Adeptus Mechanicus

Jumpchain v1.21

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Even at the height of mankind's golden age, Mars stood apart as the center of technological and scientific study within their galaxy-spanning civilization. When warp storms ended humanity's golden age and cast other men into barbarism, and a period of anarchy saw Mars' terraforming undone and much turned to ruin, the Martians worked to hold on to what they could and rebuild. Over time, the preservation of past glories slowly turned into the worship of all things that held knowledge. Thus were the seeds sown of what would one day become the Adeptus Mechanicus, the Cult of the Machine God.

Over the course of millennia, the Martians learned to detect lulls in the warp storms sweeping the galaxy and sent out expeditionary fleets to recover technology and establish new forgeworlds. They had given no further thought to what life remained on Earth until the arrival of the Emperor, seeking alliance and aid to begin his great crusade to unify all of humanity's scattered remnants. In the shadow of Olympus Mons, seeing the benefit of such an alliance and with many Martians already viewing the Emperor as the Omnissiah, the living incarnation of their god, an alliance was made.

But not a perfect one.

For the two-headed aquila that is the symbol of the Imperium represents the twin empires of Mars and Terra, united yet resentful. Doctrinal differences between the Ministorum and the Cult of Mars are a source of constant friction, and the practices of the Cult are as mysterious and arcane as any sorcery. The two empires need each other to survive, of that there is no doubt, but that certainty does not make fulfilling their obligations to the other any easier.

The Cult of Mars has spent more than ten thousand years mired in ritual and dogma. Knowledge is prized above all, yet it is considered better to dig up scraps of ancient knowledge than to rediscover it through research. Hidebound and hateful of sudden change, the slightest alteration to existing devices is almost criminal. Information is hoarded even as it is gathered fervently, often kept secret or lost to obscurity even when it is desperately needed.

It is within the ranks of this group that you will spend the next ten years. You will be privy to ancient knowledge and wield devices of terrible power, under constant scrutiny by the unblinking optics of your fellow Mechanicus and the eyes of the wider Imperium.

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Your age is no matter to the Cult of Mars, though you can expect to be in first century before attaining any real position of note. A combination of bionic augmentation and rejuvenant treatments ensures that death by old age during your time here is not a concern. Your sex matters even less. You may pick either freely, within reason.

You have been assigned 1000 cogitator points to compile your existence here. Use them well.

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Location (roll 1d8 or pay 100cp to choose)

1: Mars (Segmentum Solar)
Mars, The Red Planet, crowned with an iron ring. First and greatest of Forgeworlds. Birthplace of the Cult Mechanicus. As holy to the Mechanicus as Terra is to the wider Imperium, one is blessed to walk upon its sands...or damned should they travel too far beneath them, for the scars of the Old Night and the treachery of those that sided with Horus run deep, and many horrors haunt the darkest ruins.

2: Jovian shipyards (Segmentum Solar)
Second only to Mars, Jupiter's orbit is choked with a massive network of orbital stations and every existing moon has been converted for use in industry. Drawing energy and resources from the gas giant they orbit, the shipyards are capable of crafting every kind of spacefaring ship in use by the Imperium. Here is also one of the few places capable of producing Vortex Shells for Nova Cannons.

3: Ryza (Segmentum Ultima)
Renowned among all other forgeworlds for their mastery of plasma technology. Currently under siege by WAAAGH Grax, the magi delight in testing new and ever-more powerful weaponry upon the greenskin invaders.

4: Belacane (Segmentum Obscurus)
Once a powerful and influential forgeworld, Belacane was noted for its expertise in the manufacture of devices which incorporate temporal stasis fields. But recent centuries have seen the export of such devices cease, the techno-magi growing insular among whispers that they have somehow lost the means to produce these exotic wonders.

5: Core Theta (Segmentum Obscurus)
As the Magos Biologis of this world grew to prominence, focus was shifted towards the study of the organic over the mechanical. Their experiments upon life are unceasing, as are the times their work skirts the edge of tech-heresy.

6: Mezoa (Segmentum Obscurus)
A major Forge World dedicated almost entirely to the production of arms and ammunition, and responsible for the supply of ordnance shells to the Imperial Navy at Port Maw. Staunchly loyal to the Imperium, they have resisted the assaults and temptations of chaos on multiple occasions.

7: Explorator fleet
Joining the quest for knowledge far beyond the borders of the Imperium, you travel aboard a fleet of self-sufficient vessels that may spend centuries out of contact with the wider cult. Roll 1d4 again, to determine your general location in the galaxy, relative to Holy Terra. 1 - Segmentum Obscurus (north), 2 - Segmentum Tempestus (south), 3 - Segmentum Pacificus (west), 4 - Ultima Segmentum (east)

8: Free choice
You may choose any of the above options, or begin on any canon forgeworld still in operation and loyal to the Imperium.

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Backgrounds

Heretek (Drop-in)
There are some who turn away from the dictates of the Cult, while others belonged to techno-sects whose teachings never had any connection to the red planet. All of these individuals and more are abhorred by the Cult for their deviant practices and rejection of the Machine God. You are none of those things, yet neither do you have oaths of loyalty registered within the data-crypts of the Mechanicus, and no memories of your existence reside within organic storage. Still, the Imperium is vast and communication difficult, so if you are cautious and subtle much can be accomplished in shadowed depths between the manufactoria and away from the attention of the ruling magi.

Magos Errant
There are near-infinite facets to the universe and the mysteries of the Machine God, and many tech-priests choose not to restrict themselves to a single field of study. Instead they drift from conclave to labratorium as the mood strikes them, staying just long enough to expand their knowledge and perform experiments before moving on. You arrive here as your sworn term of service to your current seniors comes to an end, and it is your choice to remain where you are or to continue the quest for knowledge elsewhere.

Magos Dominus
When xenos and heretics threaten the works of the Mechanicus, it calls upon specialists to ensure continued function without undue interruptions. Yours is a unique skillset, obsessively analyzing threats so that you may determine the most efficient way to excise them like so much corrupted code or necrotic flesh. Whether this task is best performed personally or by directing legions of skitarii depends entirely on the results of your own calculations on the matter.

Enginseer
While the Mechanicus pursue the quest for knowledge, the machines they depend upon must be maintained. Though perceived as lower in status to the magi, enginseers are nonetheless essential cogs that ensure the smooth functioning of Mechanicus ships and facilities. Some may be bonded to Forgeworlds, others sent out into the wider Imperium or seconded to the Imperial guard or Navy. Without their myriad labors, the engines of the Mechanicus and Imperium both would come to a grinding halt.

Collegia Titanica
In all of the worlds of man, only the tiniest fraction of the population have that unique combination of qualities that allow for surviving contact with the machine spirit of a titan. You are counted among them, having been taken and trained in preparation for piloting one of the mightiest weapons in the Imperium's arsenal...one that can be every bit as dangerous to its would-be commanders as it is to the enemies of man.
(You must take the drawback 'It's time for war' for no CP)

Explorator
While the cult values knowledge above all, many dedicate their lives to sifting the debris of the past for fragments of knowledge rather than attempting to re-discover what has been lost through research and experimentation. These tech-priests scour distant worlds, seeking the forgotten ruins of mankind's golden age, every rusted fragment of past glory treated as the holiest of relics.
(You may change your starting location to 'Explorator Fleet' for free.)

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Perks

Each background receives its 100cp perks for free, and purchases other perks in that category for a 50% discount.

General Perks

Free for all - Lingua-Technis
Known only to the devotees of the Machine God despite the best efforts of outsiders over millennia, the adepts of Mars speak to each other in bursts of binaric code. This allows for a great deal of information to be communicated quickly and discreetly. Even if somehow translated, it is a complex language thick with ancient and arcane terminology that few outsiders could ever hope to make any sense of. This language and your implants allow you to communicate quickly with other adepts, transferring messages and code many times faster than ordinary speech.

100cp - Artisan
Unlike many in the machine cult who care not for appearances, your equipment and visible bionics are shelled with precious metals and etched with devotional symbols. You have the skills and sense of aestetics needed to add a bit of artistic flair to any object you craft, and you can choose for objects you possess for a prolonged period of time to gain a similar improvement with no effort and without detriment to their functions. Though seen by many in the cult as wasteful or vain this attention to appearance can endear one to those in the higher ranks of Imperial society who value such affectations. You may choose to suppress this perk entirely or only for specific items.

100cp - Subtle bionics
From hesitance at abandoning the human form or the acquisition of high-grade miniaturized components, there is little outward sign of your integrated cybernetics. Cables are subdermal and woven to follow existing muscle groups, cyber-limbs are hidden beneath a layer of synth-skin, and artificial eyes resemble the organic model closely enough that sight alone cannot recognize them as anything but. Only large external bionics like mechadendrites are plainly visible, and the smaller models can be hidden beneath the folds of a thick robe. While hiding the blessings of the omnissiah would normally offend even the most emotionless magi, there are occasions where concealing one's affiliations and abilities can be advantageous.

100cp - Magos designation (Two purchases free for 'Magos Errant')
You have been recognized for your mastery of a facet of the Machine God's mysteries. Choose a field of Imperial technology such as genetic manipulation, voidship construction, cybernetics or even psykana. Beyond the mere rote learning of lesser adepts you have a deep grasp of the principles that govern your field, and can reliably produce even the more uncommon expressions of your specialty. With time, effort and discretion you could even modify and improve upon your specialty as needed. Those few things beyond your full understanding can still be built and maintained by carefully following STC blueprints.

400cp - Machine-touched
All mechanisms obey inviolate scientific laws. Everything can be measured, everything can be explained, and yet there is more to reality than the laws of the material universe. Wielding power not unlike the miracles of the Sororitas, you are perhaps a true priest of the Machine God. As your dedication and understanding grows, you will gain an increasing affinity with all things mechanical. You can sooth their woes and hasten their functions with a touch. Their wrath grows cools at your supplication, and the unrighteous who would use machines against you find them rebelling. There are many ways to influence the mechanical, and this ability will grow increasingly stronger over time if you have the dedication to discover them and the piety to fuel them.

Heretek (Drop-in)

100cp – Questioning minds
Among the things a prospective heretek learns if he wishes to live for very long is how to recognize fellows of a similar inclination, and avoid revealing his views to those of a more puritan bent. After an otherwise innocuous conversation on a suitable subject, the heretek can get a firm sense of just how deeply someone truly holds the values they've espoused, and how to frame a taboo subject for consideration without raising suspicion or ire.

100cp – Cold trader
Desiring to examine unusual technology, a heretek must first locate it. Those of a criminal bent will view you as more approachable than your more devout brethren, and be quicker to offer you illegal services. One must dredge through fanciful fakes and repainted junk in the hopes of locating something worth acquiring, and you have a better eye than most for spotting the genuine article.

200cp – Reclaimer
Rare is the heretek with wealth or connections enough to acquire the resources to pursue innovation without raising suspicion. Most must make do with whatever they can scavenge for themselves, and you are oddly lucky in this regard. When digging through junk what you pull out is in far better shape than it should be, needing far less work to make ready for your own projects. If salvaging a machine you've discovered or brought low, the most valuable components will be in surprisingly good shape while anti-tamper and self-destruct systems will fail to activate more often than not.

200cp – Mimic
Where scavenging fails, theft succeeds. Your body has been altered through surgery and gene-tailoring to become more malleable to escape physical restraints, pattern-recognition systems and simple observation. Facial proportions, gait, voice patterns, fingerprints and retina patterns can all be altered, and you can even shed hair and skin on demand with wildly varied DNA to confuse analysis of such detritus. You are also well-versed in writing and broadcasting scrapcode on demand to hamper security systems or take outright control of simpler, unsecured systems.

400cp – Data-shroud
A heretek risks being revealed after the barest noosphere inquiry, his tags dark and bereft of sanctified code. But through the sins of innovation and improvisation, you have crafted a false identity that will stand up to casual scrutiny. Passive observation and simple inquiries cannot defeat your disguise, fooled and intercepted by your tainted code. This cover extends to even your body and mind, biological or psychic scans not registering you as anything out of the ordinary unless you perform some act outside of human ability. Only the most detailed cross-references or invasive examinations will be able to reveal that your assumed identity is a forgery.

400cp – Cold reason
Unlike the rest of the Cult Mechanicus, you do not shun the chance to acquire new knowledge of any sort. Your mind is like an impervious vault, able to take in datum of any kind and hold it securely. Mind-bending equations, sanity-blasting visuals and even information that is harmful merely by being known is no danger to you. Even if the threat of knowing something comes from an external source, such as a daemon automatically becoming aware of all those who learn its true name or a catastrophe occurring once a forbidden secret is known to a living mind once more, then you shall go forth with your prize unseen and the world untouched. Though you may cause harm to yourself or others in the act of bringing it forth, merely knowing something can never imperil you.

600cp – Tech-usurper
The galaxy is ancient, and uncountable races have risen and fallen. Some leave nothing but piles of dust while others survive long enough to craft incomprehensible works that slumber in deathless sleep long after their creators have vanished. Be it the craft of the most incomprehensible and bizarre xenos, the works of the Eldar, the archaeotech of mankind or yet stranger things, you can stir these mysterious works to action once more. Understanding is not needed, and may never come. But full understanding is not required to bend the technology to your will, to find those places where your own crude tech can burrow into the nerves and spasm the limbs of greater works. In time, you can puzzle out how to control these edifices, to make them function. Not with complete precision, no, but always enough at least to make them advance your goals.

Magos Errant

100cp - Neuroplasticity
Techpriests collect many implants over their long lives, but even with training and technological aid the human mind was never designed to be altered in such ways. You are something of an outlier, as your mind readily accepts desired modifications of any sorts. You could say that, instead of blood, you are a universal recipient of mechanical implants, and you need never worry about the rejection of mental or physical alterations, and you adapt to such additional quickly and easily.

100cp - Logical arguments
While the Mechanicus may proclaim that their actions are dictated only by reason and doctrine, these things are often only a veneer applied to support personal agendas or champion the views of a particular sub-sect within the Cult. You've seen the fortunes and lives of many adepts ended when they fell for a rhetorical trap, and have learned how and when to speak, developing skills for debate that will allow you to communicate your views while dancing around otherwise inviolate points of faith and law.

200cp - Mechadendrite mastery
Every ranking adept has at least one mechadendrite, from the massive pneumatic claws used by enginseers to the most delicate medicae arrays. Even a magos has a limit on how many limbs they can control simultaneously, but you have refined your skills in this regard beyond even them. No matter how many appendages you apply towards a single task they will work together seamlessly to carry out your intent and altogether require no more attention to control than a single natural limb. Whatever sensory input they collectively provide will also be received with equal ease and clarity. Your mind does have limits however, and this talent does not extend towards being able to concentrate on as many different tasks as you have limbs to apply.

200cp - Noosphere mentality
Like the vast seas of information held by the worlds and vessels of the Mechanicus, your mind is a thing of grace and depth. You can envision mental constructs of incredible scale and complexity, and your thoughts are not fleeting, ephemeral things. As easily as a less-skilled adept would flip through the pages of a detailed blueprint, you would forge a simulation of a machine in your mind and observe its individual functions in real time without losing sight of the whole...for hours at a time without losing focus or missing a single detail. Such depths of thought can be dangerous to plumb, but unless some outside force actively prevents it you will always be able to bring your perceptions out from fantasy and back to the waking world.

400cp - Electro-priest
Alongside the Machine God and Omnissiah, the Cult recognizes the Motive Force as a sublime and divine energy that powers creation. Those tech-priests who immerse themselves in study of it through extensive cybernetic and genetic reconstruction are capable of storing, absorbing and channeling immense amounts of electricity, far beyond what is could be accomplished alone by the venerated potentia coil. You have not yet reached the point of suffusion that would see your eyes boiled away by the energy you hold, but you have already learned to go without them. You can perceive the world through the medium of electromagnetic interactions, seeing the flickers of energy held by organic and mechanical alike. The vast majority of electro-priests are divided along philosophical lines, but outside of grumbling should you employ their unique tools you will not suffer for not joining one or the other.

400cp - Binaric weaving
The skills gained during long years plumbing data-vaults as a humble logistican have only improved over time. You excel at writing code, understanding machine-script better than native grammar structures. You can understand simple programs with a mere glance and correct any errors you find within seconds, and scrutinizing longer lines of more complex coding for a single misplaced byte can take mere minutes with your skills. Scrapcode crashes ineffectually against your data-barriers, its transmission doing nothing but opening the offending heretek's systems to a counter-intrusion. Interfacing with a system infested with a daemon or true AI would be unwise, but with your skills emerging unscathed from such an encounter is only highly unlikely rather than completely impossible.

600cp - By the grace of the Machine God
By His blessing, let the machine be sanctified. With ritual and prayer, protect His works from corruption and witchery. Raise a bulwark of iron anointed with sacred oil and incense and safeguarded its form and functions from eldritch powers. Be their origin within the material or immaterial, powers that attempt to twist the form or control the functions of your machines will be repulsed. Minor hexes and vexes will be repelled with contemptuous ease, while mightier powers must devote a great deal of power and concentration to overcome this protection. Even then, they will struggle to do so.

Magos Dominus

100cp – Murderous algorithms
Imprinted in your mind are mathematically precise patterns of motion for optimal smiting at all ranges of conflict. You are highly skilled with every weapon commonly used by mankind, and after picking up a more exotic weapon a few moments of hyper-cognition can show you how to at least aim the pointy end properly and account for any odd qualities to avoid self-injury through its use.

100cp – Tactical equations
To help you understand the Destroyer aspect of the Machine God, the knowledge of thousands of tactical scenarios and their most efficient resolutions were downloaded into your cortex implants. In environments both natural and artificial, you can quickly discern and skillfully execute the ideal maneuver for the current situation and direct others to perform them with equal precision.

200cp – Command signifier
Smaller cogs must turn unhesitatingly at the behest of authority, and you have the means to ensure prompt compliance. Your commands are laced with subliminal bio-security exploits and digital master keys, and the weak-willed, unsuspecting or poorly-programmed cannot resist carrying out short, simple commands. The effect is even stronger on your lawful subordinates, pushing them into action despite hesitation or fear, though they may balk at suicidal or abhorrent orders. Repeated use will see thinking systems becoming resistant to your intrusions.

200cp – Slaughter coefficient
Any soldier can kill the enemy, but a magos is expected to do so with precision and efficiency. 'Overkill' is not a word in their lexicon, but neither is 'waste.' To ensure that resources are not wasted, your auspex systems have been finely tuned to determine when an enemy is truly dead or inoperable. If they are merely injured, than further resources can be expended to correct that. If the target is capable of regeneration or spontaneous reactivation, then you will receive a warning of a potential threat resurgence. Let the enemies of Mars receive their proper allotment of wrath, and no more.

400cp – Killing machine
War is a chaotic, messy affair, where critical decisions have microseconds to be weighed and executed. To maintain equilibrium between chemical-driven meat-brain thought and your augmentations, your mind has been re-shaped to accelerate mental processing speeds. No matter how fast your body is capable of moving or what methods you use to increase your speed, your mind will always be able to keep pace. For short periods of time you can push this enhancement even further, making your surroundings seem to pass by in slow-motion, but doing so for too long risks neurological damage. As a side-effect of these modifications your hindbrain instincts have been reigned in, and you will no longer make unwanted reflexive actions.

400cp – Tribune
With victory and distinction comes advancement. To command formations of lesser warriors, you have been heavily augmented to allow for parallel thought, to observe multiple points of conflict simultaneously and issue appropriate commands even while personally engaging in combat. You could control three bodies in direct combat (including your own) provide tactical oversight of a dozen fireteams, or oversee a vast strategic theatre with ease, but pushing your limits brings communication lag, then errors in judgement, and eventually the risk of neurological damage.

600cp – Knowledge is power
To know the enemy is to hate the enemy. To understand the enemy is to have power over them. And the greater your understanding, the weaker they are in the face of your advance. As your comprehension of an enemy grows, as you dissect every aspect of their being, your strikes grow stronger and more accurate, piercing their defences, avoiding their counter-attacks and foiling their stratagems. This requires a manifold study of their every aspect – biology, psychology, the mechanisms of their weapons and sorceries, preferred tactics and even how environment variables can effect all these things. But if, somehow, your understanding of all such things is total and perfect, then so would your power over them be. Absolute knowledge bringing absolute power.

Enginseer

100cp – Wonders of the machine god
Machinery is as mysterious as the workings of the warp to the average Imperial - it would take all day to explain why even the simplest rituals are performed and what they do. So by necessity you've become very good at getting people to shut up and let you work in peace. A few curt words is enough to satisfy anyone's curiosity, or to make someone less technically-inclined understand why certain things need doing and to justify the time and expense of doing so.

100cp – Rites of maintenance
While already designed to be incredibly robust, Imperial equipment inevitably requires maintenance. You can locate and identify problems within a machine in a fraction of the time it would take other adepts. Not knowing how a machine functions does not make fixing it any more difficult so long as you have the proper parts, tools, and rituals to guide your hands.

200cp – Impossible precision
Behind the mighty engines and clanking gears of Imperial armor are smaller yet no less important components. Servicing those delicate elements requires a fine touch, and you work with steadiness and precision. Your hands and other appendages will not twitch from surprise or adrenaline, and they will exert the exact amount of force you desire and no more. Exactly how precisely you can work is subject only to the limits of your perceptions.

200cp – Technical knock
You have mastered the ancient technical rite of 'if it doesn't work, smack it with a wrench until it does.' Small problems like loose gears can be quickly and permanently fixed with one good whack. When a larger problem impedes a machine's function, continuous pounding and irate prayer can cajole it to miraculously perform one last, brief task, but no more. At that point, this rite will have no more effect until the device receives proper attention.

400cp – Imperial logistics
The scale of the Imperial war machine is incomprehensible to most minds. It is nothing less than a miracle that the Guard and Navy can function at all, given the myriad logistical issues involved. But miracles are something you can provide, as long as you are directly involved in overseeing the distribution or production of a needed resource. You'll always seem to somehow end up with more than with what you started, and this effect increases the greater the scale that you work with. An hour of overseeing the fabrication of lasrifles may net you a dozen extra units at no extra cost, while distributing the output of an agri-world may produce a year's worth of extra rations for an entire Guard regiment.

400cp – Armorbane
Long experience with putting things together inevitably teaches one the best way to take something apart. Whether disabling an unruly machine or cracking open a heretek's fortress, you can quickly pick out design flaws, blind spots, and points of failure. Exploiting these weaknesses makes your actions many times more effective. Structures crumble, armor buckles, systems seize up, power surges dangerously out of control, and ammo stores seem to cook off at the slightest provocation. Should you show mercy and attempt to repair what you have laid low, the damage will be far less than it appears and restoring the machine to service will be much less difficult than expected.

600cp – Forged in eternity
The most potent and venerated relics wielded by Imperial forces are often the most ancient, artifice beyond what modern adepts can construct...but you are no common adept. What you craft is eternal, never to decay or malfunction from the passage of ages or the most strenuous use. Fate itself seems to conspire that your works are never permanently destroyed unless someone puts forth a dedicated effort to do so. If one of your creations are sundered yet then repaired by someone with sufficient skill, it will be restored to perfect functionality as if it had never been broken at all.

Collegia Titanica

100cp – One in a billion
Humans with the potential to be part of a Titan's crew are exceedingly rare, and only a few of those will go on to survive their arduous training. Your uniqueness is recognized by others, giving your words a certain gravitas that is difficult to ignore. This effect is further enhanced when speaking on matters that you already hold a high authority on. So while a lesser adept may find his opinions merely given greater consideration, the word of a Princeps is all but unquestionable on matters pertaining to his bonded Titan.

100cp – A mortal perspective
In truth, a Titan has only three enemies: folly, hubris, and another of its own kind. You are still learning, and will likely make mistakes. Battles with enemy engines will be decided by your skill and the grace of the Omnissiah. But hubris, through meme-therapy and long meditation holds no grip on your mind. A well-deserved accomplishment can be enjoyed without becoming egotistical, a position of superiority never causes rash decisions or a slackening of your guard. There are many ways for an engine to die...but death by arrogance, at least, is no longer a concern.

200cp – Bane of infantry
Despise infantry if you must. Crush them underfoot, by all means. But do not ignore them. Battlefields are littered with the wreckage of Titans whose crews ignored infantry. Learn carefully the lessons on how best to maximize the performance of your weapons against swarms of lesser creatures. Learn as well how to avoid being entrapped and overrun by vast swarms, to disrupt their momentum and break their cohesion so that you may evade their grasp and break through attempts to surround you.

200cp – Slaying the horizon
As fearsome as a Titan's close combat weapons are, many engines do battle only at extreme ranges. You have been trained to understand such impersonal combat, where even macro-cannon shells can take seconds to reach their targets. Targeting and reliably hitting things that are naught but a set of coordinates and a mess of variables on your screens is as much art as science, but it is a practice you have grown skilled with.

400cp – Moderati
It is impossible for any human sense to guide the operation of a Titan, and it is the duty of a Moderati to collect and interpret auspex data for the rest of the crew to act upon. This necessitates being able to quickly and effectively deal with electronic countermeasures, environmental conditions, and irrelevant information. It is a skill you will continue to apply outside of a Titan, keeping your senses clear of white noise to focus on desired information. You will also find it much easier to recognize and filter out corrupt or false sensory data, and to pierce effects that would occlude things from your perceptions.

400cp – MIU mastery
Connecting to a machine and controlling it directly can be difficult, even for experienced adepts. But over time, taking control of a new body with a vastly different form has become second nature for you, quickly switching between new forms and the different inputs they bring without disorientation. Hearing becomes radar. Hands become turrets. The engine, your heartbeat. Whatever information the machine provides, it will always be translated in a way that makes logical sense by the association. Through this connection, driving and piloting come easily, and it is near-impossible for irregularities in the connected systems to be hidden from you.

600cp – Princeps
To be the pilot of a god-machine, one must first bend the titan's machine spirit to your will. This requires an indomitable will, which shall be made as iron through secret and agonizing regimens. Yet none can bear the burden of piloting a titan alone and hope to maintain their sanity, so you have been taught to share this burden with other minds. Through MIU linkages, psychic tethers or stranger ways, your connection with others can be deepened to truly become as one mind, pooling knowledge and intent to act with seamless unity. But as careful as the Collegia prepared you, perhaps it is your unique nature that granted you a small blessing - you will never become addicted to contact with the mind of a god-machine or any other consciousness, nor suffer withdrawal or damage when you sever any connections you have made.

Explorator

100cp – Archaeology
All Explorators worth the name know how to run a dig. How to choose a site, how to mark, search and lay out a site, how to carefully sift obstructions and prevent contamination of sensitive environments. Though most of the work is performed by servitors, some tasks are too delicate even for specialized models. Every Explorator can personally perform these tasks with both speed and care, and most prefer to.

100cp – Celestial cartography
What the Cult seeks is millennia old, and you mastered conventional cartographic techniques long ago. Now you study the movements of stars and tectonic plates, the shifting history of warp-routes and the records of resource expenditures centuries past. With these data-points you may extrapolate reasonably accurate information to determine the state of an area centuries or even millennia past. From there you can determine the places most likely visited by a people long past and focus your efforts upon them. When your mission encompasses entire sectors, searching blindly for a location may take decades or even centuries of fruitless labor.

200cp – Multi-dimensional exploration
Ruined structures rarely allow for paths of travel that their creators intended. With a few slight neurological alterations, you've become more accustomed to moving in 3-dimensional space. You won't become disorientated or unable to retrace your steps just because you paced the halls of a space hulk where shifting gravity forced you to walk on the former ceiling or explored a convoluted network of natural passages created by giant insects. Some more eldritch locations do not obey the conventional laws of space and time, but dealing with structures that shift over (or through) time, or are larger or smaller than their perceived dimensions is more difficult but far from impossible.

200cp – Alien mindsets
Though there may be an infinite variety of thought-modes among the xeno, form and function are invariably intertwined. A structure must be accessed, a weapon held and directed, a device powered, a purpose to a ritual. It would be heretical to admit, but your studies of many examples of xenos civilization have have made you very good at deciphering non-human mindsets. While other adepts fumble ignorantly and try to apply human models even where entirely inappropriate, you have already begun forming an intuitive vision of who and what you are working with. This is not a precise talent, but your understanding will grow by leaps and bounds as you uncover more information about the species of interest.

400cp – Dormancy protocols
Working with unknown technology can be dangerous, so you have inloaded an obscure set of technical protocols that allows you to isolate the individual functions of a machine. The most aggressive probing will never activate connected systems, no matter how closely interlinked. For example, the auspex and detonation systems of a fusion warhead. This includes security systems, which will not log an abnormality or raise an alarm so long as you return everything you examine to exactly the way you found it.

400cp – Hazard protocols
The list of Explorator fatalities is as lengthy as it it varied. Hostile xenoforms, native fauna, environmental hazards, mishaps with unknown technology, ancient security systems...Yet you remain alive thanks to threat analysis systems that are second to none. They are almost prescient in the way they reveal environmental hazards, alert you of potential ambushes and warn you to security systems before you trigger them. Your ability to avoid getting into danger is enough to make the unenlightened think you are a psyker. But that is clearly not true, even if your implants appear incapable of alerting you to whatever danger you just narrowly avoided.

600 – Returning with the elixir
So many lives have been lost in the quest for knowledge. But yours is a name that will not be forgotten, your endeavours never fruitless or futile. When you cross the threshold into the unknown and overcome the ordeals that await you, a reward worthy of your effort always awaits you. It might provide you with a long-overdo revelation, or a weapon needed to defeat a hated foe. The reward will always be in proportion to the danger you faced and the effort put forth to overcome those challenges. The reward will also be pertinent to your situation, never teaching you the meaning of friendship while a loved one lays dying of poison. But at the same time this perk cannot be activated consciously and will not provide generic loot like a common dungeon chest. Need, not greed, is what a hero's journey fulfills.

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Gifts of the Machine God

There are uncountable STC designs and sanctioned variants within the databanks of the Mechanicus, and it would be impossible to list every device an adept of Mars could conceivably acquire or construct. Yet merely being a member of the cult does not guarantee access to the knowledge, resources and skills needed to expand one's panoply. Since your time here is limited, you have been granted a stipend of ***+600cp*** *to purchase options from the lists below.*

If lost or destroyed, any purchases will reappear in your possession after 24 hours. All purchases include the knowledge and tools needed to perform the appropriate maintenance rituals.

Free/Mandatory – Mechanicus Implants
The cyber-mantle is the all-encompassing term for the system of hardpoints and skeletal reinforcements required to mount bionics upon weak flesh and bone. The Potentia Coil stores the energy required to power all other implants, and electoo inductors allow the coil to transfer power inwards to accelerate recharging of the coil or outwards to power devices or for self-defence. Electro-grafts are a lesser versions of the MIU, allowing for direct mental communication with cogitator systems. There is also a varying degree of neurological augmentation that accompanies each new implant, which is required to monitor and control the functions of an adept's bionics as if they were a natural part of their body.

Free - Quantum prayer-book
Bound in iron and edged with copper leaf, this tome details the structure, laws and mysteries, most common prayers, tenets and rites of the priesthood. People who study the book, particularly those of a scientific bent, will find it very inspiring. May or may not result in machine spirits becoming an actual thing if the doctrine is followed by enough people in a non-40k jump. You can produce non-respawning copies on demand to bequeath to others if you wish.

Free - Attendants
Choose: A dozen servoskulls, a five-servitor workforce, or a trio of personalized cherubs. All are dull but reliable servants, coming equipped for a variety of tasks. The patterns of each are easy to re-fit for more specialized work.

Bionics

A Jumper may choose to begin with as many artificial replacements for natural limbs and organs as he wishes. These bionics are of average quality, and outside of increased durability they are not particularly more effective than the organic model. They are also incapable of self-repair.

100cp - High-quality bionic replacements
You may upgrade some or all of your starting bionics to a higher level of quality. Organs will be much more efficient, limbs will be stronger and faster without loss of sensitivity, and senses will be sharper and expanded past the human norm.

100cp – Mechadendrites (Free for Enginseer)
Each purchase of this option gains you four utility mechadendrites or one servo-arm. The utility version is uniquely modular, able to easily swap between standard attachments. The servo-arm is a heavy-duty mechanical claw for manipulating extremely heavy loads when without the assistance of heavy equipment. It is possible, though unsanctioned, to mount similar devices on the cyber-mantle ports that will be installed by taking this item.

100cp - Direct weapon feeds
All tech-priests can recharge devices with their own potentia coils and electoo inductors, but you have been outfitted with direct-line ports and variable capacitors that allow you to generate a constant, regulated output through these specialized mounts. While connected to you through these ports, energy weapons benefit from a boost in power and firing rate. The mounts also connect any sensors the weapons possess directly to your own senses for heightened accuracy.

100cp - MIU implant (Free for Collegia Titanica)
Unlike the electro-grafts which transmit information, the mind-impulse unit is designed to transmit somatic and sensory data between an organic mind and prepared device, usually a vehicle. It allows for the control of a machine's functions as if they were direct extensions of the adept's body. This model can be easily programmed to interface with any number of devices, and will allow for seamless and intuitive control over all standard template construct patterns.

200cp - Gravity nodes
Small enough to be implanted within the body, these nodules can be powered to reduce or enhance the effects of gravity on a tech-priest's body. Alone the nodes cannot allow directed flight, but a creative tech-priest can find many uses for them outside of their original purpose of easing the exploration of non-standard-gravity environments.

200cp - Crystal stack micro-cogitator
An ancient and difficult-to-produce pattern, this implant is small enough to be fitted into the human skull and allows for vast amounts of data storage far beyond common neurological modifications. Each implant must be grown specifically for an individual tech-priest, and the micro-cogitator stores information in a format unique to each mind it is linked with. Even if physically extracted or interfaced with, it is near-impossible for outside forces to decrypt the data inside without the owner's assistance.

200cp – Drug glands
Vat-grown and gene-tailored, these artificial organs release combat drugs into your system with the proper mental trigger. The hyper-drenalin cocktail boosts strength and reaction time, and suppresses the feeling of pain. While the glands are also designed to filter out toxins and mitigate the side-effects of these or any other drugs in your system, using the glands too often and too quickly risks damage from the buildup of toxic by-products.

300cp – Skitarii-grade cyber-frame (Free for Magos Dominus)
To prepare you for the rigors of combat, the most imporant tool in a Domini's arsenal has been heavily augmented – his own body. Myomer bundles have been woven into your muscles while chem-treatments have vastly strengthened bone density. Organic flakweave offers sub-dermal protection, while superconductive filaments have replaced major nerve clusters to increase reaction speed. This plus general gene-augments have resulted in the gain of several feet in height and at least another hundred pounds of weight, resulting in a vast increase in overall physical ability.

Auspex systems

200cp - Surveyor-class auspex array
Common among many artisans, this array will quickly and accurately define distance, dimensions, weight, and a wide assortment of other gross physical properties to a dozen decimal points of precision. Sub-systems include a chronograph and high-fidelity remembrancer implant for the transmission of discovered information.

400cp - Archaeotech auspex array
To ease your studies of the exotic, your senses have been expanded with a series of implants normally available to only the most elder magi. You can now perceive almost the entire EM spectrum, measure the highest and lowest sonic frequencies, discern the precise chemical makeup of the most minute olfactory inputs, and detect the tiniest tactile variations. Naturally, all of these inputs can be selectively filtered, tied to and monitored by other systems, and be accurately measured to the most exacting tolerance.

Equipment

100cp - Plasma Cutter
Easily used by hand or mechadendrite, this humble piece of archaeotech excels at the simple task it was designed for - cutting and welding metals of almost any type and thickness, from thin wiring to adamantium plating. It can be used as a deadly weapon in an emergency, but is awkward and unsuited to such a role. It never seems to run out of fuel.

200cp - Intrusion-class Dataspike (Free for Heretek)
There are systems of ancient providence, human yet non-imperial designs, and alien workings that do not use an STC-standard interface. Without a recognizable I/O port, their inner workings would remain a mystery but for this useful yet oft-maligned piece of technology. When applied to a device, the dataspike exudes filaments which attempt to forcefully flash-forge a connection with whatever data-transfer/storage medium is being employed. Almost any kind of electronic, magnetic, chemical, solid state or photonic-based system can be linked with.

200cp - Requisition codes
Vast resources are open to all in the Cult Mechanicus - should an adept have sufficient connections or talent for manipulating its bureaucracy. You cheat. This data-signet holds high-level codes that demand the prompt re-allocation of required resources for your use, be it fuel, raw materials, labor, swift transportation or time with specialized equipment. Provided you do not get excessive, you will be able to pocket a small but respectable flow of resources with no questions asked. But taking too much or inconveniencing someone with influence may lead to inquiries, and you'd best be prepared to justify the expenses.

300cp – STC database
A trove of information that elder magi would be jealous of, this cogitator core contains almost all of the STC blueprints common known to the Mechanicus that relate to a single field of study. These could be weapons, vehicles, cybernetics, voidship components, chemical or biological processes, or almost anything else. The broader and more advanced the subject of the database, the fewer complete patterns within and the more incomplete fragments that can only be puzzled over. While there may be fragments within other fields that touch upon such, you cannot take a database covering lost or extremely restricted information, such as the most ancient archaeotech, the formative steps of space marine gene-seed or custodes, Grey Knight or temple assassin armaments.

300cp - STC converter
This tome-sized cogitator is designed to be fed blueprints for alien or out-of-jump technology and convert them to use STC-standard parts and design principles, well-known for being extremely robust. Perfect translation and equal functionality is not guaranteed, while technology that relies on unique materials or scientific principles not native to the 40k setting will most likely be impossible to recreate. The blueprints that result from successful conversions can be followed by any competent tech-priest. Running blueprints for Magitech or psionic technology through this device without a supreme understanding of 40k metaphysics is an exceedingly bad idea.

300cp - Phosphex printout
Phosphex is both corrosive and incendiary, a horrifically toxic compound that takes the form of a green-while mist that is drawn to movement. It cannot be extinguished by anything short of total vacuum, and is capable of burning through reinforced ceramite. A rogue tech-priest destroyed the only known STC capable of producing phosphex, but you have found a tome detailing its creation. Turning a copy of these processes over to the mechanicus would earn you fantastic wealth and accolades...and return one of the most terrible weapons in the Imperium's arsenal to common usage.

300cp – Juvenant Drugs
You possess the bio-formula and equipment needed to provide rejuvenant treatments, which are capable of reducing a human's effective age. You can still produce and administer the treatments without a full understanding of biological sciences, but this will severely reduce their effectiveness in the long term and likely introduce complications. A magos with the appropriate skills can apply these treatments to best effect, extending the life of a normal, un-augmented human to almost five centuries of age before conventional methods begin to fail.

Armory

The majority of Mechanicus adepts will never see front-line combat, but many carry weapons as status symbols or for personal protection. Each purchase grants an adept one weapon, one suit of armor, or one piece of equipment. Consumables, such as ammunition, drugs, or grenades, replenish over time. Further upgrades for your chosen weapons and armor are listed below.

Free – Lowtech
Simple enough for any adept to acquire, technology of this level is serviceable and effective but considered crude by the standards of the Mechanicus. An adept that openly bears them is either of very low rank or of very poor standing. You may take as much of this technology as you can personally carry. Within reason.
Examples: Lasguns, mono-knives, flak or mesh armor, frag grenades and combat drugs.

100cp – Personal equipment
Weapons that are considered to be of a level of sophistication suitable for the combat forces of the cult. Both skitarii and combat servitors have this level of equipment at minimum.
Examples: Arc and fusion weapons, chainblades, carapace armor, techsorcist pulse grenades

200cp – Specialist gear
Wielded by high-ranking skitarii, magi, and task-dedicated units, these items are potent and rarely fielded in great number by any but the most decorated or specialized Mechanicus forces.
Examples: Plasma and volkite weapons. Power and transonic blades. Omnessian axe. Powered armor. Refractor fields. Plasma, viral, radiation grenades.

400cp – Mechanicus relics
A class of technology that goes beyond what is currently fielded, a list of examples cannot be provided because each is a singular example of lost technology. Gravity shear cannons. Vortex grenades. Energy blades that spring forth from a hilt without a physical blade component. Personal time-dilation fields. With this option, you may purchase something the Warhammer 40k RPGs might deem 'unique' or a duplicate of something seen within a novel. The only restriction is that is must be a personal-scale device, and one of human manufacture.
(If you purchase a relic, you must take the 'living reliquary' drawback)

Upgrades

Where applicable, you may apply these upgrades to things other than weapons or armor.

+100cp – Miniaturization
One of your purchases is highly compact, likely archaeotech or Jokaero manufacture. Weapons are small enough to be worn as rings, mounted on mechadendrites or even integrated within a cyber-eye. Applied to armor, its weight and bulk is a fraction of normal without sacrificing protection.

+100cp – Warded
Laced with psyk-reactive materials and hexagrammatic wards, weapons and armor with this upgrade are of much greater effectiveness against daemons and other warp-creatures. Warded armor is also solid to incorporeal creatures and xenotech weapons that would otherwise ignore conventional protective gear.

+100cp – Masterwork
You bear an item that is simply of exceptional quality. Such was the skill and expense put into its construction that it performs better in every possible way compared to other examples of its kind. Masterwork armor can resist the matter-disrupting effects of power weapons and xenotech with similar capabilities, and masterwork power blades have been known to overwhelm and destroy other field-wrapped weapons of lesser stature.

+100cp – Environmental Hardening (Armor only)
Your armor has been made much more resistant to forces that include radiation, electromagnetism, corrosives and extreme temperatures. You are able to travel and survive exposure to the void while within this armor for up to eight hours, while sub-systems handle bodily waste and produce oxygen.

+100cp – Integrated
The item has been directly connected to your cyber-mantle, shaped to your exacting specifications and drawing power from your potentia coil. This allows for a greater regulation of energy and greater general performance in many ways. Suitable items can be implanted directly within the body or otherwise made impossible to remove short of careful procedure or violent maiming.

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Titan Legion

Avatars of the God-machine, anyone can be a member of a Titan's crew with the proper training, but only someone with the 'Princeps' perk can actually leash the machine's spirit to their will and unify the minds of the crew into a cohesive whole.

Post-jump, any titans you've purchased can be called forth to serve. If you cannot provide the titan with repair or refuelling services, it must leave the jump for at least a day, longer if it was severely damaged. You may choose to captain the titan or link up as a member of the crew, if you have the ability. Otherwise it will come with a skilled crew who will follow your commands without hesitation. If destroyed, a titan cannot be summoned again until ten years have passed.

Free for Collegia Titanica/600cp – Warhound Titan
So named for its vaguely canine-like shape, reverse-jointed legs and loping stride, Warhounds stand around 11 meters tall and are deployed as scouts when a titan legion is fielded. The weapons of a warhound are up-sized versions of conventional Imperial weapon patterns, and the Titan's larger power core allows for an output that can shred enemy armor and atomize infantry. Void shielding provides the Warhound a great deal of protection, but a careless crew can still be brought down by massed fire from lower-tonnage armor.

+400cp – Battle-titan promotion
Your skill has been recognized, and you now pilot (or can summon) a mid-sized battle-titan of the Warlord or Reaver class. Occupying a middle ground of titan-scale combat, they are larger and far more durable than scout titans while still being relatively swift, and they can carry heavier weaponry capable of threatening even superheavy Emperor-class titans and equivalent machines.

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Fleet Assets

By default, these ships come with effective servitor crews and advanced automatic systems can allow you to run the vessel entirely on your own. Fuel, munitions, and general sundries restock automatically, and this fact will not be noticed if you do not draw attention to it.
Fleet assets are discounted for Explorators.

400cp – Mass hauler
Known only by its alphanumeric designation, you have somehow been assigned one of the innumerable transport vessels employed by the Mechanicus. Slightly under three kilometers in length, these ships are plodding and lightly armed but extremely reliable. The massive internal storage bays are designed to accept a wide variety of both organic and inorganic cargo, and can also be refitted with manufacturing or refining equipment. Ships of this class are so ubiquitous and unassuming that they never receive more than the most cursory attention, unless unsanctioned modifications are visible to void-auspex systems.

800cp – Monitor-pattern exploration cruiser
The bulk of Explorator fleets are made up of expertly-crafted, specially modified cruisers that can spend decades alone in the void without the aid of support vessels. Averaging six kilometers long, this cruiser is similar in design to the Lunar-class, versatile, heavily armed and armored, but equipped with many potent and arcane systems that only the direct support of a forge world can sustain. In the hands of a skilled captain these cruisers are capable of punching above their weight class, a necessity when considering the dangers of the void.

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Warehouse attachments

Free - Shrine to the Machine God
Plasma candles and sweet incense frame this small shrine. Items blessed by the devout upon the micro-altar feel surer in hand and swifter in use against those things anathema to the Machine God. But should your soul and intentions be profane, blessings will still be granted even as the altar slowly grows dark and rusted, an ugly asymmetry forming in the eight-toothed cog that now frames the Opus Machina...

200cp - Repair gantry
Attached to your warehouse is a repair facility with an interior that will expand to comfortably fit whatever you need servicing. It will provide power for tools and is filled with lifts, docking clamps and gravity tethers, but otherwise you must provide all equipment, spare parts and supplies yourself. The gantry can connect to the main warehouse or other attachments simultaneously, to speed the easy transport of materials between them. When unneeded, the gantry can store all CP-purchased vehicles you own. The gantry can open onto land, underwater or deep space as required.

400cp – Mechancius outpost Jump-Kappa
An airlock connects your warehouse to a Mechanicus outpost orbiting a storm-wracked world and illuminated by a turbulent star. The handful of tech-priests and their servitor workforce are at your service, happy to study or reverse-engineer anything you bring them. The outpost is not equipped for mass-production or the construction of anything as large or complex as a titan, but the adepts can still forge a wide variety of STC designs. They'll work at a slow but steady pace unless you can provide them with extra materials, and they can make use of other warehouse attachments to produce larger and more varied items. You do not need to keep your warehouse open for the tech-priests to perform their work. The adepts are not and cannot become companions, but they share any perks you possess that relate to scientific knowledge, performing research, the refining of materials and forging of items.

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Companions

Companion import
You may spend 100cp to import a single companion. They gain a background and 600cp to spend, with all discounts, free items for that background, +600cp to spend on 'Gifts of the Machine God.' For 200cp you may import up to four companions, for 400cp, eight.

100cp – Magos miscellaneous
This man's(?) flesh is hidden beneath extensive augmentation. He has been with the Mechanicus for centuries, and his interests are many. Less puritanical than most, the possibility of extending the quest for knowledge to dimensions unknown to the Cult appeals to him. He has all of the 100, 200, and 400cp magos errant perks, and three picks of Magos Designation.

100cp – Skitarii bodyguard
You are his assigned commander, and indoctrination renders all other concerns irrelevant. He is almost a blank slate, knowing only obedience to authorized data-canticles and the thrill of victory. He has all 100, 200, and 400cp Magos Dominus perks, and 'Skitarii-grade cyber-frame.'

100cp – Engine-sister
Voluminous red robes cannot hide the curves beneath to this woman's eternal embarrassment. Friendly and perky in conversation to both man and machine, she is torn between her desire to be closer to the machine and her attachment to humanity. The possibly of a harmonious union between the two has inspired her to follow you. She has all 100, 200, and 400cp enginseer perks. She also has 'subtle bionics' 'artisan' and one pick of 'magos designation.'

200cp – Young Princeps
A fresh-faced graduate of the collegia, the sudden death of the princeps he was assigned to learn from thrust him into a position he was only barely prepared for. He has the 100cp, 200cp, and 'Princeps' perks of the Collegia Titanica background, and pilots a Warhound-class Titan. The Titan is bonded to him, and will not accept another as Princeps.

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Drawbacks

You may take a maximum of +800cp worth of drawbacks.

+0cp - Continuity
Have you visited this universe before, jumper? Did you wear the skin of human or xenos? It matters not. By taking this drawback you'll ensure that all your actions in previous forays here remain canon.

+0cp - Extended stay
The pace of Imperial society can be glacial, the time-frame of wars and construction projects stretching into decades if not centuries. You may choose to extend your time in this jump to one hundred years. Life-extension technology can sustain you through this long period, but you are not guaranteed to always have access to it...

+100cp - Bastard offspring of a servitor and a junk pile
Tech-priests often gain a patchwork appearance as flesh is replaced by bionics over time. You've gone and abandoned all thought of aesthetics, and what flesh remains is sallow and grey where it is not covered by grills, loose cabling, analog displays and gaping interface ports. Even if you modify your body, the end result will be something no ordinary human can stand to look at, let alone touch.

+100cp - Where are the toasters you promised?
You -clang- love machines. You really -clangclangclang- love machines. You find rugged beauty in even the mass-produced equipment of the Imperial Guard, and the elegance of a relic weapon can make you swoon. Even if you could hold yourself together -FUCKING TANK STOP FIGHTING IT- your fellow tech-adepts know not to let you in the titan pen after the last...incident. You find no beauty in the organic, and have zero interest in meat-coupling.

+100cp – Living reliquary
You carry a particularly venerated piece of tech. In your hands, or within your body. You will be shown great respect for being worthy to carry such a magnificent device. Take care to constantly show your worthiness, for other adepts will view you with an equal amount of envy. If you fail to show the device you carry proper respect, others may seek to see it taken away from you. That it may be an implant will not prevent the Mechanicus from removing it from your care if you are proven unworthy of bearing it.

+200cp - 16 universal laws
Eight mysteries and eight warnings guides the cult in the quest for knowledge, and while many are debated or held in varying degrees of esteem, you will feel compelled to follow them as best you can. Among other things, this manifests as a refusal to employ non-human technology and artificial intelligence, and to always show proper respect for the rites and rituals of the Cult of Mars.

+200cp - Actual spirits
It is accepted fact among the Mechanicus that all machines have an animating spirit, each with their unique quirks and personalities that must be appeased through ritual to ensure proper function. Perhaps because of how objects can absorb psychic energies, this is now true. Every piece of technology more complex than a hammer has a tiny glimmer of awareness, and forgoing rites or offering insults and misuse will see them revolt. Glitches, inexplicable malfunctions, and poor performance will plague all the devices you operate until you make proper penance. The more complex a device, the greater and more powerful the spirit, and thus more demanding when it comes to the attention given to its care. Some devices will be more forgiving than others if an emergency demands immediate use, but all will expect rites to be carried out afterwards. I advise using the really pricey unguent in that case, they seem to appreciate it.

+200cp - Rite of Pure thought
Considered extreme even by the standards of the Mechanicus, you have had the right hemisphere of your brain excised and replaced with a cogitator. The procedure has severely dulled your emotions and almost eradicated your capacity for creativity. It will be extremely difficult for you to deal with problems and situations that cannot be expressed logically, and in daily life you will follow mathematically-derived patterns of behavior and decision-making exclusively.

+300cp - Malatek
Among the ranks of the Mechanicus are those who have not yet crossed into outright tech-heresy, yet have offered some offence or found suspicion in the optics of the more dogmatic members of the Cult. Perhaps they have shown too much interest in the inner workings of xeno biology or technology, or have created and employed non-STC devices of their own designs. Such individuals become outsiders, finding doors closed to them and others of the Cult unwilling to trade or associate with them. Somehow you have come to be labelled Malatek, disdained but watched closely. Because while it is considered inevitable you will one day cross a line and require destruction, working outside of Cult strictures often results in the discovery of potent and fascinating knowledge...that a covetous magos may wish to take for himself.

+300cp - A cog in the machine
For the duration of your stay, you are required to perform the duties of your background. Being excommunicated for gross violations of doctrine, being revealed as something alien, displaying obvious out-of-jump powers or forsaking your assigned tasks to prance about the galaxy are all fail conditions. So long as no solid proof can be presented that you are anything but a normal human and a devoted servant of the Machine God, and all your duties are completed satisfactorily, you may do as you like otherwise. In addition to the above, a heretek must keep his nature hidden, and will fail the jump if it becomes widely known that he is an imposter or infiltrator of the Cult.

+300cp - Factionalism
Many tech-priests gravitate towards sub-cults or gather alongside those who share their doctrinal interpretations. This division is now far more pronounced, with battle-lines being drawn in noosphere markers and data signatures that identify every adept as belonging to one faction or another. Though all are members of the Cult, there is a complex web of agreements and hostilities that divides every forge world and mechanicus holding. At the very least, undertakings will often

be severely impeded as views clash, resources are wasted by petty gestures, and arguments are raised over the smallest points of contention. At worst, acts of outright sabotage and assassination happen almost daily when two factions embroil themselves in a cold and subtle war. You will eventually find yourself shoehorned into one faction or another, making friends and enemies in equal measure.

+400cp – There's always time for war
At some point during your time here, war will come to you. The foe will be mighty and numerous, a horde beyond your capability to defeat alone. Trying to flee will see them follow you, or you will stumble into a new theatre of conflict. Mechanicus and Imperial forces will fight to survive, but they will lose if you do not intervene. You can assist in any number of ways, acting in a personal or strategic fashion, but even if you try to stay away from combat danger will inevitably find you. Your life will be threatened many times in many ways, but as long as you survive and perform your duties well humanity will eventually emerge victorious.

+600 - The quest for knowledge
By taking this drawback your warehouse and all out-of-jump powers are locked, and your location set to 'Explorator fleet.' You'll find yourself onboard a Mechanicus ship far from the borders of the Imperium, travelling between ruined worlds and lost human colonies, viewing impossible celestial phenomena and fighting for your life against xenos, daemons, and stranger things. You are guaranteed to have a very interesting time and will likely face death at several points, though none of these threats will single you out specifically unless you give them a reason to.

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Process complete

Your time here is at an end. You have survived dangers from within and without, and hopefully grown closer to the Machine God through increased comprehension of His Mysteries.

Stay
But why leave? There is still more work to be done, and the Mechanicus could surely benefit from such a grand cog added to their function.

Go home
Alone and ignorant, the humans of your homeworld know not of the Machine god. Return then, and share the light of knowledge with the worthy.

Move on
Infinite mysteries await study. New horrors must be fought. New civilizations must know the glory of the Machine God. The quest for knowledge is unending.

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You don't need to worry about random, impossible-to-avoid warp shenanigans ending your chain during your time here. But that doesn't mean you can't kill yourself doing something stupid like making an unplanned jump during a Warp Storm, or by allowing your gellar field generator to be sabotaged or go without proper maintenance.
-
At the end of your jump, you may choose to retain your implants or remove them while keeping their benefits as inherent abilities. They are always considered a part of you and will never interfere with shapeshifting or other out-of-jump powers.
-
Magos designation doesn't put you on Cawl's level, so don't expect to create new space marines or Imperial grav vehicles that can outrace the Eldar. Assume that you completely understand the inner workings of the most common Imperial technologies within your field, like bionic limbs, lasguns, or vehicles. Complex and ancient technologies like voidship plasma reactors, vortex weapons, antigrav plating, and the most complex cerebral implants are where things start to get fuzzy. You're still the magos other tech-priests call on when problems arise with these things, and you can probably fix most problems even if you don't understand the full hows and whys.
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Xenotech is more tricky to work with, but the equivalents to less complex Imperial technologies are not impossible to figure out.
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Keep in mind that STC printouts are a Very Big Deal in 40k, and people will start asking questions if you pull even a single unknown printout out of your robes.
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"By the grace of the machine god" protects your equipment from any sort of unnatural dickery so long as they were properly sanctified, from mutant technopathy to magical anti-tech effects to chaotic energies that try to mess with everything caught in the general vicinity.
-
'Requisition codes' will function for any organization you are (or can convincingly appear to be) a member of in future jumps.
-
40k technology will work just as well (with a little tweaking) against psychic phenomena in other settings. Slightly less so against magic and demons/spiritual forces that do not obey the same rules as the 40k Warp, but it will retain at least some effectiveness.
-
'Imperial logistics' only applies towards things moved or created in bulk. Forging a single sword will not produce two blades. Only the very largest supply chains – the resources of an entire sector, or personally overseeing the foundries across an entire forge world can push the amount of extra material gained over 100%. Past that point, the gains returned begin to drop off sharply.
-
Being a Princeps requires a near-unique level of talent coupled with highly specialized training. It is not possible to 'brute force' the command of a titan's machine-spirit simply by stacking willpower perks. However, if you've purchased a titan the follower-princeps can train you, and some perks will help speed things along. Even then, it will take a great deal of time before you can survive taking his seat. Even if you are princeps material, it may take decades.
-
The adepts of outpost Jump-Kappa are not spellcasters or psykers, and cannot be granted any sort of supernatural powers. This may crimp their ability to produce magi-tech and such, unless your shared perks or warehouse facilities somehow provide a workaround.
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CHANGELOG
v1.2
changed drop-in 600cp perk to 'tech-usurper'
tweaked drop-in 400cp perk
tweaked 100cp magos errant perk
tweaked 'magos designation'
added 'mechanicus relics' to armory
added 'living reliquary' drawback
added discounts for void ships and reduced the cost of the outpost attachment