissaries of the Emperor. To these individuals the Emperor grants them the ability to summon his full might, if only for but a moment. For this moment you are the center of the God-Emperor's might, and through your body flows his burning light. The orifices of your body burn brightly as a blast of holy energy explodes forth from your body. Those tainted by the warp will suffer horrible, lethal burns, and should they survive they will be severely weakened. That you could survive direct contact with his light is a miracle itself, so you'll be weakened for a short time after summoning his help. Use it too often and your body will be consumed.

Orders Dialogous

Linguist - 100cp

All sisters of the Dialogous are expert linguists, able to translate the various dialects of low gothic for nobles and clerics. Occasionally they'll be asked to translate something from a Xenos device or artefact. The methods of research and translation have been perfected over the millennia the Orders Dialogous have operated to make the process as efficient as possible, and these processes are now know to you.

Appreciative eye - 100cp

Spending many hours within the reliquaries of the Imperium the, the women of Orders Dialogous learn to recognise quality. They are often requested to appraise supposed artefacts for storage by the Adeptus Ministorum, and often times these skills are expanded to include market goods available to the citizens of the Imperium. Even if you don't know the origin of an artefact or general item, you know it's worth and importance.

Inquiry - 200cp

The Dialogous are trusted with some of the best kept secrets of the Imperium along forbidden knowledge. Given the ordeals they have endured to reach their station they are trusted with asking questions no one else in the Imperium should ask. They are taught ancient methods of inquiry with which to uncover the truth, either scholarly or interpersonally. When dealing with a universal truth you know how best to phrase a question to an authority to get the answers you need, when dealing with a personal or historical truth you know how to leverage appearance and good will to expose all but the most protected information. Even if you don't get the full story, the next avenue to pursue will become clear to you.

Knowledge is power - 200cp

Guard it well. It should come as no surprise that, with the forbidden lore a she has access to, a Sister Dialogous must bend the truth to the uninitiated, and in some cases outright lie to them. Faith in the Emperor and his Imperium allows them to do so flawlessly, with clear consciences so long as the lie or half truth serves the ends of the Imperium. You can craft the most intricate falsehoods and recite them with such conviction that even those with contradictory firsthand knowledge would be driven to a moment of doubt.

Mimic - 400cp

Reciting verses from the Lectitio Divinitatus to a congregation, along with important phrases uttered by influential figures from the Imperium's history is a regular duty for the sisters of the Orders Dialogous. It is common for these recitals to be assisted by vox casters that emulate the voice of the original speaker. Some sisters don't rely on these though, and diligently work to extend their vocal ranges across the human spectrum. With this ability you will be able to flawlessly emulate any voice that you have a sample of with only a little preparation.

Total Recall - 400cp

The sisters of the Orders Dialogous are often required to delve into research, barely coming up for breath as they sift through thousands of books of and documents looking for pertinent information. The sheer volume they must sift through is too much for the conscious human mind to retain, but the Sororitas are not one to rely on one aspect of their humanity. The best of the Dialogous train their subconscious to retain it all, the depths of their mind an archive. You automatically recall any trivial facts or information that you have encountered in the past. This can extend to an obscure passage in a book to the layout of a crime scene.

Mental Fortress - 600cp

The vast amounts of forbidden lore the sisters of the Dialogous must sift through are hazardous to the unprepared, though they are anything but. Their preparation and deep faith has steeled them against the revelations of chaos and the Xenos, and are immune to the seductive effects of this knowledge. These mental walls also prepare them well for encounters with those places, items and people tainted by the warp that might try and invade their minds.

Voice of the Emperor - 600cp

To many of the Adeptus Ministorum dealing with a congregation is a chore, even among those who enjoy their recitations, and especially among much of the Dialogous, their unique experiences with the faith cause their passionate readings to alienate the

imperial citizenry. A small minority though, can speak the word of the Imperial Creed in a way that the average man can understand, with devoted fervour that is infectious. Through these charismatic abilities you can convert all but the most fervent in their opposition to your ideology.

Orders Hospitalia

Only in death does duty end - 100cp

The primary role of all Sisters Hospitalia is to heal the sick and infirm, and grant them final mercy should their wounds be to dire. All Sororitas in this order have extensive training with the medical devices available to the Imperium's forces, with a fair majority of them serving time in hospitals as surgeons, performing complicated surgeries and installing cybernetic implants. You have the abilities of some of the best healers the Sororitas has to offer, capable of performing miraculous feats with battle field supplies and operating complicated surgical devices.

Heightened Senses - 100cp

The Sisters of the Orders Hospitalia service thousands of men and women from all over the Imperium, dealing with the strange illnesses generated by the forces of chaos to the exotic poisons generated by the creatures of a death world. For those women who service those who fight to survive in these hell holes, the opportunity to train their senses comes up all too often. Soon they can diagnose infections and sickness with the same accuracy as the Imperium's most advanced diagnostic tools by sight and smell alone, or a break by light palpation.

Interrogation - 200cp

Once you know how to heal the body, you know how to hurt it. Make no mistake, despite their extensive medical training the Sisters Hospitalia are just as ruthless, if not more so, when compared to their Sisters of the Orders Militant. They are more than willing to turn their healing arts to torture if it is to protect the God-Emperor's Imperium. They can use their talents to bring a suspected heretic to the edge of death and experience the most extreme pain a human can survive, though those sisters asked to use these talents are few and far between. It takes a special kind of sister who can tolerate being in the presence of an enemy or a traitor of the God Emperor's love long enough to extract information out of them. With this you'll be able to use your medical knowledge to extract information from foes and heretics.

Prosanguine - 200cp

The majority of sisters serving in the Hospitalia are exposed to many strange and exotic diseases and illnesses. Others may put their own bodies on the line to save other servants of the Emperor, ever willing to martyr themselves in his service. While some are implanted with devices known as Sanguineators which clean the blood and heal the flesh, some are blessed with fast regeneration and strong immune systems. It would take an illness tailor made by the chaos god of decay himself to kill such an individual, and any wounds or breaks they suffer heal in a fraction of the time.

Bed Side Manner - 400cp

Even to the stalwart faith and philosophy of the Adepta Sororitas, the amount of death and suffering they have to death with takes its toll. It is not uncommon for a Sister Hospitalia to have to treat someone who later proves themselves to be a traitorous heretic, often sending them to meet the Emperor's judgement herself. Over time the kind ministrations of a Hospitalia became cold and mechanical as they become more and more jaded, wary of heresy within the wider Imperial population. A few manage to avoid this fate, maintaining their kind and caring attitude no matter how many heretics they slay on the operating table. No matter how much suffering you see performed at the hands of the Emperor's enemies and no matter how many heretics under your care you commit to his judgement you will not become jaded. You will, of course learn from your experiences, but through faith you will overcome the psychological challenges of the battlefield and remain the ideal of a compassionate Sister Hospitalia.

Only good things - 400cp

The Orders Hospitalia of the Adeptus Sororitas are well regarded within the Imperium's forces. Giving aid to all faithful Imperial citizens, they are often regarded as a physical manifestation of the Emperor's divine mercy, emissaries of his love for his children. Now and in your future endeavours you will benefit from this effect, and any organisation you work for, providing that they to offer humanitarian services, will be well regarded by allied factions and earn some sympathy from enemy ones. None will be able to make a politically sound first move against you, and those that you oppose will find it difficult to find allies.

His Divine Mercy - 600cp

Your ability to heal has already been augmented by the Emperor, and you have been blessed by his divine grace. His blessings are now apparent to anyone that watches you work, and especially to the ones you save. Citizens who only pay the Emperor lip service will have a revelation while under your care and receive divine inspiration, and become fervent in their faith, enough to rival a devout sister, atheists and outsiders will have their world views cast into serious doubt and start their path towards accepting his love and enemies will have a serious crisis of conscience. They will all thank you for your ministrations, and their heart will be softened to your own worldview, making all but the most ardent in the opposition willing converts to your ideology.

Divine Ministration - 600cp

Stories and myths of the healing touch predate the age of strife, but it was only when humanity knew the love of the Emperor were these accounts properly documented. Through faith alone a few of the clergy can heal with touch alone, their hands becoming instruments of the Emperor's divine mercy. Now you too are his instrument, able to heal the sick and infirm with but a touch. Give a blind man back his sight, heal fatal wounds, cure terminal illnesses and even raise the dead, all with a single touch. Such is the power the Emperor has gifted his most beloved healers.

Orders Famulous

Decadence - 100cp

Being the ecclesiarches emissary to many a noble house, the Famulous live a much more comfortable life compared to their sisters. Too comfortable in fact, for many of the sisters. All sorts of tastes and services to delight the senses and grow the waist. It would be impolite to refuse, but cast great shame upon your order should you begin to show your excess. The emperor will give you a minor blessing, the ability to eat beyond the point of satiation and not put on any unwanted weight.

Gourmet Chef - 100cp

The sisters of the Orders Famulous provide a wide array of services to a noble house. They don't start with the political experience to offer sage advice after all. Many are taught the culinary arts, the fastest way to a man's heart is through is stomach after all. the dedication to which a sister of the Adeptus Sororitas throws herself into her occupation is intense, and even the mundane skills of homemaking are no exception. Given the right equipment and ingredients you could create a banquet fit for the Emperor himself single handed and even the food rations offered to the frontline Guardsman taste better if you prepare it.

The Emperor's Temperance - 200cp

The nobles of the Imperium are sick and corrupt with very few exceptions. This is known to the Ecclesiarchy and tolerated to an extent. Those worlds serviced by the sisters of the Orders Famulous tend to fall in lock step with the Emperor's will, but rarely does the fresh faced sister encounter such devout individuals upon stepping off her transport. Any other sister of the Adeptus Sororitas would put the majority of nobles to the stake, but a Sister Famulous is much more tolerant. She is taught that sometimes suffering the depravity of those at the top is sometimes necessary to prevent a whole world succumbing to the ruinous powers. You have the patience of a saint, able to tolerate levels of rudeness and depravity for the chance at a deeper truth. You'll ask questions first and act second, and when you act you'll be sure that your actions were justified.

The Emperor's Teachings - 200cp

The sisters of the Orders Famulous are the women entrusted to guide the upper echelons of Imperial society so that they might live closer to the Emperor's light. Sometimes they might hold the ear of a high ranking politician or officer, but nobles can be resistant to change. It is better to start when they are young, and guide their development as they grow to become powerful citizens of the Imperium. You will know the methods of teaching, able to adapt to the needs of each individual student as you teach them practical an philosophical lesions. With time and effort these children will grow into ideal citizen of the Imperium, leading it deeper into the Emperor's light.

Power's Shadow - 400cp

A visit from a sister of the Adeptus Sororitas is something not often sought out. In their eyes sparkling with pure devotion they see their sins reflected. There are none who are free from sin and doubt in the Imperium after all, and this goes doubly so for the decadent nobles that constitute Imperial politics. But the benefits of allowing a Sister of the Orders Famulous in your court

can get them over this hurdle. They have a good reputation for improving the economic outcomes of trade and production of any planet they service. It is for that reason that they hold much sway with the powerful of the Imperium, despite holding no office in their courts. Your opinion will be sought out and heeded by the powerful, giving you much say in the courses they take

The Best Path Forward - 400cp

The sisters of the Orders Famulous are well respected advisors simply because much time and effort is spent learning power politics, economics and genetics before they are posted in the courts. The knowledge they learn in their training allows them to advise their masters soundly and guide them, subtly or unsubtly, to their desired outcome through diplomacy, politics and sometimes the dirty game of match making. You have an understanding of politics, economics and genealogy unique to the sisterhood and the ability to apply it successfully to guide your charges towards your desired outcomes, overtly or covertly.

Divine Soprano - 600cp

The holy chant of the sisters is recorded and played throughout the chapels and cathedrals that dot the empire. So angelic and beautiful are these recordings that they uplift the spirits of all faithful servants of the Emperor that hear these blessed recitations while demoralising His enemies. You are among those in the sisterhood with a voice blessed by the Emperor. Your performances fill the hearts of your audience with warmth as such that they might know the love of the Emperor while demonstrating to the enemy that your resolve is unbreakable, demoralising them.

Arbiter - 600cp

While they understand power politics the sisters of the Orders Famulous rarely engage in them, more than happy to let the opposing factions win providing that they serve the Emperor. While this neutrality is irksome to the nobles they serve, it makes them impartial judges providing each faction has for filed their duty to the Imperium. They are often sought out to deal with grievances as arbiters. People will seek you out to solve their issues if you make it known that you wish to fill this role, and you'll be able to consider the issues put before you without your own biases. Your final verdict will be up to you however, and you will not be bound by this impartial reading.

Undiscounted

Living Saint - 400cp

The highest honour that a sister of the Adeptus Sororitas can be granted, ascension to saint hood by the Emperor himself. In order to become one a sister must be equal in measure of all humanities traits. Equal parts innocent, pure, incorruptible, forgiving, vigilant, kind, compassionate, charitable, selfless, modest, heroic, brave and reasonable, able to dole out mercy to the weak and be merciless to the guilty. Living saints have an Inviolable Aura that allows them to take punishment that rivals a daemon prince, they take to the skies with golden wings, are immune to the corruptive influences of chaos, can periodically summon a Soul Storm and they inspire all those loyal Imperial subjects that witness them. Your very presence will have an effect on the world too, those good men in trusted positions of the Ecclesiarchy will have revelations that reaffirm their faith while the corrupt will be set aflame, glasses tainted with poison will burst while those dropped by the awe struck masses will land on their ends with the drink completely intact, Vermin will be expelled from any establishment you step your foot in while rare and exotic birds, including one which all shall take note of looking identical to the Imperial Aquila, appear as if from the ether. The power they wield is taxing, and eventually their form will evaporate. You can summon the power for a short time when not under threat, when you must give a follower a prophetic vision or make a point to an authority. In the face of the Emperor's foes however, you will be able to maintain your form until victory is certain.

The Unforgiving Blade

Not only does your weapon burn away the darkness, but all those allies sharing the field of battle with you hold weapons now blessed by the Emperor. Each of them shall glow with his wrath and be far more effective against the Ruinous powers.

Soul Storm

All Living Saints can summon a blast of energy from the Astronomican periodically, but you're connection to it is like an open door. The power of the Emperor's holy light burns continuously through your body forcing

lesser daemons and abominations to retreat from you or be burned to death by His divine light. Any daemon able to survive your presence will still suffer excruciating pain.

Voice of the Emperor

Your heavenly visage will inspire many of the faithful and reaffirm their faith in the Imperial Creed, however, the mere sight of you, as divine as it may be, will accurately translate in to the sheer breadth of the Emperor's love, nor would words, ordinarily. Those Living Saints who speak with the blessed with the Voice of the Emperor can not only speak the Imperial Creed in a convincing way, through their words true understanding of their meaning and intent can be relayed. There will be no misunderstanding between you and your audience.

Mental Fortress

Of all the children of the Emperor, Living Saints are the closest to him. The tendrils of chaos cannot penetrate the absolute territory of a Living Saint's mind. This power can now be extended to all those in your entourage, no matter how many they may be in number.

His Divine Mercy

As a Living Saint will be no question in anyone's mind of the power you represent. Only those who service other gods will be able to resist the divine revelations the mere sight of you triggers. But translating your deeds and actions into a believable story, digestible by the masses will be difficult. With this accounts of your deeds will spread far and wide, third or fourth hand accounts will be just as believable as the first. Your story will form part of the foundation of the Imperial Creed and inspire unfathomable quantities of Imperial citizens to great feats now and for millennia to come.

Divine Ministration

So long and you maintain your divine form the emperor will not be done with those you call allies on the field of battle. They suffer the wounds the enemy inflicts, but should they fall to the enemy's onslaught they will revive moments later, ready to take up arms once again. They will suffer only superficial scars once the dust has settled, proof of their martyrdom and resurrection in the Emperor's service. The amount of times their bodies can survive being brought back by the holy light of the Emperor is limited however, and eventually, normally after 4 or 5 times, they will not be able to be revived.

Divine Soprano

Whether performing for your patron, humming to yourself silently or reciting litanies in the heat of battle you'll do so with ease and grace. Your voice will invigorate your allies, making them fight harder than their human bodies are naturally capable of and will not stop until the enemy is defeated. At the same time, your voice will demoralise the enemy, convincing them that their struggle is futile. Such is the power of those who know the Emperor's love.

Arbiter

You are the pitiless scales of justice. With but a glance at an individual every sin and every slight they have committed shall be reviled to you, as with their faithful deeds. Their character shall be laid bare for your inspection, and your judgement.

Companions

Import 50 - 200cp

You can import up to 8 companions as sisters of battle for 50cp a pair. They get 600cp to spend on backgrounds, blessingss and items.

Sister Amour Soleil of the Order of Our Martyred Lady - 50cp

A noble sister of battle who, while devoted to the Emperor, isn't in touch with her own desires as a woman. In her heart of hearts she wishes for a lover, though cannot admit to her feelings as she feels as though it would be a betrayal to the God Emperor. She gets 600cp to spend on items and abilities and gets the discounts and equipment of the Orders Militant.

Sister Gabrielle Guérison of the Order of the Eternal Candle - 50cp

An experienced Sister Hospitalia with a rather strong sense of humour. She's not beyond embarrassing her fellow sisters, though ends up the butt of her own jokes all too often. Though a talented healer she can be a pain to her superiors. She gets 600cp to spend on items and abilities and gets the discounts and equipment of the Orders Hospitalia.

Sister Taillefer Laurent of the Order of the Lexicon - 50cp

A sister of the Orders Dialogous in a peculiar situation. She was assigned to assist the priests of the Adeptus Mechanus posted on Mars and was enamoured by their baffling interpretation of the Imperial Creed. She gets 600cp to spend on items and abilities and gets the discounts and equipment of the Orders Dialogous, and comes with a couple of extra robotic limbs.

Sister Fae Dubois of the Order of the Holy Seal - 50cp

An incredibly diligent servant of the Orders Famulous, she's a no nonsense, stern educator. She has raised a few of the Imperium's greatest commanders currently serving in the Guard and Navy. She gets 600cp to spend on items and abilities and gets the discounts and equipment of the Orders Famolous. She'd never admit it, but she has a small collection of fiction that borders on the heretical.

Geminae Superia Eleanor of the order of our Martyred lady - 100CP

A faithful sister who died during the 13th Black Crusade. So strong was her faith that I was able to resurrect her as a Living Saint. Though not as powerful as I am, and indeed you could be, she is considered a Living Saint in the service of the God Emperor. She can pick any 2 capstone blessings above.

Geminae Superia Genevieve of the Order of Our Martyred Lady - 100CP

Genevieve fought alongside her sister Eleanor, and both died at the hands of the Daemon Prince Urkanthos. Like her sister, her faith was strong enough to be able to come back as a Living Saint. She can pick any 2 capstone blessings above.

Saint Celestine, former Repentia of the Order of Our Martyred Lady - 400cp

Oh, you wish me to join you? If that is the price I must pay for your assistance I would gladly submit to your service. I must warn you that should you act in a heretical nature I will be forced to speed your way to the Emperor's judgement. Once your journey is completed I will need to return to my duties to the Imperium, but I must admit a sabbatical from these duties is not unappealing. I have all the capstone blessings listed above.

Scenarios

During your time here the Sisters will ask you to proceed to many theatres to perform the tasks you've been taught. These postings will be fairly average in danger in comparison to some of the other theatres in the Grim Dark of the 41st Millennium and give you some freedom to pursue your own goals providing they conform to the will of the Emperor. However, by taking on an additional task you can receive additional boons from the Emperor, some large, some small. You can take as many as you wish, but you will not be able to leave until they are completed

The Xeiros Expedition: Mace of Valaan + Warehouse Upgrade

The system of Synford II was lost to the Imperium many centuries ago. The bountiful planes and pristine oceans were destroyed by the followers of Arch-Heretek Umbra Malygris. He and his followers subjected the system to terrifying experiments, and orbital apostasic arrays drove the survivors into raving insanity. Bio-forged horrors stalked formerly-bountiful wastelands, transgenic atrocities ravaged entire cities, and enormous gene-lathes processed entire populations into ulcerous, writhing seas of living tissue. The heretek was eventually stopped in a joint Inquisitorial-Mechanicus purge. Though several planets had an Exterminatus order placed upon it, the relics left behind on the planet of Xeiros Prime saved it from that fate. With its sorrow over the loss of its artefacts at fervour pitch the Ecclesiarchy has launched a campaign to reclaim them. You will be among the forces sent to this theatre. The Imperial Navy will bombard the abominations from orbit while you and a small team of sisters secure and scour the ruins for the lost holy icons. It may take many years for the Ecclesiarchy to be satisfied, but should you complete your task you will be granted one of the relics found to take on your person. Your Reliquary(Warehouse) will also receive new fixtures and fittings. The shelves made from strong, re-enforced wood, the walls and floor made from marble and any auto sorting features can be replaced by servitors making it an archive worthy of one of the Emperor's favoured daughters.

The Piety of Seth: Cathedral + Liber Heresius

It is not uncommon for a Sister of the Adepta Sororitas to serve the Inquisition. In fact so pious and devout are they that the best of them are actively sought out by inquisitors. You will be selected by one of the Orodos Hereticus in order to root out heresy on the Shrine World of Seth. Judge Seth raised a militia against heretics who wished to forsake the Emperor in favour of Saint Drusus. After several battles the heretics had routed Seth's forces and captured him. The leader of the heretics, the Self Proclaimed 'Son of Drusus' gave him a choice, renounce the Emperor or face eternal torment. Seth spat in his face and sealed his fate, the Son would have him broken and display his heresy to the militia in hiding. Seth endured unspeakable horrors but did not yield. Tales of his endurance spread among the still devout and they rallied, mounting a force to destroy the heretics. At the centre of the camp, nailed to a pike they found Seth alive, suffering wounds that no man ought to live through. He stood under his own power and sang the Emperor's Praise. Battered and beaten he made his way to a chapel, fell to his knees and prayed for a full day. Once this day was over he got to his feet and left the chapel, dying the moment he stepped over the threshold. To honour Seth a shrine to him was created and traditions or re-enacting the Trials of Saint Seth are performed to honour him and the Emperor. However, as of late many bodies have been found which seem to take these recreations too far, mutilated in a manner similar to Seth. For a shrine world to be engaged in such heretical acts is unacceptable, and you must use your training to discover the ring leaders. The possibilities are vast however, from chaos cultists profaning rituals in the name of some dark god to a corrupt political elite using the pious in a foolish attempt to earn the Emperor's blessing. The Heretical xenos of the Dark Elder might also be to blame. Whatever the case, should you manage to solve the mystery you will always find the doors of a cathedral open to you, with a beautiful congregation hall for holding sermons and a maze of re-enforced catacombs below, suitable for operating a military campaign out of.

The Josian Campaign: 1500RP

The Canopus System has long been an important depot for the Imperial navy, lying at the frontiers of Segmentum Obscurus. The mines on the planet supply the forge worlds in the sector and the Hive world supplying the Imperial Guard with a steady stream of fresh recruits. However it has long been in a precarious position, with Ork populations surviving on the habitable moons of the system, along with the Forbidden World, Abandoned Hope not far. A Warp Storm has formed near the system, and it has brought with it a force from the Traitorous Legions. It is unknown if the ruinous powers summoned the storm or if they were merely attracted by it, but the Traitorous Legions have laid waste to the Imperial Guard and established a foothold in the system. The Adeptus Astartes sent a detachment to re-enforce the Guard, the strategic importance of the system second to the desire to punish their fallen brothers in the name of the Emperor. What's more, the Eldar have been spotted, clearly interested in the system for some esoteric and nefarious reason, and in their wake they bring a dark shadow, the Dark Eldar, looking to pick

through the carnage and sate She who Thirsts. Fortunately the enemies of the Imperium are just as interested in defeating each other as they are us. This maelstrom has effectively become a stalemate between the powers vying for control. Because of this, and because losing that system would put several Shrine Worlds at risk, Ecclesiarchy has seen fit to send detachments from each of their Militant, Hospitalia, Dialogous and Famulous orders to assist the Imperium's forces in retaining the system. Your very first assignment with the sisterhood will be in this bloody war, and you must tip the scales in our favour. I know such a task seems insurmountable, so I will give you **1500 Requisition points** to spend on a personal contingent. The sisters you choose will be given divine visions and set out on a pilgrimage to find you and enter into your service. Those commanders whom you call will not instantly cede command however, but will take you under their wing and forge you into one of the greatest commanders the sisterhood has ever seen. Should you succeed you will be considered a Saint of the Imperium and those who fought by your side will form an Orders Minors who will follow you and spread the Imperial creed throughout your travels. Be warned however, despite the aid of your sisters you will still need to face down some of the most powerful commanders these factions have to offer and your chances of survival are dubious at best.

Orders Minors

Should you choose the difficult war in the Canopus system you may choose from the table below on how to spend your Requisition Points. The contingent purchased in this manner will take up 1 companion slot when deployed. Depending on your feats they will eventually form an Orders Minors which forms around you as the gifts the Emperor has bestowed upon you become well known. Should you wish to purchase this contingent but do not wish to undergo such a harrowing war Requisition points can be purchased for CP at a 2 to 1 ratio (IE 1CP = 2RP). You can take the options below or you can build your Order from the supplement at the end.

Canoness - 120 (Can only take 1)

A Canoness is the commander of an Orders Militant, a shining example of purity and dedication. Each is a veteran of many hundreds of battles who has risen to her position through a combination of strong leadership, shrewd tactical genius and sheer overarching faith in the Emperor. She will initially lead your forces while making you her protégé. Once she feels you are ready, she will submit to your command and follow your direction.

Unit Composition: 1 Canoness

Wargear: Relic Armour, Plasma Pistol, Power Sword, Frag Grenades, Krak Grenades, Sensorium Servitor.

Palatine - 75RP

Distinguished officers of the Adepta Sororitas who collectively form the pool from which the next Canoness will be selected. It is these experienced women often lead their sisters in the field, whether fighting the enemies of mankind with an Orders Militant or establishing a field hospital at the front lines.

Unit Composition: 1 Palatine

Wargear: Relic Armour, Plasma Pistol, Power Sword, Frag Grenades, Krak Grenades

Command Squad - 125RP (Can only take 1)

A Sororitas Command Squad is formed from the ranks of the elite Celestians, for only the most dedicated and distinguished Sisters of Battle are granted the privilege of forming their leader's bodyguard. A Sororitas Command Squad may also be accompanied by Sisters from other, non-militant Orders, who act as advisors and specialists to the Canoness. These Sisters are commonly from the Orders Dialogous – skilled orators whose amplified voices can embolden the spirits of nearby troops – and the Orders Hospitalia. With her Medicae tools, the ministrations from a Sister Hospitalia can staunch the bleeding from mortal wounds and purge lethal poisons from a warrior's bloodstream, allowing a Battle Sister to return to the fray despite grievous injuries

Unit Composition - 3 Sisters Celestian, 1 Hospitalia, 1 Dialogous

Celestian Wargear – Relic Armour, Godwyn-De'az Pattern Bolter, Frag Grenades, Krak Grenades, Blessed Standard

Dialogous Wargear – Shield Robes, Bolt Pistol, Dialogous Staff, Frag Grenades, Krak Grenades, Hymnal Servitor

Hospitalia Wargear – Hospitalia Carapace, Bolt Pistol, Frag Grenades, Krak Grenades, Medicae tools, Sensorium Servitor

Sister Hospitalia - 25RP

Often loaned out by Orders Hospitalia, these sisters fill the role of field medics, though with the right tools could fill in for and some cases replace the best chirugeons in the Imperium. Though exemplars of the Emperor's mercy, they have no qualms about taking up arms against Heretics, Xenos and Abominations. Their bone white and crimson habits bring joy to all those loyal Imperial Citizens who see it.

Wargear: Hospitalia Carapace, Bolt Pistol, Frag Grenades, Krak Grenades, Medicae tools, Sensorium Servitor

Sister Dialogous - 20RP

Sisters of the Orders Dialogous often accompany the Orders Militant into battle. On occasion it has been known for them to lead Wars of Faith. They improve the morale of their sisters in combat by reciting litanies of Faith and Hate and help give last rites to

those that martyr themselves in the Emperor's service. Off the field of battle they lead congregations and preach the Imperial Creed to the masses.

Unit Composition: 1 Sister Dialogous

Wargear: Power Armour, Bolt Pistol, Dialogous Staff, Frag Grenades, Krak Grenades, Hymnal Servitor

Sister Famulous - 20RP

Rarely found attached to traditional Orders Militant, these sisters do find some positions in expeditionary Orders Minors, specifically those Orders tasked with reconnecting with lost worlds. They prepare the population through subtle coercion and the gifts of the Emperor while also negotiating trade and resupply for their isolated order. Their skill in blending into a court can also be used to infiltrate, hiding in plain sight as they take notes about the enemies movements and composition. Any Orders Minors with a Sister Famulous in its entourage will find itself well supplied and the doors of amicable factions open to them.

Unit Composition: 1 Sister Famulous

Wargear: Shield Robes, Bolt Pistol, Warror Servitor.

Battle Sister Squad

Battle Sisters are those sisters who managed to pass their initiation and were posted in the Orders Militant. They are still Novices of the order but have proven themselves both strong in faith and pure of heart. As they gain more experience they might become a weapons specialist, or their talents to lead might become apparent as they are promoted to Sister Superior.

Anti Light Vehicle - 80RP

Unit Composition: 4 Battle Sisters, 1 Battle Sister Elohiem

Wargear: Godwyn-De'az Pattern Bolter, Power Armour, Bolt Pistol, Frag Grenades, Krak Grenades, 1xMelta gun, 2xMulti Melta

Anti Infantry - 110RP

Unit Composition: 7 Battle Sisters, 1 Battle Sister Elohiem

Wargear: Godwyn-De'az Pattern Bolter, Power Armour, Bolt Pistol, Frag Grenades, Krak Grenades, 1xFlamer, 1xHeavy Bolter, 1x Heavy Flamer

Seraphim Squad - 150RP

Coming from the heavens on special Seraphim-Pattern jump packs, the mere appearance of these sisters have been known to bolster the spirits of men in their darkest hours, spurring them to victory against the enemies of the Emperor. Those battle sisters who show talent are inducted into their ranks, trained to use jump packs along with guerrilla tactics and the co-ordination to fire 2 pistols at once.

Unit Composition: 4 Sisters Seraphim, 1 Seraphim Elohiem.

Wargear: Power Armour, Bolt Pistols, Frag Grenades, Krak Grenades, Jump Pack, Melta Bombs, 4x Inferno Pistols, Plasma Pistol, Power Sword

Dominion Squad - 100RP

Considered the shock detachments of the Orders Militant, these squads are composed of particularly impetuous sisters. Training has tempered their aggression and directed it solely at the foes of the Emperor. They want nothing more than to fight on the front lines and lay waste to his Enemies with special weapons.

Unit Composition: 4 Sisters Dominion, 1 Dominion Elohiem

Wargear: Power Armour, Bolt Pistol, 3x Storm Bolter, Flamer, Frag Grenades, Krak Grenades, Plasma Pistol, Chainsword

Retributor Squad - 140RP

Armed with the Imperium's heaviest weaponry these sisters annihilate the Emperor's foes believing that he himself guides their aim. They bring overwhelming firepower to bear, they often switch out their weaponry depending on what kind of theatre they will be fighting in, heavy bolters in the forest and swamps where they can support their other sisters from afar, heavy flamers in urban environments, and Multi-Meltas when they are up against mechanised armour.

Unit Composition: 4 Sisters Retributor, 1 Retributor Elohiem

Wargear: Power Armour, Bolt Pistol, 2x Multmelta, 2x Trinity Rifle, Frag Grenades, Krak Grenades, Plasma Pistol, Chainsword, Melta bombs

Celestian Squad - 145RP

Those Sisters who prove themselves especially skilled in the art of war and devout in faith are inducted into the ranks of the Celestians. These elite warriors are deployed in squads where their superior experience can help change the tide of battle. Among their ranks are those who once served as Dominions and Retributions, giving them a wide array of tactics and equipment to deal with threats.

Unit Composition: 4 Sisters Celestian, 1 Celestian Superior

Wargear: Power Armour, Bolt Pistol, Godwyn-De'az Pattern Bolter, Frag Grenades, Krak Grenades, Trinity Rifle, 2xMelta Gun, melta bomb, Plasma Gun, Power Sword.

Upgrades: Up to 5 additional sisters (14RP each), Special Weapons, Heavy Weapons, Melta Bomb(Celestian Superior only, 5RP), Any Melee weapon(Celestian Superior only), Any Ranged Weapon(Celestian Superior only).

Repentia Squad - 155RP

Confession and prayer are as much a part of a Battle Sister’s everyday existence as bolter drills and military discipline. Those who fall short of the Sisterhood’s rigorous codes are subject to many punishments. In the most serious of cases, the transgressor may be exiled from their Order. These warriors, known as Sisters Repentia, are each cast out with only a handful of rags, a hood to cover their face and a ceremonial Eviscerator with which to strike down the Emperor’s enemies. Sisters Repentia band together into groups that seek redemption in the fires of battle, and they are led to war by a Mistress of Repentance – a harsh warrior who drives her charges onwards with a pair of neural whips.

Unit Composition: 9 Sisters Repentia, 1 Mistress of Repentance

Wargear (Sisters Repentia): Eviscerator

Wargear (Mistress of Repentance): Power Armour, 2 Neural Whips, Frag Grenades, Krak Grenades.

Chevalier Squad - 120RP

Whenever a Sister Repentia is absolved of her sin and allowed back into her Order, it is a momentous occasion, a cause for ceremony and celebration. Through sheer dint of will, such a Sister has faced down her darkest sins and vanquished them. However, many find difficulty in returning to their former lives after spending years amongst the ranks of the Repentias. Many of these Sisters once again leave their former comrades for the ranks of the Chevaliers. Forming an elite corps within the Sisterhood, the ranks of the cavaliers consist entirely of former Repentias, and this shared experience creates a bond stronger than adamantium. When the they ride to war, they do so in some of the finest armour available to their order, mounted on heavy war bikes, and armed with powerful lances. In battle, they can always be found wherever the fighting is thickest, ruthlessly charging the foe's strongest points, smashing their lines and mercilessly running down any survivors.

Unit Composition - 3 Cavaliers

Wargear: Relic Armour, Power Weapon, Frag Grenades, Kark Grenades, Sororitas Bike

Mortia Squad - 95RP

Sisters Mortia are former Repentia who have reached a level of anguish and guilt that most Repentia never even achieve, driven to the point where any concern for their lives is completely lost. Rather than earn their redemption in the fires of battle, they seek to earn them in a flaming death, surrounded by the fallen enemies of the Ecclesiarchy. For only in death does duty end.

Unit Composition - 5 Sisters Mortia

Wargear: Frag Grenades, Krak Grenades, Melta Bombs, Mortia Bike

Sororitas Rhino - 40RP

The Rhino personnel carrier is the most common transport vehicle at the disposal of the Sisters of Battle, allowing up to 10 individuals to move swiftly to where they are most needed, be it to seize an objective or strike deep into the heart of an enemy force. This tried and tested vehicle is famously robust, easy to repair and utilised extensively by the Imperium's most elite fighting forces, including the Adeptus Astartes and the Adepta Sororitas. The Rhino is fully capable of interfacing with power armour, recharging power cells and downloading tactical battle information as troops are transported into the thick of battle. Adepta Sororitas Rhinos are bedecked with holy symbols and relics in addition to military insignia denoting squad and Order markings.

Wargear: Storm Bolter, Search Light, Smoke Launchers

Immolator - 60RP

The Immolator battle tank is a design exclusive to the Adeptus Ministorum, based upon the ubiquitous Rhino chassis. Immolators carry deadly but short-ranged twin heavy flamers, heavy bolters or multi-meltas that can cleanse the battlefield of all but the toughest of foes. The sight of such a tank rumbling into sight has disrupted more than one enemy battle line as warriors try in vain to evade an Immolator's fearsome inferno. Immolators are tactically versatile vehicles and the tank of choice for many Adepta Sororitas commanders, for in addition to their prodigious armaments, their armoured hulls can carry squads of Battle Sisters (Up to six individuals), deploying them onto vital objectives and then supporting them with heavy weapons fire.

Wargear: Twin-Linked Heavy Flamer/Bolter/Multi-Melta, Search light, Smoke Launchers.

Dominator Gunship - 130RP

The Dominator Gunship soars from the heavens above, raining fiery death to the battlefield below. Based on an STC discovered by Ecclesiarchy missionaries on the eastern fringe, the Adeptus Mechanicus agreed to produce the Dominator for the Adepta Sororitas in exchange for the STC itself. Unlike its bulky and lethargic Imperial cousins, the Dominator is sleek and graceful. It is perfectly suited for its role of blazing heretics off of objectives before air-dropping the Sisters Militant (Up to 6 individuals) onto the still-burning corpses. While they secure the objective, the Dominator prowls the skies above, ever vigilant for any foolishly-conceived counter-attack the enemy may have planned.

Wargear: 2 Hurricane Bolters, Melta Cannon

Prioris-Pattern Exorcist - 125RP

The first Exorcists were produced in the Age of Apostasy on Mars, and some survive to this day. These vehicles are highly venerated, but their Machine Spirits are known to be temperamental, requiring much work and prayer to keep operational. They fill the role of self propelled artillery for the Adepta Sororitas, with dozens of tubes arranged like an organ, playing the hymns of the Ecclesiarchy as they launch high explosive shells upon the unfaithful and destroy aerial attackers.

Wargear: Artillery Missile Launcher, Searchlight, Smoke Launchers, Laid Hailer

Sanctorum-pattern Exorcist - 80RP

Designed to fill the role of the Prioris Exorcists without the upkeep, these artillery are based off the Rhino chassis with the internals storing the systems and ammunition to operate its missile launcher. Though much easier to maintain compared to the Prioris-pattern, its less ornate design doesn't have the same effect on morale as the ornate organs playing the Emperors battle song.

Wargear: Artillery Missile Launcher, Searchlight, Smoke Launchers

Repressor - 85RP

Like all of the most common Adepta Sororitas vehicles, the Repressor is another variant on the standard Rhino chassis. The Rhino hull is extensively modified by extending the transport compartment into a raised superstructure and adding side-facing

firing slits through which embarked Sisters, of which up to 10 may ride, can fire their weapons. A traversable cupola with an in-built storm bolter is mounted at the vehicle's fore, and its top hatch is fitted with a heavy flamer operated by the Repressor's commander. All of these features lend the Repressor a characteristic profile dreaded by the faithless the length and breadth of the Imperium.

Wargear: Cupola-Mounted Storm Bolter, Pintle Mounted Heavy Bolter, Searchlight, Dozer Blade, Smoke Launchers.

Penitent Engine - 90RP

Penitent Engines are towering, bipedal vehicles that rampage through the enemy's battle lines, leaving death and carnage in their wake. The machines' arm-mounted flamers blaze a trail of fiery destruction as they thunder towards their foes, and their gigantic, razor-edged buzz saws carve through armour, flesh and bone with every frenzied swipe. To be a pilot of a Penitent Engine is to have committed a terrible crime, one so heinous that punishment such as imprisonment, exile, arco-flagellation or execution is deemed too lenient. Driven by their pilots' frantic need for forgiveness, Penitent Engines charge towards the closest foe in sight heedless of any danger, knowing that only in death – theirs or the enemy's – can forgiveness finally be earned.

Wargear: 2 Dreadnought Close Combat Weapons with built in Flamers.

Wargear

Each sister is given a kit of items appropriate to their occupation. You can spend RP given to you to spend on items both for yourself and for your sisters. You and any companions purchased with CP can select anything from this table with appropriate discounts, but your Order's Minors is limited to their upgrade options and must pay full price. If an item is listed in the standard Wargear section then it is free. Directly Below is the selection that you receive based on your order, for descriptions and costs see the supplement at the end of the document.

Militant Wargear	Seraphim Wargear	Hospitalia Wargear	Dialogous Wargear	Famulous Wargear	Living Saint Wargear
Power Armour	Militant Wargear+	Hospt. Carapace	Power Armour	Shield Robes	Order Wargear+
Shield Robes	Jump pack	Shield Robes	Shield Robes	Bolt Pistol	Relic Armour
Bolt Pistol	Bolt Pistol	Auspex	Dialogous Staff	Krak Grenades	Relic Sword
Bolter	Chainsword	Bolt Pistol	Bolt Pistol	Frag Grenades	
Chainsword		Medicae Kit	Krak Grenades	Cherubim	
Krak Grenades		Krak Grenades	Frag Grenades	Serpentine Blade	
Frag Grenades		Frag Grenades	Cherubim		

Special Items

Reliquary Filled with Miniatures - Free All

Uh, I don't understand. What is this? Oh, they're little sisters with little bolters in action poses. Oh, some of these have really nice paint jobs, and some of them still need painting though. But look, there are some paints and utensils to paint them. How cute.

Purity Seal Kit - 50cp

A small, ornately designed Require filled with ink, quill, wax, sanctified seal and paper with which to write litanies that are affixed to weapons and armour. One's written and applied by a Sororitas are especially coveted, though they all confer some protection against the forces of chaos.

Best Quality Autopistol – 50cp (Discount Seraphim)

Created in the forges of Gunmetal City on Scintilla, these weapons are covered in gaudy gold engravings and will definitely stand out in a crowd. More practically it is guaranteed to never jam, has custom grips and a red dot laser sight to aid in targeting. Its slugs are rather small and wont do much against larger foes, but against your average, unarmoured heretic they make short work. In addition they take up little room compared to your standard bolters, meaning you can carry them along with a lot of ammunition fairly easily.

Best Quality Plasma Pistol *Caelum Partitus* – 100cp

Made in the dark age of technology, this ancient pistol doesn't suffer the limitations of its contemporary counterparts. Its lighter while at the same time having a more efficient cooling system. It is far less prone to over heating. Its covered in tasteful embossments and looks almost as sleek and beautiful as an Aldarie weapon, almost any imperial citizen catching sight of it will instantly show you deference. In addition it has a custom grip and a laser sight to aid in targeting and has two firing modes, standard, which can burn through Astarties armour at a rate that surpass a bolter and Maximal, which can penetrate vehicles.

Best Quality Long Las *Fulgor Ruber*- 100cp

Las Guns are normally ignored by the Adepta Sororitas as they don't have the armour penetration to deal with abominations or the fire rate to deal with hordes of heretics. The exception to this rule is the Long Las, though its still ignored due to it not fitting within the Sororitas' battle doctrine. None the less its especially good at cutting through the profane protections daemons are often granted by their god while remaining at a very comfortable range. Has multiple settings, improving its damage and armour penetration along with ammo consumption. In addition it has an Omni-scope, a sight with high level magnification and prey sense modes, leading to better accuracy and target acquisition.

Supply of Surplus Sororitas Infantry Equipment - 200CP

Should the amount you have collected up above be insufficient, here is a crate of Sororitas equipment, enough to outfit any additional followers you collect in your travels. Standard power armour, bolters, grenades, heavy weapons, everything you need to give new followers the tools to spread the Creed with bolter, flamer and melta. All relics, Cheribum/Servitors and Vehicle parts are not included.

Praesidium Protectiva - 200CP

Constructed from layers of armaplas and ceramite, these shields are said to contain small fragments of armour originally worn by the Emperor. They are only found among the Adepta Sororitas, and even then are only issued to those Sisters who excel (and prefer to engage in) hand-to-hand combat.

Liber Heresius - 200CP

An immense tome with an armoured back and a lock that keeps the information inside safe. Upon its pages you will find all manner of information about heretics and cults from thousands of witch hunters. Everything from how to identify heretical symbols to how to identify incipient heresy to the various heretical creeds and mottos. While useful in tracking down cults, it could also be considered a "How to start your own Heretic cult and not get caught." guide, and so the tomes are closely guarded.

Mace of Valaan - 300cp

An ornate weapon which projects a halo of energy similar to a soul storm generated by a Living Saint. Not only can it be used as a bludgeon, but all creatures of Chaos passing through the threshold are burned and eventually killed should they stay in range of its aura for too long.

Ardent Blade - 300CP

A powerful weapon wielded by one of the founding saints of the Sororitas. Blessed by the Emperor's vengeance, this weapon is more effective against abominations and daemons. The power of the Astronomican builds up in it periodically and can be released in a wave of purifying fire that burns those untouched by the emperor's light.

Armour of Saint Katherine - 300CP

The golden armour of Katherine Elysius, Shield Bearer and second in command to Alicia Dominica, the founder of the Adepta Sororitas. She was among the six sisters that stood before the Golden Throne in the Age of Apostasy and was present when Vander was executed. Following this she founded the order of the Fiery Heart and led her order in countless battles across the galaxy before dying at the hands of the Witch-cult of Mnestteus. In mourning her order was renamed to the Order of Our Martyred Lady.

Inquisitorial Black Ship - 600cp

An Imperial Strike Cruiser, not to be confused with the Adeptus Astra Telepathica's League of Blackships are often used as harbingers of Imperial Justice. Inquisitors use them to ferry them and their entourage to insure that Imperial decrees are enforced. They come in multiple patterns, some with Macro Cannons spinally mounted or in broadside recesses. All of them are fast and agile for ships of their displacement, and will be crewed for your duration here. They have been fitted with Dominica Pattern Drop Pods and a Transport Thunderhawk to deploy your forces. In the future, when you leave, this crew will be replaced by servitors where possible, maintaining the systems that keep it functioning.

Drawbacks

Not you first Crusade - 0cp

The mark of our world has already been branded upon you, as your decisions have marked ours. The actions you have already taken in the Grim Dark of the 41st Millennium have changed the state of the Imperium, in small and large ways. You may have allies you can call upon, or enemies with a grudge.

Scarring - 100cp

The sisters of the Adeptus Sororitas do not always retain their beauty. Sometimes they sacrifice their physical whiles in the line of duty, other times they maim themselves to repent for some heretical thought or deed. Whatever the reason you now suffer disfiguring scars that mar your beauty for the duration of your time here.

Extended Service - 100CP

The amount of time you are required to stay here is doubled. This additional time starts after you've completed any scenarios you've selected. Can be taken multiple times but can only give CP once.

Flagellation - 100cp

Pain is the best cleanser. It trains the mind's subconscious to not focus on heretical thoughts if applied correctly. During your time in the Adeptus Sororitas you will be compelled to flagellate yourself or otherwise inflict pain for every heretical thought and miss deed.

Sacred Rites – 100cp

Before the battle is joined the dutiful sister says a prayer to the Emperor for luck in the coming battle. Normally they are not so obstinate that they will continue their right after combat is joined but you've managed to find yourself in the midst of a group that will complete their rites no matter the cost. You can expect an extra half an hour of prep time minimum before each offensive operation, and five minutes atleast before your sisters move to respond to a defensive situation. Should you break ranks and fight without following suit they will give you the dirtiest of looks.

Love can't bloom on the battlefield - 100cp

There are conflicting opinions about a sisters ability to show romantic love to anyone other than the emperor, ever since our integration into the Imperium it's been a bit of a sore point as it reminds us of events we wish we could forget. Forsake your romantic feelings for any lovers and let only the Emperor into your heart and he will be able to grant you additional blessings.

Rip and Tear – 200cp

The Sororitas are not known for their strategy. They are often thrown at the enemy, relying superior weapons or numbers to create the required shock and awe to win the day. When this tactic fails it often falls to the induvidual squadrons to make up the difference. Each Sister looks to their Sister Superior and each Sister Superior knows the Tactius Imperius front to back. However by taking this there will be no cohesion. Each sister you fight beside will be possessed by a blood range and it will not end until every Daemon and Heretic is removed from their presence or they are dead, should you command them you may have some luck in selected where they will meet the enemy, but once the fight is joined they will fight with unmatched furvor. Fortunately the Imperium is vast and your numbers should be resupplied, eventually. Try to hold out until then.

Only The Worst Assignments – 200cp

Your canoness has it out for a high ranking minister in the Ecclesiarchy, and unfortunately he's decided to respond in kind. In order to get rid of his headache he's ensured your order gets the worst assignments, ones in which an Exterminatus would have been a more reasonable option. Don't worry though, if it does get that bad an Extermintus is still going to be called, unfortunately you might still be on the planet when it is.

Clique – 200cp

The priests of the Ecclesiarchy teach humble service in the Emperor's name, but all too often they are the first ones who shirk their advice and devolve into wasteful virtue signalling. Normally the Sororitas maintain the gold standard, more concerned with doing their duty than their own social advancement, but you seem to always find the exception to the rule. It might be tolerable if they didn't expect the same of you. Fail to say the right thing at the right time and you'll likely find yourself ostracised, play the game too well and they'll be looking for ways to take you down a notch.

Sister Repentia – 200cp

The Sisters Repentia are those sisters who have sinned greater than flagellation alone could forgive. Some are forced into these ranks but the majority of them join in order to cleans their souls in preparation to meet the Emperor. They clad themselves in little more than leather and lace and rush into combat with a melee weapon. Their lives are more arduous than most, but their

devotion to the Emperor brings them the respect of their sisters. For at least half of your stay you will be a member of this group and live your life in silent contemplation.

Voices of Chaos – 300cp

The gifts granted by the Emperor will not go unnoticed by the ruinous forces. They will attempt to stop you, to sway you their service. They will offer you power, sate your lusts and threaten your loved ones in order to turn you and should you stray from the Emperor's light you will remain here.

Traitor in our midst – 300cp

The Emperor guards his daughters against temptation and corruption, however with the recent events blocking out the Astronomicon the wards have begun to wane. One sister in particular has fallen completely to her lusts and passions, much like one before her, and wants to share her profane knowledge with her sisters. She will scheme whilst hiding in the shadows, eventually turning a number of them to her way of thinking. If she's not stopped she'll eventually lead a rebellion which will bring great shame upon the Adepta Sororitas. If she succeeds she'll conquer more than a few high tithe worlds. Finding her before she and her fellow traitors make her move will be difficult. At the very least she must be stopped before your time is up.

Inter branch Rivalry – 300cp

The Adeptus Mechanicus barely tolerate the rest of the Imperium, they find the prayers to the Emperor quaint at best. For them the true path is through the machine, only through their prayers and conversions are they brought closer to the Omnissiah. The ban on Xenos technology is seen as a recommendation, and to outside observers to their expeditions the line between one ardent in faith and one deemed a Heretek seems arbitrary. One must be careful what they say to them however as their services are one of the few pillars holding the Imperium up. When they encounter the Adepta Sororitas issues are almost always bound to flair up, and while you're here rare will be the operation that doesn't involve them. When it does they will invariably have another agenda which will jeprodise you and your sisters. Fortunately you are able to rely on servitors to keep your equipment going.

Commorragh – 300cp

The Dark Eldar consider the sisters of the Adeptus Sororitas coveted prizes as their indomitable will makes them last a long time in their torture pits. They find the snap when a sister breaks all the more satisfying due to this endurance. You will start in the hands of a Dark Eldar captor, and though they will not kill you, you'll be forced to fight, be tortured, marked you and have other unspeakable acts preformed upon you. You'll have to endure this for 3 months before an opportunity to escape presents itself. You will not be able to use your powers to escape sooner. Though you will suffer pain and humiliation, you will not die. Salvation will come if you keep your faith in the Emperor.

Only the Emperor – 300cp

If you will give up powers gained from other realms and put your total faith in the Emperor's protection, he can offer you additional blessings. Access to your reliquary (Warehouse) and any supernatural powers you have will be denied. Any skills that you have that could be considered mundane will be retained however.

The Black Stain – 600cp

During your stay in the Emperors domain I would ask that you correct a failure of our order. Miriael Sabathiel is a mark that tarnishes our order's record of service to the Emperor. She is the only one of the Adepta Sororitas to willingly fall to the ruinous powers, specifically Slaanesh, She Who Thirsts. Many have been sent after her, but all have died or been broken in the Chaos god's name. This will not be easy, she will know you're coming and take pre-emptive action. Before your first meeting she will already know the breadth of your capabilities and be prepared accordingly, in extreme cases powered directly by Slaanesh herself to counter you. Should Slaanesh be destroyed before your arrival, Miriael will take on the mantel of She Who Thirsts with all the abilities of the Chaos God.

Empire Asunder – 600cp

The Primarch of the Ultramarines has awoken and was ready to guide the Imperium towards the Emperor's true path. However, a Witch of the Eldar has managed to sink her claws into him and is causing him to stray away from His light. Roboute Guilliman has become a threat to the Imperium, and you're not the only one to have noticed. Soon the entire empire will erupt into civil

war as the various factions and chapters attempt to remove the witch and heal the Primarch of her poisonous influence. All the while forces will be pulled from the various fronts and the enemies of the Imperium will encroach ever deeper.

The Penitent Engine – 600cp

The Penitent Engine is a device saved for the worst heretics who wish one last chance at receiving the emperors mercy. They are attached to a device with flamers and saws and cast into battle. Their bodies are exposed to the enemy, pumped full of combat drugs as they charge head first into the enemy, hoping to Martyr themselves and earn forgiveness. You will not be so lucky. You will have to endure an unending battle for the duration of your 10 years, and you must survive on faith alone. You will feel the sting of bolter rounds and agony as blades rend your flesh. Your time here will be nothing but pure agony.

Army Builder Supplement

If you want more control over the items and composition of your units this is the section for you. You can tweak your army to your hearts content should you wish. Remember cp can be exchanged for rp at a 1:2 ratio.

Canoness - 65RP (Can only take 1)

A Canoness is the commander of an Orders Militant, a shining example of purity and dedication. Each is a veteran of many hundreds of battles who has risen to her position through a combination of strong leadership, shrewd tactical genius and sheer overarching faith in the Emperor. She will initially lead your forces while making you her protégé. Once she feels you are ready, she will submit to your command and follow your direction.

Unit Composition: 1 Canoness

Wargear: Power Armour, Pistol(See table for cost), Melee Weapon(See table for cost), Frag Grenades, Krak Grenades.

Upgrades: Relic Armour (10RP), Jump Pack(15 RP), Sororitas Bike(20RP), Melta Bombs(5RP), Cherubim(See table for cost)

Palatine - 35RP

Distinguished officers of the Adepta Sororitas who collectively form the pool from which the next Canoness will be selected. It is these experienced women often lead their sisters in the field, whether fighting the enemies of mankind with an Orders Militant or establishing a field hospital at the front lines.

Unit Composition: 1 Palatine

Wargear: Power Armour, Pistol(See table for cost), Melee Weapon(See table for cost), Frag Grenades, Krak Grenades.

Upgrades: Relic Armour (10RP), Jump Pack(15 RP), Sororitas Bike(20RP), Melta Bombs(5RP), Cherubim(See table for cost)

Command Squad - 65RP (Can only take 1)

A Sororitas Command Squad is formed from the ranks of the elite Celestians, for only the most dedicated and distinguished Sisters of Battle are granted the privilege of forming their leader’s bodyguard. A Sororitas Command Squad may also be accompanied by Sisters from other, non-militant Orders, who act as advisors and specialists to the Canoness. These Sisters are commonly from the Orders Dialogous – skilled orators whose amplified voices can embolden the spirits of nearby troops – and the Orders Hospitalia. With her Medicae tools, the ministrations from a Sister Hospitalia can staunch the bleeding from mortal wounds and purge lethal poisons from a warrior’s bloodstream, allowing a Battle Sister to return to the fray despite grievous injuries

Unit Composition - 5 Sisters Celestian

Wargear - Power Armour, Bolt Pistol, Godwyn-De'az Pattern Bolter, Frag Grenades, Krak Grenades.

Upgrades - One Celestian can be upgraded to a Hospitalia (10RP, see entry for purchases), One Celestian can be upgraded to a Dialogous(5RP, see entry for purchases), One Celestian can take a Blessed Standard(15RP) or a Sacred Banner of the Order Militant(40RP), Relic Armour (10RP Each), Melee weapon, Heavy Weapon, Special Weapons, Melta bombs(5RP Each), Cherubim.

Sister Hospitalia - 25RP

Often loaned out by Orders Hospitalia, these sisters fill the role of field medics, though with the right tools could fill in for and some cases replace the best chirugeons in the Imperium. Though exemplars of the Emperor's mercy, they have no qualms about taking up arms against Heretics, Xenos and Abominations. Their bone white and crimson habits bring joy to all those loyal Imperial Citizens who see it.

Wargear: Hospitalia Carapace, Bolt Pistol, Frag Grenades, Krak Grenades, Medicae tools, Cherubim or Servitor(10RP discount).

Upgrades: Plasma Pistol(15RP)

Sister Dialogous - 20RP

Sisters of the Orders Dialogous often accompany the Orders Militant into battle. On occasion it has been known for them to lead Wars of Faith. They improve the morale of their sisters in combat by reciting litanies of Faith and Hate and help give last rites to those that martyr themselves in the Emperor's service. Off the field of battle they lead congregations and preach the Imperial Creed to the masses.

Unit Composition: 1 Sister Dialogous

Wargear: Ecclesiarchal Reignment, Bolt Pistol, Dialogous Staff, Frag Grenades, Krak Grenades, Cherubim or Servitor(10RP discount).

Upgrades: Plasma Pistol(15RP), Melta Bombs(5RP)

Sister Famulous - 20RP

Rarely found attached to traditional Orders Militant, these sisters do find some positions in expeditionary Orders Minors, specifically those Orders tasked with reconnecting with lost worlds. They prepare the population through subtle coercion and the gifts of the Emperor while also negotiating trade and resupply for their isolated order. Their skill in blending into a court can also be used to infiltrate, hiding in plain sight as they take notes about the enemies movements and composition. Any Orders Minors with a Sister Famulous in its entourage will find itself well supplied and the doors of amicable factions open to them.

Unit Composition: 1 Sister Famulous

Wargear: Shield Robes, Bolt Pistol, Cherubim or Servitor.

Upgrades: Plasma Pistol(15RP), Serpentine-Pattern Power Blade(15RP).

Battle Sister Squad – 60RP

Battle Sisters are those sisters who managed to pass their initiation and were posted in the Orders Militant. They are still Novices of the order but have proven themselves both strong in faith and pure of heart. As they gain more experience they might become a weapons specialist, or their talents to lead might become apparent as they are promoted to Sister Superior.

Unit Composition: 4 Battle Sisters, 1 Battle Sister Superior

Wargear: Godwyn-De'az Pattern Bolter, Power Armour, Bolt Pistol, Frag Grenades, Krak Grenades

Upgrades: Up to 15 additional Sisters(10RP each), Special Weapon(1 only), Heavy Weapon(2 only), Melta Bombs(Sister Superior only, 5RP), Melee Weapon.

Seraphim Squad – 75RP

Coming from the heavens on special Seraphim-Pattern jump packs, the mere appearance of these sisters have been known to bolster the spirits of men in their darkest hours, spurring them to victory against the enemies of the Emperor. Those battle sisters who show talent are inducted into their ranks, trained to use jump packs along with guerrilla tactics and the co-ordination to fire 2 pistols at once.

Unit Composition: 4 Sisters Seraphim, 1 Seraphim Superior.

Wargear: Power Armour, 2 Bolt Pistols, Frag Grenades, Krak Grenades, Jump Pack.

Upgrades: Up to 5 additional Sisters(13RP each), 2 Hand Flamers(10RP), 2 Inferno Pistols(20RP), 2 Trinity Pistols(30RP), Chainsword(Seraphim Superior only), Power Weapon(Seraphim Superior only, 15RP), 1 Plasma Pistol/Trinity Pistol(Seraphim Superior only, 15RP), Melta Bombs(5pts).

Dominion Squad - 70RP

Considered the shock detachments of the Orders Militant, these squads are composed of particularly impetuous sisters. Training has tempered their aggression and directed it solely at the foes of the Emperor. They want nothing more than to fight on the front lines and lay waste to his Enemies with special weapons.

Unit Composition: 4 Sisters Dominion, 1 Dominion Superior

Wargear: Power Armour, Bolt Pistol, Godwyn-De'az Pattern Bolter, Frag Grenades, Krak Grenades.

Upgrades: Up to 5 additional Sisters(12RP each), Special Weapons, Melta Bombs(Dominion Superior only, 5RP), Any Melee weapon(Dominion superior only), Any Ranged Weapon(Dominion Superior Only).

Retributor Squad - 70RP

Armed with the Imperium's heaviest weaponry these sisters annihilate the Emperor's foes believing that he himself guides their aim. They bring overwhelming firepower to bear, they often switch out their weaponry depending on what kind of theatre they will be fighting in, heavy bolters in the forest and swamps where they can support their other sisters from afar, heavy flamers in urban environments, and Multi-Meltas when they are up against mechanised armour.

Unit Composition: 4 Sisters Retributor, 1 Retributor Superior

Wargear: Power Armour, Bolt Pistol, Godwyn-De'az Pattern Bolter, Frag Grenades, Krak Grenades.

Upgrades: Up to 5 additional sisters(12RP each), Heavy Weapons, Melta bombs(Retributor Superior only, 5RP), Melee Weapon(Retributor Superior only), Ranged Weapon(Retributor Superior only).

Celestian Squad - 85RP

Those Sisters who prove themselves especially skilled in the art of war and devout in faith are inducted into the ranks of the Celestians. These elite warriors are deployed in squads where their superior experience can help change the tide of battle. Among their ranks are those who once served as Dominions and Retributions, giving them a wide array of tactics and equipment to deal with threats.

Unit Composition: 4 Sisters Celestian, 1 Celestian Superior

Wargear: Power Armour, Bolt Pistol, Godwyn-De'az Pattern Bolter, Frag Grenades, Krak Grenades.

Upgrades: Up to 5 additional sisters (14RP each), Special Weapons, Heavy Weapons, Melta Bomb(Celestian Superior only, 5RP), Any Melee weapon(Celestian Superior only), Any Ranged Weapon(Celestian Superior only).

Repentia Squad - 85RP

Confession and prayer are as much a part of a Battle Sister’s everyday existence as bolter drills and military discipline. Those who fall short of the Sisterhood’s rigorous codes are subject to many punishments. In the most serious of cases, the transgressor may be exiled from their Order. These warriors, known as Sisters Repentia, are each cast out with only a handful of rags, a hood to cover their face and a ceremonial Eviscerator with which to strike down the Emperor’s enemies. Sisters Repentia band together into groups that seek redemption in the fires of battle, and they are led to war by a Mistress of Repentance – a harsh warrior who drives her charges onwards with a pair of neural whips.

Unit Composition: 4 Sisters Repentia, 1 Mistress of Repentance

Wargear (Sisters Repentia): Eviscerator

Wargear (Mistress of Repentance): Power Armour, 2 Neural Whips, Frag Grenades, Krak Grenades.

Upgrades: Up to 5 additional Sisters(14RP each), Melta Bombs(Mistress of Repentance Only, 5RP)

Chevalier Squad - 120RP

Whenever a Sister Repentia is absolved of her sin and allowed back into her Order, it is a momentous occasion, a cause for ceremony and celebration. Through sheer dint of will, such a Sister has faced down her darkest sins and vanquished them. However, many find difficulty in returning to their former lives after spending years amongst the ranks of the Repentias. Many of these Sisters once again leave their former comrades for the ranks of the Chevaliers. Forming an elite corps within the Sisterhood, the ranks of the cavaliers consist entirely of former Repentias, and this shared experience creates a bond stronger than adamantium. When the they ride to war, they do so in some of the finest armour available to their order, mounted on heavy war bikes, and armed with powerful lances. In battle, they can always be found wherever the fighting is thickest, ruthlessly charging the foe's strongest points, smashing their lines and mercilessly running down any survivors.

Unit Composition - 3 Cavaliers

Wargear: Relic Armour, Power Weapon, Frag Grenades, Kark Grenades, Sororitas Bike

Upgrades: Up to 7 additional Sisters (40RP each), Storm Shield (15RP each)

Mortia Squad - 95RP

Sisters Mortia are former Repentia who have reached a level of anguish and guilt that most Repentia never even achieve, driven to the point where any concern for their lives is completely lost. Rather than earn their redemption in the fires of battle, they seek to earn them in a flaming death, surrounded by the fallen enemies of the Ecclesiarchy. For only in death does duty end.

Unit Composition - 5 Sisters Mortia

Wargear: Frag Grenades, Krak Grenades, Melta Bombs, Mortia Bike

Upgrades: Up 2 5 additional Sisters (19RP each)

Sororitas Rhino - 40RP

The Rhino personnel carrier is the most common transport vehicle at the disposal of the Sisters of Battle, allowing up to 10 individuals to move swiftly to where they are most needed, be it to seize an objective or strike deep into the heart of an enemy force. This tried and tested vehicle is famously robust, easy to repair and utilised extensively by the Imperium's most elite fighting forces, including the Adeptus Astartes and the Adepta Sororitas. The Rhino is fully capable of interfacing with power armour, recharging power cells and downloading tactical battle information as troops are transported into the thick of battle. Adepta Sororitas Rhinos are bedecked with holy symbols and relics in addition to military insignia denoting squad and Order markings.

Wargear: Storm Bolter, Search Light, Smoke Launchers

Options: Vehicle Equipment, Vehicle Weapons

Immolator - 60RP

The Immolator battle tank is a design exclusive to the Adeptus Ministorum, based upon the ubiquitous Rhino chassis. Immolators carry deadly but short-ranged twin heavy flamers, heavy bolters or multi-meltas that can cleanse the battlefield of all but the toughest of foes. The sight of such a tank rumbling into sight has disrupted more than one enemy battle line as warriors try in vain to evade an Immolator's fearsome inferno. Immolators are tactically versatile vehicles and the tank of choice for many Adepta Sororitas commanders, for in addition to their prodigious armaments, their armoured hulls can carry squads of Battle Sisters (Up to six individuals), deploying them onto vital objectives and then supporting them with heavy weapons fire.

Wargear: Twin-Linked Heavy Flamer/Bolter/Multi-Melta, Search light, Smoke Launchers.

Upgrades: Vehicle Equipment, Vehicle Weapons.

Dominator Gunship - 125RP

The Dominator Gunship soars from the heavens above, raining fiery death to the battlefield below. Based on an STC discovered by Ecclesiarchy missionaries on the eastern fringe, the Adeptus Mechanicus agreed to produce the Dominator for the Adepta Sororitas in exchange for the STC itself. Unlike its bulky and lethargic Imperial cousins, the Dominator is sleek and graceful. It is perfectly suited for its role of blazing heretics off of objectives before air-dropping the Sisters Militant (Up to 6 individuals) onto the still-burning corpses. While they secure the objective, the Dominator prowls the skies above, ever vigilant for any foolishly-conceived counter-attack the enemy may have planned.

Wargear: 2 Hurricane Bolters, Inferno Cannon

Upgrades: Replace the Inferno Cannon with a Melta Cannon (5RP)

Prioris-Pattern Exorcist - 125RP

The first Exorcists were produced in the Age of Apostasy on Mars, and some survive to this day. These vehicles are highly venerated, but their Machine Spirits are known to be temperamental, requiring much work and prayer to keep operational.

They fill the role of self propelled artillery for the Adepta Sororitas, with dozens of tubes arranged like an organ, playing the hymns of the Ecclesiarchy as they launch high explosive shells upon the unfaithful and destroy aerial attackers.

Wargear: Artillery Missile Launcher, Searchlight, Smoke Launchers, Laid Hailer

Upgrades: Vehicle Equipment, Vehicle Weapons.

Sanctorum-pattern Exorcist - 80RP

Designed to fill the role of the Prioris Exorcists without the upkeep, these artillery are based off the Rhino chassis with the internals storing the systems and ammunition to operate its missile launcher. Though much easier to maintain compared to the Prioris-pattern, its less ornate design doesn't have the same effect on morale as the ornate organs playing the Emperors battle song.

Wargear: Artillery Missile Launcher, Searchlight, Smoke Launchers

Upgrades: Vehicle Equipment, Vehicle Weapons.

Repressor - 85RP

Like all of the most common Adepta Sororitas vehicles, the Repressor is another variant on the standard Rhino chassis. The Rhino hull is extensively modified by extending the transport compartment into a raised superstructure and adding side-facing firing slits through which embarked Sisters, of which up to 10 may ride, can fire their weapons. A traversable cupola with an in-built storm bolter is mounted at the vehicle's fore, and its top hatch is fitted with a heavy flamer operated by the Repressor's commander. All of these features lend the Repressor a characteristic profile dreaded by the faithless the length and breadth of the Imperium.

Wargear: Cupola-Mounted Storm Bolter/Flamer, Pintle Mounted Heavy Flamer/Heavy Bolter/Multi-Melta, Searchlight, Dozer Blade, Smoke Launchers.

Upgrades: Vehicle Equipment, Storm Bolter replaced with a Melta gun(5RP)

Penitent Engine - 90RP

Penitent Engines are towering, bipedal vehicles that rampage through the enemy’s battle lines, leaving death and carnage in their wake. The machines’ arm-mounted flamers blaze a trail of fiery destruction as they thunder towards their foes, and their gigantic, razor-edged buzz saws carve through armour, flesh and bone with every frenzied swipe. To be a pilot of a Penitent Engine is to have committed a terrible crime, one so heinous that punishment such as imprisonment, exile, arco-flagellation or execution is deemed too lenient. Driven by their pilots’ frantic need for forgiveness, Penitent Engines charge towards the closest foe in sight heedless of any danger, knowing that only in death – theirs or the enemy’s – can forgiveness finally be earned.

Wargear: 2 Dreadnought Close Combat Weapons with built in Flamers.
Ranged weapons

Wargear

Bolt Pistol - Free All

Carrying a bolt pistol is a sign of high status in the Imperium, one that only a minority can afford due to the high cost of maintenance and ammunition. However, few can argue with their destructive power in combat and after experiencing their potent capabilities, a man might beggar himself to own one.

Godwyn De'az Pattern Bolter - 5RP

Designed specifically for the Adepta Sororitas, and blessed by the Canonesses of the Orders, these venerated weapons are presented to an Adepta Sororitas upon becoming a Battle Sister. The Sisterhood considers the venerated Godwyn-De'az bolt weapons heirlooms; each one carefully maintained by highly specialized servitors and trusted servants. This pattern bolter has great significance to the Adepta Sororitas, not only as a powerful weapon against the enemies of mankind, but also as a symbol of the Emperor's judgement and of the sisters personal connection to her faith.

Condemnor Boltgun - 10RP

The condemner boltgun is a highly specialised combi-weapon used almost exclusively by the operatives of the Ordo Hereticus and Adepta Sororitas. Combining a boltgun with a single-shot crossbow armature, these archaic-seeming weapons fire a silver stake engraved with sigils of disruption that destabilise a psyker's connection with the Warp. A direct hit from the crossbow will therefore not only deal a severe wound to a psyker, it will also send his power spiraling out of control to consume its user.

Hand Flamer - 5RP

Designed for use in pairs, Seraphim Hand Flamers can spew forth gouts of flame from both pistols at once. In addition the hand flamers are designed to be used in close combat and can release small controlled bursts of flame that use negligible amounts of promethium. The weapon can be used both as a ranged weapon and a melee weapon by those who are properly trained.

Inferno Pistol - 10RP

The deadly Inferno Pistol is a Melta weapon that can burn through even the most fortified of structures or armour. It is well known that if one weapon will do, two will do twice as well. The Seraphim Inferno Pistols are designed to work as a pair and can be used while in hand to hand combat by specially trained Seraphim.

Plasma Pistol - 15RP

A small, hand held weapon that fires a powerful ball of Hydrogen-based plasma. The weapon can cause enough damage to punch through tank armour. The down side of putting so much power in such a small package is that they have a tendency to explode. Another issue is that their range is limited as the highly reactive particle fizzles out.

Trinity Pistol - 15RP

The ultimate symbol of the Sisterhood's divinely sanctioned power, Trinity weapons are modified boltguns which fire special melta-tipped rounds with a promethium core. As the melta penetrates enemy armour, the promethium ignites, causing heretics to spontaneously combust where they stand.

Melee Weapons

Chainsword - Free All

Chain swords are roughly sword-like in shape as the name suggests, with a large flat housing containing the chain. Generally only the forward curved section is open, and is thrust at the enemy where the spinning chain teeth can bite into flesh and bone.

Sarissa - 1RP

These are heavy spiked blades the Sororitas often attach to their bolters in order to allow them to engage in hand-to-hand combat without switching weapons.

Power Weapon - 15RP

Power weapons are rare and valuable weapons within the Imperium, often being passed down through generations as valued family heirlooms. In addition to being a potent status symbol, a power sword is also utterly deadly in the hands of a skilled swordsman.

Khayer-Addin "Serpentine" Power Blade - 20RP

Although blade weapons concealed in walking canes, rods of office and even umbrellas are far from uncommon among the Imperium's rich and powerful, few such weapons are as potent or as exclusive as the Serpentine. A thin rapier-like blade of the highest quality adamantine alloys and equipped with a miniaturised disruption field generator of great sophistication, it is a lightweight weapon and potentially devastating “surprise” for the unwary. Serpentines are custom made by commission and most take the form of elaborately carved walking sticks that disguise the weapon’s nature until activated.

Flaming Brazier - 20RP (Canoness/Palatine only)

A versatile weapon in the hands of a skilled user, a Flaming Brazier works as both a devastating melee weapon and inspirational icon, as it sets witches and heretics alight with holy flame

Neural Whip - 20RP

These psycho-conductive neural whips are often carried by Mistresses of Repentance and are as much symbols of rank as they are vicious weapons that can slice open armour and flesh alike

Eviscerator - 30RP

Favoured by Ecclesiarchy zealots and witch-hunters, the eviscerator is an obscenely large double-handed chain weapon fitted with a crude version of the disruption field generator more commonly found on power-blades. Although very unwieldy and tiring to use, the eviscerator is fully capable of ripping an armoured man in half or tearing open the most blasphemously corrupted mutant in a single stroke.

Special Weapons

Storm Bolter - 5RP

The Storm Bolter used by servants of the Ecclesiarchy are not drastically unlike those used by throne agents. Firing bolt rounds at a greatly increased rate of fire, this weapon requires two hands to operate and is essentially two bolters firing in synchronised bursts. Its high rate of ammunition consumption makes the weapon impractical in many situations but few would argue with the results that such a powerful symbol of faith can have.

Flamer - 5RP

Flamers unleash a liquid incendiary chemical, usually promethium, that bursts into flame as it leaves the weapon. They are valued for their ability to destroy many enemies at once, regardless of any protective cover.

Meltagun - 10RP

Meltaguns are the most common form of melta weapon, coveted by soldiers for their massive close-range destructive power. There are also few things as good at cutting through armour than a meltagun, and they are often pressed into service for breaching bulkheads. Comes with the option for a backpack and feed line which provides additional fuel for the device.

Trinity gun - 15RP

Following the same principles as the Trinity pistol, the longer barrel and bigger magazine give this weapon longer range and more flexibility compared to its smaller counterpart. Absolutely lethal to anything it hits.

Heavy weapons

Heavy Bolter - 10RP

The heavy bolter is a variant of the bolt gun that fires a much larger calibre bolt which is chain fed in from an ammo crate. Normally requiring a gunner and an another soldier to carry the box of ammo, a single sister in power armour can wear the crate like a back pack while she holds the weapon. The higher mass and power of the rounds allow them to fire father.

Heavy Flamer - 10RP

Another variant of the flamer, though much heavier, this weapon can fire it's promethium a lot further. Like the Heavy Bolter, this also comes with a much larger fuel container requiring a crew of 2 unaugmented individuals to utilise properly. This container can also be mounted to the back of power armour, reducing the crew to 1.

Multi-melta - 10RP

The multi-melta is the further development of melta, with longer range than its man-portable counterparts it is the go too choice in armament for the Sororitas antitank teams. It is able to turn both man and machine to ash in seconds. Normally only mounted on vehicles, a Sororitas in power armour can carry them into battle with ease.

Trinity Rifle - 15RP

A large weapon designed as a long range antitank weapon, this weapon fires a much larger caliber Melta tipped, promethium core rounds over a much further range. If it penetrates through a tank's armour the crew are incinerated.

Grenades/Bombs

Krak Grenades - Free All

Krak Grenades use a shaped explosive charge capable of punching holes in armoured targets such as vehicles or bunkers, and its charge can even rip armour plating apart.

Frag Grenades - Free All

an anti-personnel grenade commonly used by the military forces of the Imperium of Man. It produces a blast of shrapnel that can shred unarmoured troops.

Melta Bombs - 5RP

The Melta Bomb is used by infantry in close combat, and is clamped directly onto vehicle hulls, or the surface of enemy bunkers, or even onto monstrous creatures such as the largest Tyranid bioforms. They are lethally effective against even heavily armoured units, as the intense directional blast of heat produced by the Melta reaction can burn its way through an armoured hull in a matter of seconds.

Vehicle Weapons

Penitent Close Combat Weapon

Penitent engines can be fitted with the same array of weapons that the Dreadnaught can be fitted with, be it Power Fists, Chainswords or drills. All of them are fitted with a flamer to purge heretics.

Storm Bolter - 5RP

A turret mounted, belt fed variant of the Storm Bolter. Supported by a vehicle that can supply more ammunition, this bolter can sustain fire for much longer.

Flamer - 5RP

A turret mounted, belt fed variant of the Flamer. Supported by a vehicle that can supply more promethium, this Flamer can sustain fire for much longer.

Meltagun - 10RP

A turret mounted, belt fed variant of the Flamer. Supported by a vehicle that can supply more promethium, this Flamer can sustain fire for much longer.

Vehicle Equipment

Dozer Blades - 5RP

An accessory used on a variety of vehicles throughout the Imperium. Dozer blades clear out debris from a vehicles path as well as add an additional layer of armour. Specialised dozer blades can also be installed to remove mines from in front of the tank.

Extra Armour - 10RP

A common upgrade on many Imperial vehicles. Additional metal is welded over the existing armour to improve protection.

Fire Pires - 10RP

Some Sororitas vehicle crews have placed several small flamers underneath their treads. With a flick of a switch, the vehicle becomes enveloped in blinding, brilliant flame, creating a serious hazard for any would-be attackers.

Hunter-Killer Missile - 10RP

A fairly cheap missile often mounted to turrets and on aircraft. Containing a Krak warhead and a guidance system this device locks on to any target and explodes on impact, able to avoid obstacles. Each launcher only contains 1 missile, but can be resupplied.

Laud Hailer - 10RP

Proclaiming the power of the Emperor in heavenly tones, a Laud Hailer bolsters the spirits of the faithful.

Hurricane Bolter - Gunship Only

First used by the Black Templars Space Marine Chapter, hurricane bolters combine the punishing firepower of multiple twin-linked boltguns to produce a truly withering storm of shells.

Inferno Cannon - Gunship Only

The roar and hiss of chemical flames fills the air as the inferno cannon opens fire. Fat sizzles and ammunition explodes as enemy infantry reel screaming from cover, ablaze from head to toe. As oily, reeking smoke fills the air, the survivors fall back in desperate disarray.

Cherubim/Servitor

Cherubim can be bought by any unit, and they gain the benefits of owning them. Should you not wish the Cherubim pattern, you can exchange it for a Servitor with the same abilities at no additional charge.

Armourium - 10RP

An armourium cherub rushes to keep its master supplied with fresh ammunition.

Hymnal - 10RP

Perhaps the most famous variety, hymnal cherubim fill the air with the sweet hymns to the Emperor, inspiring all around them.

Warrior - 10RP

Lightly armed warrior cherubim rush to aid their masters in the heat of close combat.

Sensorium - 15RP

Equipped with advanced auger arrays, spy cherubim keep their masters appraised of the ever-changing situation on the battlefield.

Witch Hunter - 15RP

Some of the rarest and most sought-after, Witch-hunter cherubim contain finely tuned psycho-reactive circuitry designed to ward psychic powers away from its master.

Incensor - 20RP

Common amongst members of the Ecclesiarchy, these cherubim are equipped with incense censers, which create billowing clouds of sweet-smelling smoke

Relics

Book of St Lucius - 5RP

This great tome contains the complete writings of St. Lucius of Agathea, the first Archconfessor, a priest who was justly known for his unbending zeal. Such was the Archconfessor's devotion that his book was penned not in ink, but with his own blood. Even now, centuries after St. Lucius' death, it is believed that a fraction of his essence still pervades its pages, and one who holds the book speaks with all his holy authority. In dire times, certain passages can be read aloud from the book during a battle, the words banishing mortal fears in an instant and inspiring the warriors of the Ecclesiarchy to great acts of heroism.

The Font of Fury - 10RP

The only surviving relic from the War of a Billion Baptisms, this grenade-like device has a slot into which can be inserted phials of holy water. Hurled into the foe, the device atomises its blessed payload and expels it in a hissing cloud that purges the foul and the unworthy from the Emperor's sight.

Blessed Standard - 15RP

The standards of the Adepta Sororitas are thrice blessed by the prioress of their convent before they march to war. This banner can be decorated with your own order's symbol, providing it's approved by the Ecclesiarchy.

Litanies of Faith - 15RP

These books come in a variety of forms, ranging from massive tomes of hand-written parchment to compact dataslates. They contain the teachings of the Ecclesiarchy, with a special emphasis on chants and hymnals. Compact versions of the Litanies (concentrating primarily on prayers) are common among the possessions of Ministorum preachers. This collection comes with a few extra bits of lore relevant to the Adepta Sororitas, focusing on the subjects of the Ecclesiarchy, Heretics, Mutants and the Adepta Sororitas themselves.

Castigator - 15 RP

Hand-crafted by one hundred and seventeen deaf-and-blind artificers within the shrine of the Nameless Saint, the bolt pistol known as Castigator is renowned for its absolute lethality. No armour can protect against the vengeance it brings, no matter how thick or powerful. No force field can turn its shots aside, no warding magics or unnatural powers can stay its wrath. Those caught within Castigator's crosshairs are doomed from the moment the trigger is pulled.

The Cloak of St. Aspira - 20RP (Can only take One)

Canoness St. Aspira of the Order of the Bloody Rose led her Battle Sisters in a War of Faith that liberated nearly one hundred worlds from the grip of the blasphemous tyrant Denescura. At the inception of the war, Aspira was presented with a magnificent cloak blessed in the Ecclesiarchal Palaces of Terra. Whilst this in itself marked the cloak as a treasured relic, small shards of the Emperor's own armour were woven into it to ward away the blows of the enemy, elevating it to a sacred garment of incomparable spiritual significance. St. Aspira wore the cloak throughout the War of Faith, striding into the fray heedless of her own safety, secure in her unwavering knowledge that the Emperor protects.

The Mantle of Ophelia - 25RP (Can only take One)

The Mantle of Ophelia was once the badge of office for the Prioress of the Convent Sanctorum and was worn by Helena the Virtuous, a Living Saint and one of the most revered leaders in the history of the Adepta Sororitas. The mantle is thought to have sacred powers of protection, for Helena was said to have anointed it with the Tears of the Emperor, a phial of blood-like liquid meticulously collected over a century from weeping statues of the Emperor found across the cardinal worlds of the Imperium.

The Sceptre of Grace - 25RP

The Sceptre of Grace is an ancient and mysterious tech-relic. Using similar technology to a Space Marine Chaplain's Crozius Arcanum, the Sceptre of Grace is covered with a shimmering field of force. However, this field is much more powerful, and can be focused into a beam to strike at a distance.

The Blade of Admonition - 30RP (Can only take One)

This blessed power sword is the very blade carried into battle by Alicia Dominica – the founding saint of the Adepta Sororitas – and was famously used to cut the head from the arch-traitor Goge Vandire and bring an end to the Reign of Blood. St. Dominica wielded this blade in the decades following the reformation of the Ecclesiarchy, and a thousand more false prophets and heretics were slain upon its razor edge before Alicia's eventual martyrdom. The silver blade was recovered and polished to a mirror finish, and it is said that one who looks upon it can see the reflection of their own soul. Those who wield the sword cannot therefore fail to compare their worthiness to that of St. Dominica and so strive to emulate her peerless example.

Blade of the Worthy - 30RP (Can only take One)

First borne into battle during the Longhallow Crusade, what began as a simple power sword took on divine overtones after it was driven through the heart of Lord Drexos the Befouler. The nameless Guardsman who slew the Chaos Lord was but the first humble hero chosen by the blade to channel the Emperor's holy might. From Sister Sophia of Leintor to Brother Sergeant Baxilor, many Imperial warriors have carried the Blade of the Worthy, and each has been chosen at the crucial moment to wield its divine fury.

Skull of Petronella the Pious - 30RP (Can only take One)

A famed Abbess of the Order of Our Martyred Lady, Petronella the Pious was renowned for the miracles that occurred in her presence. Though the humble warrior never claimed to possess any unusual powers of worth, it seemed that the eye of the Emperor was ever upon her. Foes were consumed by holy fire, while friends were spared from death by miraculous twists of good fortune. After her courageous martyrdom on Xyphol V, Petronella's skull was fashioned into a sacred totem, to which her blessings still cling.

Desvalle's Holy Circle - 35RP (Can only take One)

A famed Daemon hunter and bane of the unnatural, Inquisitor Lord Gastor Desvalle led countless crusades into Chaos-corrupted war zones, and banished many monstrous entities. So successful was he that the Inquisitor made a great deal of enemies beyond the veil, and was compelled to requisition a singularly powerful personal force field to protect him from Warp-spawned attackers. Known as the Holy Circle, this blessed device not only sheathes its wearer in a nigh-impenetrable force field, but also projects a holy aura that drives back unnatural entities and prevents them from manifesting.

Shroud of the Anti-Martyr - 35RP (Can Only Take One)

Drill-Abbott Bartolph the Blessed became known as the Anti-martyr of Mylok II after surviving a string of inconceivably deadly battles without a scratch. His burial shroud was exhumed after the destruction of his shrine by Chaos Renegades, and was found – to the wonder of all – to retain the same blessings that Bartolph did in life. It is now worn into battle as a cloak, its bearer wrapping themselves in the protective aegis of the Anti-martyr to withstand the gravest hurts.

Sacred Banner of the Order Militant - 40RP (Can only take One)

Each of the six great Orders Militant possesses a single ancient battle banner passed down through the generations from the time when their Order was first created. It is said that several strands of hair taken from each of the Order's founding saints are woven into these sacred banners, and as such their divine provenance is beyond doubt. Each banner represents the heritage and history of their respective Orders and the honour of carrying one is granted only to the most faithful and accomplished members of the Sisterhood. They are proudly borne to war, and the Battle Sisters who fight beneath their shadow are inspired to greater feats of glory, redoubling their efforts and refusing to retreat.

Armour and Clothing

Shield Robes - Free All (All units can take)

When not clad in their well-known power armour, the Adepta Sororitas will often wear their armoured robes. These are consecrated mesh robes designed for both devotional study and martial training. Traditionally worn by the Orders Non-militant in their support roles and by noviciates as they are being instructed in the ways of the Sisterhood, they act as secondary clothing for a Battle Sister while their power armour is being maintained or when they return to their Convent.

Ecclesiarchial Raiment - 5RP

A set of intricately made clothing fitting for a cleric or non-combatant in the Adepta Sororitas. Though useless in a physical fight, seeing it both energises the faithful, making them more likely to heed you. The blessings bestowed upon it also give it's wearer some resistance against psyker attacks.

Hospitalia Carapace. - 5RP

The sisters of the Orders Hospitalia are often thrust into combat zones. For this reason they are given protective armour similar to what the Imperial guard utilise, though adorned with the symbols of their order and life support systems as standard to prevent them contracting illness. Also comes with a bone white and scarlet habit which boosts the moral of Imperial Citizens that see it.

Sororitas Power Armour - 5RP

Created initially by the forges on Mars for the Adepta Sororitas, this lighter power armour provides excellent protection and increased strength with little to no reduction in movement speed or agility. The armour uses a similar power supply as the armour for the Adeptus Astartes and does not run out of power unless damaged. Though normally restricted to the most proven Battle Sister, this unit comes with a Sabbat Pattern Helm which provides full spectrum filtering and advanced tactical readouts.

Relic Sororitas Armour - 10RP

A set of armour, often glistening gold or silver, belonging to one of the founders of the Sororitas. Has the some additional capabilities when compared to the Sabbat patter power armour and fills the hearts of the faithful when they see it.

Storm Shield - 10RP

A storm shield is a large, solid shield that has an energy field generator built into it. Though the bulk of the shield offers physical protection, the energy field is capable of deflecting even the most powerful attacks.

Accessories

Chaplet Ecclesiasticus - Free All (Can be Equipped by any unit)

Every member of the Adepta Sororitas carries a Chaplet Ecclesiasticus either around her neck or her waist. Each adamantium bead serves as a reminder of an act of penitence, but in the case of very experienced Sisters each bead could represent many more such acts.

Ring of Suffrage - Free All (Can be Equipped by any unit)

A ring with a Fleur signet given to a successful initiate on the eve of her promotion to Noviciate and order assigning. It is designed to cause minor discomfort when twisted.

Devotional Tattoo - Free All (Can be Equipped by any unit)

Many Sisters bear devotional markings such as tattoos, electoos, and ritual scarifications, proclaiming their loyalty to the Adepta Sororitas, the Ecclesiarchy, and the Imperium. Such marks might include the Fleur-de-Lys symbol of the Sisterhood, the icon of the Inquisition, roses, wings, and all manner of variations on the iconography of the Orders.

Rosarius - 10RP (Can be Equipped by any unit)

A rosarius is a gorget or amulet worn by some members of the Ecclesiarchy to protect them from physical and spiritual harm. It is believed that the stronger the bearer’s belief in the might of the Emperor, the stronger the rosarius’ force field will be.

Dialogous Staff - 5RP

Many sisters of the Ordo Dialogous choose to carry the Dialogous staff. Fitted with a Laud Hailer and an audio recording device. It is sturdy enough to be used in combat as a bo. The audio recording electronics inside it can also be used to analyse sounds.

Hospitalia Medicae Tools - 5RP

The Order Hospitalia equips its Sisters with the best battlefield medicine tools found outside the Apothecaries of the Adeptus Astartes. The kit has a variety of sacred oils, unguents, surgical tools, and sterilisers to help those who lay wounded in battle.

Auspex - 10RP

These devices are used to detect energy emissions, motion and biological life signs. You may use it to detect atmospheric composition and radiation among other things.

Seraphim Jump Pack - 20RP

More streamlined and stylised, this jump pack is based off the same technology as those used by the Space Marines. The design has the added effect of giving the Adepta Sororitas the appearance of avenging angelic hosts. The aggressive use of them by the Sororitas has made that design work tremendously well. Aside from the normal usage, an alternate tactic was as a lateral boost to redeploy Seraphim strike teams while staying behind cover.

MORTIA BIKE - 20RP

A small, light bike designed specifically to maim and kill, the Mortia bike comes with a forward-facing Eviscerator, making it capable of running through flesh and armour alike.

Sororitas Bike - 20RP

When the situation calls for mounted assault, the Adepta Sororitas rely on the Equitare heavy war bike. It's enormous bulk and thick armour make it a worthy steed for the Emperor's most devoted servants.

NOTES

Any damage that might work on daemons and chaos will work on any abomination encountered in other worlds.

Any out of jump abilites will be considered Gifts of the Emperor within reason. You go full vampire on your sisters they're going to purge you.

Post jump you will still need faith in order to activate these powers but they need not be faith in the Emperor. Some kind of ideology, but not necessarily the imperial creed. It would be nice if the Emperor or Humanity fitted in there somewhere though.

The sisters that you purchase with RP will spread your Ideology post jump, as will your faith spreading based abilities, not necessarily the Imperial Creed.

Should you take Living saint you can continue to develop your faith based abilities, but to do so will require closer adherence to the Imperial Creed. You and I know that it was never the intent of the God Emperor to become divinity, and though he has begrudgingly accepted his title he wish it were not the case. Should you hold the concept of Logos with the same zeal as a sister holds her faith in the Emperor you can continue to develop your saintly abilities. It may take a few lifetimes to fully master them however.

Any vehicles purchased will come with a crew of 2 sisters that know how to operate and maintain them.

Crew cannot leave the Blackship post jump

The cathedral is a building that follows you, jump to jump. You will find it near to your starting location (If applicable) and can use it as you wish.

Sanctioned Xeno works on previous corruption suffered in any jump, though you won't get away with using obviously demonic powers.

The order Minoris are classed as followers, not companions. In the future, sisters purchased with RP can either be imported individually as a companion. If done so they will leave a vacancy in your squad which can be filled by a new follower.

V1.1 By Strike-chan