



For ten thousand years, the Lady of Pain has silently ruled the city of Sigil, master of the hub of the Portal network despite the petty wars of the gods. The city of Sigil is the largest metropolis in the Astral Sea, untold millions making sacrifices to sustain it and ensure the continued survival of their people in the face of a hostile multiverse.

From hundreds of Crystal Spheres, teeming with the Clueless and monsters, refugees and oppressors alike come to find their place in a larger galaxy, to find treasure, fame and fortune amongst the planes. Beset on all sides by foes of such malice it would sear a man's soul to know but a fraction of their blasphemies, only the strongest and most ruthless survive. Foes from within and without seek to overthrow the Lady's rule, throwing themselves on the Throne of Blades in vain efforts to destroy in a moment the eons of her rule. The Great Devourer comes from the Far Realm beyond the Astral Sea, driven to consume all before it and Ork savages surge from their barbaric empires to pillage and slaughter. The vengeful Eldarin cite prophetic visions as they raid and destroy even their own cousins, and an ancient evil arises from tombs sealed at the dawn of creation.

In the grim darkness of the great wheel, there is only war.

Have 1000 Dragoning Points, and may the Gods smile on you.

Age and Gender: The Great Wheel is a place of equality, more or less, and so you can choose your gender freely. As for your age, it can be assumed you are most likely an adult according to your species, although you might not yet have reached that point, or perhaps you're at the age where you can't run as fast as you used to be able to, and are trying to recapture your lost youth.

LOCATION

You can start off in Sigil, or any of the Crystal Spheres.

SIGIL: The City of Doors. The Greatest Metropolis. The Hub. Sigil is the center point of this cosmos. The city itself is a beacon in the Warp, a bright light that remains as fixed as a north star, allowing travel through the infinities. Some say the light comes from the Lady of Pain, the city's silent eternal ruler. The Lady, naturally, has been mum on the matter. She does not pass many decrees down through her servants, the dabus, but when she does her word is absolute and disobedience is met with swift death. Even the gods themselves are not immune - no God may manifest in Sigil. It is said by the Eldarin that only one has tried in their living memory, a god of travel whose name is lost and whose worshippers were all found flayed with even their souls lost one day.

Sigil is a free-floating space platform, shaped something like a gigantic floating torus with tightly-packed structures lining its inner surface. It is located outside the Crystal Spheres, just like the portal relays, and shares a lot of technology with them. It is considered the greatest creation of the Syrne and acts as the political, cultural and financial capital of the Great Wheel. It is, in theory, completely neutral ground - no wars are waged there and no armies pass through. However, it's hardly peaceful. Violence is common, usually befalling the foolhardy, the incautious, or the poor.

Anything can be found in Sigil. Anything. And peace is kept, strictly and absolutely, by the Harmonium, an army dedicated to law and order. Declared neutral ground by all, even direst enemies like Aasimar and Tiefling can be found sitting side by side in taverns and sharing tales. Far from a bright and shining city, though, Sigil is a study of barely controlled anarchy, too many different ideologies and peoples coming though for the city to be anything but a melting pot, confusing and disorienting to outsiders.

ABYSS: Of all the Crystal Spheres, none is more recognized than the Abyss. It looms bright in the sky, a huge blight like a diseased eye visible in every corner of the Astral Sea. The Abyss is by far the largest Crystal Sphere, uncounted, perhaps uncountable, worlds within the roiling storms of glowing gas and vapor within. Every world is mutable, horrible, and different. The natives are the servants of the Ruinous Powers of Chaos, barely restrained from overrunning the Astral Sea because of a fortress-world known as Cadia built around the only Portal Relay out of The Abyss. Some ships still manage to escape from the Abyss' crystal sphere, but the chaotic currents around it make a journey near-suicidal for those not blessed by the gods of Chaos

ARBOREA: Arborea is a Crystal Sphere that pulls in an incredible tourist trade. Ossa, once a dismal, rain-soaked and unstable planet, was terraformed with a sophisticated weather control network that provided nearly constantly desirable weather and seismic regulators to eliminate the geological instability. Today, Arborea is known for its beautiful tropical resorts, the abundance of pristine beaches, and the hospitality of its natives

ARCADIA: Arcadia is one of the most important breadbasket Crystal Spheres. The two habitable worlds within Arcadia's Crystal Sphere have both been terraformed to the point that any original features have been completely erased and the worlds leveled so that only gentle hills and plains exist where once there were mountain ranges. Even the seas have been carefully regulated. The entire land mass of both worlds have been turned into endless farms, shipping out grain and produce across the Great Wheel.

ACHERON: A Crystal Sphere that holds an immense Ork empire, Acheron is a place of eternal warfare, Ork tribes fighting each other in an endless brawl between worlds so close together they occasionally collide and scrape against one another. While it's incredibly dangerous to visit, many smugglers bring endless caches of weapons that give one Ork tribe or another a momentary advantage in the war that consumes their lives. That said, the natives are content with their lot, Orks enjoying fighting more than anything except fighting and winning.

BAATOR: Nine worlds, each different and each one sinister yet far from lawless. The chain of command here is absolute, and discipline is enforced as much to crush the spirits of those who don't conform as to maintain order. The natives here plot and scheme against one another, vying for power. It is a place of great opportunities to the ruthless, but the price of failure is absolute.

BEASTLANDS: The Beastlands are a mysterious Crystal Sphere. There are a number of planets circling the star that are habitable, each one covered in wilderness and with astoundingly deadly wildlife. There are some ruins on the planets and mysterious power signatures, but attempts to investigate the ruins or establish a colony have all met with failure as the fauna - and even flora - turned actively hostile, demonstrating abilities impossible for normal plant and animal life that only increased in response to resistance.

BYTOPIA: Bytopia is a place of intense industry, a pair of worlds that are covered in forges and factories, industrial complexes soaring into the sky and mine workings burrowing deep into the crust. Bytopia boasts the most impressive factories in known space, its massive production able to supply armies throughout the Wheel. Entire fleets are devoted to bringing raw materials to Bytopia and bringing consumer goods away. The very void within the Crystal Sphere of Bytopia is contaminated with enough industrial pollution and smoke to give it a thin atmospheric haze.

CARCERI: Carceri is an unusual formation, a matryoshka doll of Crystal Spheres nested one inside the other. Each layer contains equipment of incredible age - most assume that it's Syrneath, but some scholars claim that it seems even older, though that is of course impossible. The center has never been reached, each Crystal Sphere proving to be more and more difficult to breach. But each new Crystal Sphere opened has also had prizes, technology that even the most clever looters had been unable to claim. Despite the signs that Carceri was constructed to contain something terribly dangerous, the lure of Syrneath technology has funded countless expeditions.

COMMORRAGH: Not a real Crystal Sphere, the city of Commorragh is a dark parallel to Sigil, a hidden place lying in the Warp itself, a place of anarchy and terror ruled by the Dark Eldarin and their dark god, Lolth, a demon spider queen who protects them from the ravages of the warp. Their depravity knows no bounds, and what happens to the slaves and captives they take is... unspeakable.

ELYSIUM: A small group of worlds, Elysium is a Crystal Sphere that almost seems an untouched paradise. Each world is blessed with fertile richness and unsurpassed natural beauty. However, these worlds are claimed by the Eldarin, and those who seek to settle there must take care not to disrupt the land or break any of the Eldarin's mysterious laws.

GEHENNA: Gehenna is a Crystal Sphere of massive volcanic activity – some obscure change to the laws of reality have made every planetary body turn into geothermal furnaces, with four main planets like twin volcanoes hundreds of thousands of miles tall and joined at the base. Countless mountain-sized burning rocks orbit and float with these 'earthbergs'. The closer the 'earthbergs' are to their central star, the more intense their geological activity, with the innermost constantly erupting and the outermost a cold, almost dead place aside from geothermal vents and cracks.

GREY WASTE: The Grey Waste is a large and easily navigated Crystal Sphere helpfully located right between Mount Celestia and the Abyss. It consequently is almost constantly turned into a battleground between the forces of Order and Chaos. There might have been life here once, but all of the planets within the Crystal Sphere have been blasted into grey rocks over time, and floating bands of asteroids provide even more pointless strategic points to take and retake in the endless Blood War, as well as serving as a grim reminder of the forces at work.

MECHANUS: The Dead Worlds. Mechanus is ordered and set like clockwork, entire worlds merely gears within a great machine. It is a lifeless place of constant machine motion and cold law. This is not a place for living creatures, all traces of life quickly eradicated by the Modrons, horrible immortal things of living metal, nearly mindless, just cogs in the machine themselves. Where once they were just rumor, the Modrons are awakening from their great slumber. Some scholars warn of a great March that will see them eradicating all life from the Astral Sea, leaving it barren and pristine again.

MOUNT CELESTIA: An impossibly giant mountain, larger than worlds, rising from an ocean that fills half of a Crystal Sphere, Mount Celestia is the home turf of the Blessed Pantheon in the same way The Abyss is to the Ruinous Powers. No mortal has ascended to the top of the mountain and returned to tell what he found at its glittering peak. Aasimar call this place home.

PANDEMONIUM: We don't go to Pandemonium anymore. Not since the reports came out. Endless screaming tunnels in the blackness. Madness and death are all that await here. Don't go to Pandemonium

Races:

Aasimar: The aasimar exist to serve the Blessed Pantheon. They are tall, averaging more than two meters, strong, and are almost inhumanly beautiful, often having golden or silver hair, glowing eyes, or other signs of their supernatural origins. They do not reproduce like the other races – they choose from among the best and the brightest of other races to join their ranks, intense indoctrination, training, and the blessings of the gods burning away their fear and turning them into Aasimar. Aasimar don't have a culture as much as they have religion. They're servants first and foremost, warrior monks and priests.

Arachne: Long ago, before the Fall, when Lolth was first staking her claim to the Webway, she came across a girl-child lost there. The girl was young, but full of hubris; the Spider Daemon demanded her fealty, but the girl refused. She cursed the girl, and all of her descendants, forcing her and hers into the likeness of the animal she had refused the fear of. That girl's name was Arachne, now borne proudly by her descendants as they pour out of the Webway to weave a bridge across the Wheel. As you have the body of a spider in place of normal legs, you can scale walls and ceilings with as much ease as walking upon the ground.

Dark Eldarin: The Dark Eldarin found protection during the fall from the spider-daemon Lolth, a pact which has marked them forevermore with pitch-black skin and bone-white hair. They are as lithe and graceful as their cousins, but their sense of style leans far more towards the dangerous and fetishistic. They suffer from a thirst, an ever-present need to find greater emotional highs in themselves and others, a thirst some say is a remnant from their pact with Lolth, either feeding her that emotional energy, or propping up the substance of their own souls with it as she leeches them dry, and their ability to teleport was twisted into a sphere of darkness, summoned in a burst of raw Warp energy.

Dragonborn: Once, long ago, dragons ruled the astral sea. The dragonborn were their children and soldiers, their true origins lost to time. They forged a great empire from the ashes of the Syrneth's defeat, only to be torn apart from within by the Tiamat Heresy, a bloody war that shattered the dragon empire, leaving the dragonborn masterless and alone. Typically, they will seek out great warriors to challenge them to battle, pledging allegiance if defeated. Much like their former masters, they possess the ability to breathe out jets of flame.

Dryad: Dryads are a true rarity among sentient races, being plants rather than animals. They're a mono-gendered race, going through three stages of life over their extremely long lives. Dryads are typically somewhat aloof, since they have few of the same needs other races do. Most Dryads care a great deal about the natural environment, in no small part because of their deep connection to it. Dryads require a lot of very secure and unspoiled land to successfully reproduce, and tend to think in the long term with planning and building their societies.

Dullahan: Dullahans are an ancient race, one whose origins have been lost to time. They claim to be precursors, of which race varies depending on how much the dullahan in question is

playing up the angst, cursed by the gods for the folly of siding willingly with the C'tan. The sad reality is that their forebears bore witness to the War in Heaven, as one of the few uplifted races who weren't terribly involved with either side. Regardless of their origins, Dullahans belong to the Raven Queen, in body and soul, and their heads are not attached to their necks.

Dusklings: Also known as boggarts or night imps, Dusklings are a quirky race hailing from a perpetually dark crystal sphere that have an almost natural affinity for "jumping" in and out of the Umbra through shadows. Gregarious by nature, but with an appearance that lends itself to scaring the poor sods they encounter in the Materium, Dusklings make themselves worthy of alliance by dint of their small builds and nimble fingers, allowing them to slip into small spaces and easily repair ship parts. As creatures of the darkness, they can see under cover of night, and are adept at sneaking around.

Eldarin: The eldarin were created by the Syrne as soldiers in an ancient war, and when the Syrne were destroyed, they were left scattered throughout the crystal spheres, with no place to call home. A frail and fragile race, most wear masked voidsuits when off their home ships, with a reveal of one's true face being a sign of great trust and intimacy.

Elf: Distant cousins of the Eldarin, the elves settled down instead of escaping into the astral sea. Seen as pitiful beings who lost their way by the Eldarin, their souls weighed down by gravity, these folks live a life of harmony with nature, granting them a remarkable sense of accuracy with weaponry.

Fairy: A tiny race, the fairies are formed by nature itself, their blood flowing with magic and their wings carrying them into the air with but a thought. Unfortunately, in such a small body, there isn't much room for a brain. As embodiments of nature, they can show up anywhere nature resides, and they do not die if killed...not truly, at least. Their body returns, no worse for wear, but the memories it once held are now nothing but a haze in a stranger's mind. Do not be fooled by the reappearance; the fairy they were before is gone forever.

Githyanki: The Gith were created in the aftermath of the War of the Monster's Fall, to serve as a race of slaves and livestock for the Mind Flayers, until finally a slave-warrior named Gith took up the blade against them. Gith united the slaves, leading them in guerilla combat and pirate actions across a hundred worlds. Gith had determined that, so as to never be enslaved again, the slaves would become the slavers, conquering all until none remained to crush them underfoot, though Gith's lieutenant, Zerthimon, had other ideas. Gith's followers are known as the Githyanki, "those loyal to Gith," and continue to raid and pillage across the Wheel. As well as a burning hatred of Mind Flayers, you possess a free set of mobility mechadendrites.

Githzerai: When Gith led its people in revolt against the Mind Flayers, it was thought that all would be well. However, on hearing Gith's intentions, its friend and advisor Zerthimon counseled against it, stating that Gith would have their people become slaves to their fear, when it would be wiser to become strong, so as not to be chained again. Gith didn't like that. They dueled, and Zerthimon lost. Ever magnanimous, Gith allowed Zerthimon's followers to

take one ship and do as they would, taking the traitor's body and its counsel with them. They became known as the Githzerai, "heretics of Gith," and have long since settled down on worlds fringing the Abyss. They are hardier and larger than the Githyanki, and possess the ability to regenerate lost limbs. You also really hate Mind Flayers.

Gnome: Created as engineers and janitors for the Syrne, the gnomish people possess a religious reverence for technology and an instinctive knowledge of how to repair Syrneth artifacts, and whilst they don't truly know how to build or repair anything except through muscle memory, they are quite adept at improvising.

Goblin: Goblins are tinkerers and tradesfolk, out for a quick buck and bigger explosions. Hailing from a Sphere noted for torrential downpour, the Goblins are easily recognized by their large bat ears, short stature and often carrying large sums of money or explosives. Constant tinkerers, where a Gnome builds things that last, Goblins build things for either cold hard Thrones or big booms. You can cause a shot or spell to explode once every hour, even if it normally wouldn't, and if it would, the explosion becomes more damaging.

Goliath: Goliaths are enormous, hulking brutes of humanoids thought to be at least tangentially related to humans, if not hailing from a crystal sphere close enough to Théah that they were simply assumed to be a subspecies of the race that introduced them to the greater portion of the Wheel. Most other races call them ogres, after the Eldarin first encountered them as something like shock troops during their near-war with the fledgling human race. Goliaths now find themselves more widespread across the Wheel than the humans who first uplifted them from their original home, often pressed into service for their enormous strength. They can even find work on the world-ships of the Eldarin they so terrified during humanity's ascension, though corridors designed for the elfin races are plenty cramped for the giant folk to complain about. Being as big as you are, you can wield a two-handed weapon with only one hand, though it's not as effective when used like that, and can fire a heavy weapon without bracing yourself first.

Halfling: Short, lazy, and generally a criminal element in many societies they become involved in, halflings are often seen in the same light as rats and other parasites that live on the fringes of a city. They managed to find their way onto spelljammers in one way or another and now are located in pretty much anywhere anything is going on, ready to snatch a purse or scavenge something useful when no one is looking.

Human: A relatively young race, humanity is, for the most part, clueless. Thankfully, they are also quick to recover, and seem to have a knack of surviving even whilst everything else is going to hell in a handbasket. Most of them view life in the Great Wheel as a life of constant adventure, but, really, chances are you probably already know what humanity is like anyway.

Kenku: Kenku are one of the older races in the Wheel, well-known as teachers and pioneers of spaceflight. They're avians who are extraordinary explorers with a great magical talent. Almost all Kenku dream of owning their own ship, preferring small maneuverable craft over larger

ones. Politically, Kenku have little stable power in the Wheel. They don't care to play political games, and are simply too individualistic and freedom-loving to be tied down like that.

Kitsune: Kitsune, or fox folk, are vulpine shapeshifters known for their love of trickery and art. Said to be favored by Luna, they share her wisdom and fickle nature. They hail from a world that appears to have no sun, where the veil separating the Materium from the Umbra is particularly thin, and as a result, they very nearly live alongside the spirits they seem to worship. Approximately once every hour, you can pull off a crazy stunt that couldn't possibly work simply by tricking the universe into believing that you can pull it off.

Klown: It isn't known where or how Klowns came to be, even to the Klowns themselves, but it is theorized they are related to Tieflings in some manner due to their bizarre and seemingly random appearances. Klowns couldn't care less though because to them there is nothing more important than the show. "The show must go on!" as they often say. You are adept at hiding various items on your person, and are skilled at disguising yourself as people who are not clowns, becoming utterly unremarkable when

Kobold: Kobolds are one of the races with little stature in Wheel politics. They're insular, xenophobic, and extremely clever. They, like the Dragonborn, are a client race of the old Draconic Empire. Where the Dragonborn were soldiers and favored servants, the Kobolds toiled in obscurity as miners and builders. After the fall of the Empire they were left to their own devices. And they've done very well for themselves, considering their natural ability, or rather, their lack thereof. The Kobolds have great industrial and mining ability, reproduce quickly, and have cut-throat business sense that makes them a mercantile force to be reckoned with. Also, they have more literal cutthroat tactics as well. With knives.

Kython: Kythons are highly adaptive near-humanoids suspected to hail from any number of worlds on the fringes of the Abyss. Due to the constant flux of their home environments, Kythons as a species have ceased evolving at some point during a more primal stage of development, instead adapting on an individual level to meet the needs of whatever environment they find themselves in. Kythons are highly aggressive and very stunted with regard to technological development, having gotten by with primitive tools and their own strange biological processes before their first contact with the other races of the Wheel. You are adapted in a certain way, whether that be armored hide, the ability to levitate or possession of gills.

Lilliputians: Small nomadic and reclusive, the Lilliputians are a scattered people. Whatever histories of their original home is lost to their travels over thousands of years. They have taken to the stars in any 'Jammers they can sneak aboard and are at home wherever they can find food and drink. Small in stature, having a similar body layout to most of the races of The Wheel helps them to fit in with the talk-folk, and they have a knack for finding things they can jury-rig to fit their needs.

Limulians: Hailing from a crystal sphere long forgotten, the Limulians are an ancient race, but one relatively new to the greater portion of the Wheel. Their first spelljammers were liberated from the Elves who made first contact with them, stolen, disassembled and reverse-engineered to suit their own physiologies. Limulians have since made themselves a reputation as raiders nearly as bad or worse than the Dark Eldarin, entering crystal spheres to take whatever strikes their fancy and leaving with it to study it at their leisure. You possess a thick carapace, and can breathe underwater.

Lupin: The Lupin are an engineered race believed to be descended from canine stock modified for unknown reasons by the Syrne. In spite of mass evidence to the contrary, many Lupin claim their ancestry to be not the common dog, but from the mighty Werewolf. Either way, the Lupin are a product of their environment, natural warriors that are wont to constantly fight among themselves for dominance. You have a sharp sense of smell and hearing, as well as a mouth full of fangs.

Minotaur: Minotaurs are a race of bipedal, bovine humanoids from the temperate planet of Kothas. The true origin of the race is not known, but there is possible evidence of the Minotaurs being bred and farmed as livestock for the Syrne. Whether these creatures occurred naturally or were artificially created is up for debate, but the Kothian Empire insists that they are 100% real beef. Regardless of their origins, Minotaurs are known across space as tenacious and prideful warriors. They tend to keep to themselves and are an uncommon sight outside of their homeworlds. When you do find Minotaurs, they are often employed as gladiators, bodyguards, and wrestlers due to their natural bulk. You have some strong horns on your head, which you can use to attack other people with.

Neogi: The adorable, potato-like Neogi are scavengers, raiders, and slavers that sometimes disguise their predatory practices beneath a guise of mercantile dealings. They trade if they must, but prefer to fill their holds with treasure and slaves by simply taking what they want. They view everything, including their own lives, as something to be owned, and anything that can be owned is worth taking by any means. No commodity or business is too sordid for the Neogi... though anyone hoping to deal business with them or their clients should be wary of being cheated. Or simply decide that murder and robbery are better business. You are incredibly skilled at all kinds of trade negotiations.

Ork: Much like the Eldarin, the orks were created by the Syrne as warriors. However, whilst the eldarin were created as a thing of beauty, the ork is a creature of ruthless brutality, built to survive almost any climate and with an incredible healing factor, their fungal flesh closing up wounds when they enter the heat of battle.

Orphideans: The Ophidians were originally desert-dwelling people. A natural gift for finding underground water sources, paired with natural talents for tunneling, meant that they could carve out an existence in the most barren of deserts, and it is perhaps due to their presence that many desert civilizations were able to rise in the first place. Matriarchal by culture, with rigid caste lines, the Ophidians built their cities from the top down, with only the richest and

most opulent homes actually above the desert surface and the rest of their people living in elaborate networks of underground tunnels and caverns. As an orphidean, you have the tail of a snake as opposed to normal legs, making you faster when running and charging.

Puppet: A forgotten child's plaything. A tool for scholars and psykers. A vessel for malicious spirits. There are many tales of dolls coming to life. Some hold a grudge against the living, some live to serve their creator, and others sit in eerie silence without purpose. Though many so-called living dolls are either superstition run amok, or wraiths playing with the minds of the living, they do exist. They are even capable of becoming Exalted in extraordinary circumstances. It is additionally possible for the soul of a deceased Exalted to be reincarnated through a cherished doll. Being a construct animated by magic, you do not need to eat, drink, breathe or sleep.

Rakasta: The Rakasta are a race of humanoid cat people. Their origins are unknown, but they like to think they were made in the image of Luna, who they interpret in religious iconography as being a cat. It's far more likely that the Rakasta are descended from housepets that were lost in the Warp and naturally evolved in their own little bubble over the course of millions of years. Regardless of the strange circumstances behind their creation, the Rakasta certainly exist, and can be seen hawking their wares anywhere from Sigil to Baator. They're quick when unburdened by armor, and like the cats they resemble, both see in the dark and always land on their feet.

Sahaguin: When you think of the Syrne, you tend to think of their successes. The Eldarin, the Orks, the beautiful and terrible artifacts they left behind to weather the test of time. What you don't typically think of, are their mistakes. These aquatic shark-people are discarded prototypes of the eldarin, mutated from lithe perfection to pelagic horrors, with an intense hatred of those they once were, possibly born out of jealousy. Optionally, you may choose to be one of the few that develop into a malenti, or sea-elf, with hair the color of what your scales would normally be, though keeping the sharp teeth, fins and lamp-like eyes of your kin.

Sphinx: Cultures across the Wheel have known legends of human-headed felines, sacred guardians of the tombs of emperors or erudite beasts with a habit of testing the intelligence of their prey. Oddly, the beings now known as Sphinxes have rarely been known to leave their crystal sphere. Some greybeards have theorized that the paradox is due to Sphinxes being the favored thralls of C'tan phaerons during the War in Heaven. Others insist that the enigmatic Sphinxes aren't so reclusive as they seem, merely capricious as the great cats they resemble. Also like cats, they walk on four legs, and have claws.

Squat: Squats are a proud people, who come from a hostile world, with the surface being almost unlivable. They quickly developed skill at mining and started to live underground, a tradition which continues to this day. The squats are a creative people, with great regard for a trade well practiced, and their society is big on tradition and honoring one's ancestors. Finally, the squats are hardy people, able to take more damage than one might expect from someone with their frame.

Tau: A mysterious race, the Tau have not expanded off their home Crystal Sphere and have little magical talent to speak of. Their gray-blue skin is leathery and tough, exuding no moisture, thanks to the tough conditions of their home planet. They have mastered the art of the 'tactical retreat'

Thoon: The mind flayers of Thoon are warped in mind and body, fanatically devoted to a force called Thoon, and terrify other illithids, who see the Thoon flayers as heretics and fear the spread of their alien philosophy. The Thoon see themselves as the Superior Illithid species and pursue the utter eradication of their weaker kin and their Aboleth Masters, engaging in genetic engineering, bio-alchemy and breeding programs to further improve upon themselves and further cement their superiority to all as proof of their god's superiority. Being mind flayers, they have face tentacles, which they can use to eat your goddamn brain.

Thri-Kreen: One of the most mysterious races in the Wheel in some ways, the Thri-Kreen are an insect race. Outsiders typically know almost nothing about them - they live in cities that are designed like hives. They have very little use for personal space and a great respect for common areas. They have six limbs, with two normal-sized arms, and two smaller ones.

Tiefling: A mirror image of the Aasimar, the tieflings are those born to serve Chaos. Far more varied than their counterparts, tieflings typically have multiple mutations marking them as servants of the Ruinous Powers - horns, a tail, claws, all this and more are common changes. Whilst most follow the guidance of their god, a sizable portion just do as their heart tells them to, which fits in with the purpose of Chaos just fine. Like the aasimar, they reproduce through conversion, though with them there is no formal procedure, just a torturous warping of the flesh, and a promise of power.

Vanara: Vanaras are intelligent, simian humanoids who live in deep forests and jungles. They are both agile and clever, but saddled with a boundless curiosity and a love of competition that, while normally harmless, hinders ingratiation with those they encounter. They do, however, have an instinctive affinity for most technologies that lead some - humans, especially - to overlook their more incorrigible tendencies. Vanara mechanics are in high demand across the Wheel, such that it's rare to see a ship of any origin without at least one simian mate. For all the respect given their mechanical aptitude, however, they have little to no representation on the Council, or at least, none of their own. Rather, they're treated in much the same light as humans, and what decisions are made with regard to one are generally taken to apply to the other as well. For you, climbing is a matter of acrobatics, not athletics, and you can use your tail to carry things.

Viashno: Once, long ago, the Syrne ascended beyond their own crystal sphere, and walked the Wheel as beings like unto gods. Once, the Syrne began to grow forgetful of their origins, and so to keep themselves grounded and remember their past mistakes, they uplifted the reptiles of their home, gifted them with intelligence and objectivity, and charged them with keeping their history. Once, the Syrne forgot themselves, and became embroiled in a great war with the

C'tan, and disappeared from history. Their own history remains, etched into panels of orichalcum searched for and kept by their first servants, the lizards who watched them leave. You are harder to shock than other people would be.

Vizards: The Vizards are pale, masked folk hailing from the Umbra, with origins shrouded in darkness. It is said that, long ago, humans would be spirited away into the Umbra, and would quickly become lost. As they journeyed blindly through the realm of spirits, seeking some means of escape, they were set upon by a race of living shadows, who stole the faces of the lost humans and disappeared, leaving their victims faceless. Over time, the victimized once-humans learned to create masks out of the fabric of their new home, masks that bonded to body and soul. The prodigal race appeared back on the Wheel just as the humans made their debut, watching from a world away as Théah waged war with the Eldarin, and made their own presence known shortly thereafter, though just a bit more quietly, with a far better first impression than their counterparts did. You cannot be blinded, lacking a true face, and your mask protects you against attacks to your face.

Warforged: The Warforged are silicon based life forms that live on the metallic planet of Autochthon. In the past, they served cruel masters that built them as consumer goods and military hardware. When the time was right, the creations forged for war rose up in rebellion against their former creators. Horrified by the implications of another Great Match, the Council prepared for war. After the smoke had cleared, the Warforged had shocked everyone by announcing their intentions to keep to themselves. Despite this decision, some Warforged leave Autochthon to explore the organic world just outside their borders. Built to be obedient slaves, the Warforged have managed to manufacture lives of their own. They have armored bodies, and can be backed up into a new body as long as the head is retrieved.

Classes

Every cutter on the Wheel has a certain set of skills, and over time, these skills become developed into certain packages, which some call a class. A class is more than just a profession: it defines the power and skills that the cutter is focused on learning while they adventure across a spell-tangled, monster-ridden, battle-torn fantasy world, and you start off on one of these paths. Here are some of the more common class tracks

Adventurer: Adventurers are those who are interested in investigating forgotten tombs and ruins, and as such, learn how to translate ancient runes, symbols and hieroglyphics. You are also a master at absconding, have a memory good enough to be considered a walking library, and when things get tough, you're able to use Devoted Spirit, Lucky Break and Point Blank

Agitator: Most people hate getting into arguments, considering them largely a waste of breath and preferring if they can just convince others that they're right without taking up too much of their time. Not these berks; for them, the argument's half the fun! As such, they're able to

enter a Tirade, which is the social equivalent of a frenzy. When words don't work, they resort to Infernal Monster and Killer Solo

Arcane Knight: You know a smattering of a school of magic or a martial discipline, as well as how to imbue elemental power into your sword so that it kills things better.

Assassin: The silent blade in the night, assassins are skilled at infiltrating places and killing berks. They are trained in Shadow Hand, as well as Setting Sun and Killer Doll. They also know the Close Range gun kata.

Baller: You are an athlete of sports which are collectively known as b-ball, each an attempt at recreating a sport which has been erased from the records of time, mastering the art of throwing things at other people. Your skill at throwing things at people means you've mastered Killer Doll, Hulking Hurler, Setting Sun and Clay Pigeon.

Barbarian: A mighty force to be reckoned with, a barbarian's main goal can be summarized as being as follows; rip and tear, until it is done. As such, they are trained in three main schools of fighting. Desert Wind, Stone Dragon and Tiger Claw.

Bard: The bard is more of a jack-of-all-trades, mastering both sorcery and magic in a dazzling display of finesse. On the magical side, they learn to beguile opponents with both enchantment and illusions, whilst in terms of swordplay, they are masters of both Diamond Mind and White Raven

Chemzerker: Chemzerker's operate on a simple principle; if you can't enter a proper blood-rage through natural talent, store-bought is fine. They hop themselves up on combat stims and fight in a chem-addled haze, eventually being able to generate the drugs that their body is now dependent on through sheer force of frenzy. You know how to use Raging Locomotive, Tiger Claw, Close Range and Pandemic Legacy.

Cleric: Blessed with power from the Gods, unless you're Unaligned, you are able to heal the injured. The church will have taught you how to use abjuration, divination, healing, necromancy and transmutation spells, and you also know how to channel raw divine energy to heal wounds, although this is taxing to do.

Clown: Life is all one big joke, and you know the punchline. So put on a happy face, and bring some laughter to the world! Your circus training covers Killer Doll, Setting Sun, Clay Pigeon and illusion magic.

Courtier: You are a believer in the power of communication, and can easily win a battle without having to fire a single shot, or throw a single punch. Essentially, you are simply one hell of a diplomat.

Druid: Those who live in harmony with nature, druids have the ability to transform into animals and disrupt technology, as well as use the power of nature for healing, transmutation and divination. They also know the sword school known as Primal Fealty

Fighter: Focusing your studies purely on the blade, as well as proper usage of armor, these warriors know two main styles of fighting; White Raven, and Iron Heart.

Glamour Mage: A master of your own heart and soul, you can use it to power your magical abilities, as well as being able to use monologuing, wordplay and social attacks in the middle of combat and use your appearance to protect yourself. You can cast Abjuration, Evocation, Healing and Illusion spells.

Guardsmen: You've gone through military training, knowing how to shoot an enemy until he is dead, but nothing too flashy, although you are trained in Iron Heart, Close Range and Last Line, as well as how to use power armor.

Gunzerker: The sound of gunfire makes your heart race, sending you into The Zone, a state similar, in some ways, to a berserker's Frenzy, yet focused more on hearing the satisfying pop of making some berks drop. You're also trained in unarmed combat for when things get dicy, knowing Infernal Monster, Love Thumper, Point Blank and Crisis Zone.

Harbinger: You have taken the first steps in becoming a true harbinger. You know Twisted Metal and Blazing Sun, and can take another harbinger class for free, Harbinger classes being the following four;

Dragoon: A rider of the alabaster steed of conquest, you master the art of gunplay, firing on your opponents from the seat of your vehicle, knowing the Blazing Sun and Daemon Trigger gun kata, as well as being able to cast enchantment and illusion spells.

Bellator: A rider of the crimson steed of war, you embrace the nature of rage, and carve a bloody path in the wake of your path, as well as being a disciple of Infernal Monster, Twisted Metal, White Raven and Crisis Zone

Armamentalist: A rider of the ebony steed of famine, you turn to the arcane arts to fell your enemies, being able to hinder them with conjuration, evocation and transmutation, before finishing them off with Eldritch Advent.

Deathlord: A rider of the pale steed of death, you're a moderately skilled warrior, having knowledge of Dark Messiah and Unquiet Grave, which you back up with abjuration and necromancy.

Hero: Every now and then, you'll get berks who seem to shine with a special light. Somehow, they seem to possess a strange charisma, easily able to draw others to their cause, even when breaking into people's houses and rifling through their stuff. These folks tend to train

themselves to be self sufficient, and wield blade and magic in equal measure, though focused only on what they deem of worth in battle. In terms of blade, they can use Iron Heart and White Raven maneuvers, backing it up with Evocation and Healing spells.

High Flier: A brilliant acrobat, you're trained in flashy stunts and tightrope walking, and have no fear. You are also trained in Freedom Flight, Lion Heart, Daemon Trigger and Clay Pigeon, because the crowds have gotten bored with just watching death-defying stunts; the people demand blood.

Heavy: You are a Heavy Weapons Cutter. This is your gun. You know how to fill the air with lead rain, how to survive people shooting at you in the process of doing that, Last Line and Crisis Zone. This is all you need to know.

Loose Cannon: When it comes to shooting guns, there are those who train themselves in marksmanship, handling their weapons like a professional. Then, much like Berserkers with melee weapons, there are those that just black out, enter the zone and shoot people. As a Loose Cannon, you know how to use Point Blank, Close Range and River of Lead

Maid: A perfectly elegant and devoted servant, you've mastered the art of being able to arrive in the nick of time in order to best assist your master. Your duty has led to you learning how to utilize abjuration and chronomancy magic, as well as the Ancient Temple and Killer Doll schools of combat.

Magic User: You have learnt how to use arcane power as a weapon, and channel it through a focus, learning the secrets of abjuration, evocation, illusion, conjuration, divination and necromancy.

Magitek Gunman: You have learnt to utilize both sharp-shooting and spellcasting in a deadly combination. On the sharp-shooting front, you have Elemental Gearbolt, Close Range and Point Blank, whilst the spellcasting part of your skillset involves evocation and conjuration.

Monk: Raised in a life of discipline, your efforts have paid off, with the knowledge of how to channel your ki to protect yourself from harm, strike with powerful force and eventually survive without sustenance. You also know the martial disciplines of Setting Sun, Shadow Hand and Diamond Mind

Wicked Weaver: An unorthodox usage of ki, Wicked Weavers infuse their scalp with it, allowing them to use their hair, or a close analogue, as a natural weapon, as well as use unarmed attacks in any martial discipline that would require Syrneath weapons, such as the schools of Platinum Perfect and Time Turner, both of which they can learn. They also can cast Aerokinesis and Pyromancy, for some reason.

Monster Hunter: You are the kind of idiot who seeks out big monsters for the purpose of killing them, and have trained yourself for this purpose, as well as being able to gather resources from

the corpses of the dead monsters, to assist in future crafting. Your training gives you knowledge of Lion Heart, Stone Dragon, Crisis Zone and Silent Scope.

Muscle Wizard: A pinnacle of both physical and magical prowess, you combine your mastery of your own body and your mastery of the warp into a unified form of combat, being able to use your physical training as a form of casting and beat someone to death with your bare hands. You're able to use Abjuration, Evocation and Transmutation, and your physical training has led to you learning Eldritch Advent and Solar Science.

Operator: A specialist, you are skilled at shooting people from far away. At the very least, if you're doing your job right, they're unlikely to suffer. You are trained in the Clay Pigeon and Silent Scope katas.

Paladin: A paladin is what you get when the Church decides someone seems more like a jock than a nerd, and trains them in how to use sharp or heavy sticks to make people dead. The training you were provided covers White Raven, Stone Dragon and Devoted Spirit.

Pathfinder: You are trained in scouting out the area ahead of your allies quickly, and then eliminating them with gratuitous amounts of Divine Flame and Gravity Ski.

Pirate: Pirates are a lot like rogues, with the main differences being that they rob you whilst you're awake, and they focus on gun kata, such as Clay Pigeon and Point Blank, rather than sword schools.

Psionicist: The mind is your most powerful weapon, to the point where you can utilize the power of the Warp using it, even if you shouldn't be able to do that. Furthermore, you can use other senses in place of missing ones, move things with your mind and cast spells without making it obvious a spell has been cast. You can cast Abjuration, Divination, Enchantment and Evocation spells.

Psycho: You are genuinely insane, and progressing down this path will cause you to embrace your insanity for the sake of being better at dishing out the pain train so that you can have the shiniest meat bicycle. Amongst the melodies you can use to compose your necksnap songs are Tiger Claw, Viae Furosis and Close Range.

Rassler: A master at grappling and showmanship, you grab hold of the opponent and pile on the hurt, crushing their flesh and bones with nothing but your bare hands. You also know the Raging Locomotive and Show Stopper sword schools.

Reigunner: You have learnt how to use a strange ability; you can shoot people with a finger-gun and have them actually die. It's not that powerful at first, but with dedication, your finger-guns can become a thing of terror! You also know Clay Pigeon, Daemon Trigger and Tin Star.

Remodeler: More and more homeowners are opting to do remodeling projects themselves, as they enjoy the satisfaction of getting their hands dirty and being personally involved in the improvement of their homes, through the magic of transmutation. Many homeowners have been injured while attempting to do remodeling work on their own, however. Injuries can be relatively minor but can also be very serious or even fatal. In order to avoid injury, you have taken up the Broken Home and Stone Dragon sword schools.

Rigger: Taking Pimp My Ride to the next level, you have specialized yourself into tuning up your ride to the max, so as to get as much bang for its buck as you can squeeze out of it. You're also adept at fighting using it, knowing Twisted Metal, Metro Holographix and Steel Hound.

Rogue: A shadow in the night, you are trained in infiltrating places you aren't supposed to be, and stealing all their shit. You also know Shadow Hand, Killer Doll and Diamond Mind, in case things go poorly and you have to fight your way out of a problem.

Sacrificial Lion: A berserker focuses on getting angry and killing people. You have a similar, yet different approach to combat, where you get angry and then refuse to die. That said, you do kill people as well, through usage of Scarlet Bravura, Shattered Sword, Tiger Claw and Close Range.

Shaman: You know how to call up and bind spirits to your will, as well as being incredibly good at conjuration in general.

Sheriff: A cutter on good terms with the law, you're trained in taking in outlaws, dead or alive, as well as Clay Pigeon, Point Blank and Tin Star

Sohei: A warrior monk, you embrace the rage inside you, and harness it into a blade to wield against daemonic forces, as well as being trained in hand-to-hand combat. You have knowledge of the Ancient Temple, Infernal Monster and Thousand-Wounds Gear sword schools.

Spellfury: You trust in the whims of the warp and allow your body to be a channel for its will, letting you enter a state known as a Spellfury, which is similar to a barbarian's frenzy, except instead of hitting berks with a lump of metal, you hit them with magic. Specifically, you hit them with Conjuration, Abjuration, Evocation, Enchantment, Telekinesis and Divination.

Supreme Commander: A war is not won by a single man alone, and strength is meaningless with regards to strength of a commander, as a bold tiger heart is more than capable of beating within the hide of a mouse. As such, supreme commanders are masters of leading others to victory, and know the White Raven sword school, as well as the Crimson Sickle gun kata.

Warlock: Most mages focus their learning on their magic, but you are more interested in taking hold of the Warp, and mastering how to control the limitless power of those flowing winds through force of will. You know how to cast conjuration, enchantment, evocation, illusion and necromancy spells.

Origins:

Any hero you care to name is more than just a man, and a real Hero is more than even that, with abilities beyond even the greatest normal man. A Hero might have a great blessing, or a great curse. Maybe he was aware of his great potential since childhood. Maybe he only discovered it in a time of great need. Whatever it is that a Hero draws strength from, it is known as their Exaltation. The exalted are a rare breed, literally more rare than one in a million. Fortunately for you, the same could be said of a Jumper. One thing of note, is that an exaltation does not go to those unwilling to use it. If you survive a vampire's embrace, you are the kind of person that will choose to survive instead of merely wasting away, even at the expense of others, and a God will not Choose one who does not follow them. If you wish, you can choose a homebrew exaltation instead, though you should still pick an origin to 'count as.'

oDP - Functionally Immortal: Like all other exalts, you simply will not die unless you are killed. The weight of ages, and mundane poisons and disease; all simply slide off you like water off a duck's back. That's not to say that exalts don't age, per say, but when an Exalt is noticeably old, they will have seen entire nations and great empires disappear in a fleeting moment, comparatively.

Atlantean: When the Syrne vanished, they didn't even leave corpses behind. The popular theory is that they used a weapon which blasted the souls of their entire race free from their bodies. Ever since, certain people have been born with the same kind of amazing, universal magic that the Syrne practiced. Some say that they've been born with the souls of the lost Syrne race. Whilst you are indeed a reincarnation, you did not realize this until later into your new life. You do not have all the memories of your old life. Maybe you only have flashes and vague memories, or perhaps you remember a few days or events extremely well, but the rest of your memory is a total blank. All you know for sure is that something terrible happened to you and your people.

100DP - Prestidigitation: You are capable of minor magical tricks, such as coloring, cleaning or soiling small items, or creating harmless sensory effects.

200DP - Deep And Vast Memory: With the vast memories of another life washing into your own, it seems like it would be easy to be overwhelmed. Luckily for you, that's no longer going to be a problem, as you can easily remember a vast amount of information and mentally file it, allowing you to keep track of what information is from your old life and which bits of info are from the new.

400DP - Grand Library: Your mastery over the forces of the Warp, as well as your understanding of how it works, have improved, to the point where simply by observing others casting a spell, you can figure out the basics of how it works, allowing you to essentially reverse-engineer the spell, and learn how to cast it yourself.

Chosen: There are those that worship the Gods, and then there are those who are chosen by them. You are one of the latter people. An agent of your God, you are less a mortal and more a devil or god yourself now. You are not merely deeply involved with your god, but someone who has been chosen as a champion, among the greatest and most important of your patron's servants. You will most likely occupy a high-ranking position in a church's organization.

100DP - Euthyphro Was Right: A famous Athenian prophet, best known for his role in his eponymous dialogue with Socrates, Euthyphro claims that good, or as he puts it, piety, is something that comes from the Gods. As such, so long as you are following the path set out for you by the gods, you are living your life in a pious way. For you, at least, this is true. From now on, anyone who tries to tell your alignment, or understand whether or not you have sinned, will receive results appropriate to your devotion to your chosen god.

200DP - Living Saint: Your involvement with the ranks of the higher-ups in the church have left you with an air of spirituality. You can easily gather followers to join your cause so long as what you preach is in line with their general beliefs

400DP - Protestant Bastard: So much trust is placed into you, by both your god and those who follow you, that it almost seems at times that you might be able to get away with starting a new religion; and in fact, you can! Whilst you can't quite get away with ignoring the tenants of your God, you can easily start up your own splinter-faction from the local church and have a rough average of around half the previous followers preaching that your word is the true word of the Lord. On that note, it seems the fervor of your disciples is quite infectious, and local authorities will be more willing to give you the benefit of the doubt with regards to claims of Heresy.

Daemonhost: Whereas most Exalts are merely people with supernatural abilities, a daemonhost is truly a monster. When you were on the verge of death, you called out for someone to save you and, well, something answered. Now you are a mixture of yourself and a warp entity, fused with your soul to become an entirely new being.

100DP - Strength Of Will: One thing that's known for sure about a daemonhost is that the most important factor in how they act after the change is how strong their will was. Particularly dominating and self-confident types change the least, whilst the easily led change the most. Luckily, it seems you had the confidence to stay yourself.

200DP - You Can't Possess Something Twice: I mean, right? It stands to reason that a vessel which is already filled cannot be filled again. As such, you are immune to attempts by other demons to possess you, and any magic that tries to switch your body with that of another shall fail, due to you having two souls in you, not one.

400DP - Black Miracle: Being that you are now partly a warp entity, if your vessel is destroyed, you will merely be sent back to the warp for a while, depending on how much resonance you've built up, before returning and finding a new vessel, which you will mutate to accommodate

yourself. Sadly, if you're still in the Warp at your journey's end, that makes the death stick. Furthermore, it is possible, with the right ritual, to prevent this vile reincarnation.

Dragonblooded: Another creation of the Syrneth, a dragon is a powerful creature. Each one is immortal, with powers that only grow with time. The bloodlines of many influential families can be traced back to draconic roots. But draconic ancestry does not merely fade away. It resurges, returning in full strength from time to time. Children are born of normal parents with scales and monstrous features, as well as a small fraction of draconic power. That said, that small fraction is enough to make them an Exalt.

100DP - Hot-Blooded: Your tough skin naturally resists the effects of harmful energy, meaning it's harder to take you down using energy attacks such as las weaponry.

200DP - Do Not Meddle In The Affairs Of Dragons: Not only are you draconic in body, but in brain as well, with your brilliant mind being able to form decade-long plans, as well as keep track of all your Thrones.

400DP - Fire And Death: You can follow in the footsteps of your draconic ancestors, and easily bring ruination to a small town. You have an almost instinctive sense of how you can do the most damage to a target, be it a person or a building.

Paragon: You are, plainly speaking, just better than other people. You are born with a supernatural level of talent and raw ability. Perhaps only one in a thousand is born being this great, and fewer still ever come to recognize it. A paragon is, perhaps, one of the more subtle kinds of exalt. You don't have supernatural powers, or fangs. You are merely at the top of the bell curve. It's important to note, however, this is not just being good at what you do. You have literally unlimited potential, and even the greatest mortal would find the scales tipped in your favor if they were to try and compete with you.

100DP - Flash: No matter how hard a weaker being may try, it is simply impossible to get the drop on you. Every attack directed at you is an attack you are keenly aware of.

200DP - Simply Superior: Whenever you improve your physical, mental or social skills, you improve the parts of yourself that you weren't focusing on as well, leading you to a more well-rounded individual as a whole.

400DP - Awe-Inspiring: The incredible breadth of your achievement is inspiring to those that follow you, and so, simply by watching you, people find that they can push themselves harder, lift a little more than they could before, talk up that chick who's way out of their league. It doesn't quite fill in the gap between a mortal and yourself, but it's certainly something.

Promethean: Heroes can be born or chosen by fate, but you are made by the hands of mortals. A promethean is created by the tireless work of many, with the fortunes of entire crystal spheres spent on your construction to build you from the most perfect materials and magics.

Each one is a device created to bring about change, a work of art built to last, with a powerful Pyros Reactor pulsing with incredible power, and a mortal's soul.

100DP - Artificial Heart: You've got a new artificial heart, of sorts. It's not a real heart, so you aren't as held back by human emotions as others might be. Where someone else might be blinded by rage, or held back by sympathy, you can act with a cold, calculating sense of calmness and serenity.

200DP - I Am Machine: You have a better understanding of technology now that you yourself are technology, and as such, the things you build and the programs you make are longer lasting, as well as more efficient.

400DP - I Am Not A Robot: Prometheans are usually victims of a sort of uncanny-valley effect, with most non-exalts finding it hard to look past the fact that they are a living weapon, a thing mimicking life but not truly alive. You, however, seem to be a sociable enough being that you can get past this sense of Disquiet and, in future, you'll find yourself no longer being judged based purely on what you happen to be.

Vampire: The vampire is a member of the undead, a victim of an everlasting curse stemming from a small number of people who drank the blood of the Elven god of war, Khaine. Your undead flesh is quite resilient, and any mundane weapon which would ordinarily kill you through rending your flesh or crushing your bones will merely leave you unconscious unless it's made of silver. You should still avoid explosions, though. Furthermore, you can drain the blood of the living through your fangs, and should, so as to not die of thirst. That said, the sun will burn your flesh to a crisp

100DP - Old Money: Like most vampires, you have been around for a long time, and know the ins and outs of society. You start off in a position of relative fame, and can quickly acclimate if you find yourself in a new society; after all, you have watched cultures rise and fall through your time.

200DP - Sociable Corpse: Unlike the common zombies or ghouls of the world, a vampire is blessed with a certain romance to their condition, and as such, you find yourself with greater skill at starting up a romance of your own, as mortal cattle seem to find an almost animal attraction to your pale skin in the moonlight.

400DP - Light Drinker: You find yourself able to subsist on less blood than most vampires, meaning you have an easier time passing for a mortal. In future jumps you will require less food to survive.

Werewolf: Werewolves are blessed by Luna with the ability to change shape. Well, that's how some people see it, others call it a curse, and indeed it may be both; a blessing for those who revel in it, and a curse for those who don't appreciate it. Werewolves are rather classic beings,

as it goes, being former mortals who can turn into a wolf or a wolfman and don't really like silver that much, although sometimes Luna grants other predatory forms.

100DP - Spirit Tongue: You can communicate with the spirits of nature, and, if you listen properly, can tell when something big is happening in the natural world.

200DP - Animal Instincts: A human takes a stick and sharpens it until he forms a club, but the wolf does not need such tools. The wolf merely relies on the teeth and claws that nature saw fit to provide, and tears into its prey with reckless abandon. So, too, are you skilled in making use of any natural weapons you may have, the better to devour your prey.

400DP - Sacred Hunt: Through a ritual that lasts around six hours on average, you hunt down and kill a superlative example of a particular animal. Once you begin this hunt, you cannot rest or pursue other goals until it is complete, and at the conclusion, you taste the heart's blood of your prey, being able to better track examples of its kind, as well as transform into it.

Wraith: Some people achieve great things in life. You, however, have gone for the much more impressive feat of achieving great things in death. You are a ghost, but not just any ol' ghost, but a ghost that can still affect the living world. You've built a body that seems nearly alive, and wear it like a skin suit, although your time in this world is somewhat limited, and you will eventually have to return to the Umbra to regain your plasm.

100DP - Whispers In The Dark: A wraith can always hear the faint murmurs of the dead, and as such, you can gain a sense of whether your current course of action is likely to have positive results or negative.

200DP - Phantasmal Being: Since you aren't really there, you've got quite the skill at infiltrating places you aren't actually supposed to be in, and can easily get other people inside as well.

400DP - Not So Far Apart: Unlike most wraiths, you have more of a connection to the world of the living, and so you don't lose plasm unless you actively use it up. Other sources of energy are easier for you to gain and keep a hold of as well.

General Perks

oDP - Rule Of Cool: If a course of action is objectively cool, you no longer have to worry about it being harder than just accomplishing your goals in a more subdued fashion, and may even find it easier than the alternative at times.

50DP - Multiclassing: You can take another class track. This can be taken multiple times.

100DP - Sanctioned Sorcerer: You have gone through the process your people use to ensure that a sorcerer knows how to use their powers safely and without trouble.

100DP – Mentat: You now have an eidetic memory, and can enter a brainstorm, a state similar to a frenzy, except it boosts your intelligence and willpower instead of your strength and body, and you can make social attacks as well as normal ones.

200DP – Double-Heretic: The gods are fickle beings, and do not take well to their followers turning apostate. Whilst they are more forgiving with those who merely used to follow another member of their pantheon, since they are supposed to be more-or-less on the same side and all, you would not normally be able to get away with turning from Khorne to, say, Pelor. You, however, seem to have a most peculiar ability. Not only are you more resistant to having your actions incur degeneration, you seem to be able to form 'heterodoxies' of sorts, essentially being able to ignore certain rungs of your gods 'alignment ladder', no matter how low on the ladder they are, such as Khorne's ban on magic, and can change your alignment almost at the drop of a hat.

200DP – Untouchable: For reasons unknown to most people, you seem to be a hole in the Warp. Instead of being able to cast magic, you neutralize it with your very existence. Unfortunately, this strange form of existence tends to be very unsettling for other people, meaning you will most likely be an outcast and a pariah. After the jump is over, you gain the ability to toggle this ability.

200DP – Exceptional Attribute: One of your attributes is quite well developed. If you choose strength, you can lift 400 pounds, dexterity, you could be an acrobat if you wanted, constitution, you can run in marathons and win, charisma, you have significant personal magnetism, fellowship, you could become a politician, or a cult leader, composure, others look at you and see only calm, intelligence, you aren't just bright, you're brilliant, wisdom, almost nothing escapes your notice and if you choose willpower, you can look death in the eye and make it blink. You can take this multiple times.

400DP – Outstanding Attribute: You aren't just peak human in one of your attributes, but peak Exalt. If you choose strength, you can lift 650 pounds and crush a skull like a grape, dexterity, you can perform backflips everywhere, run on walls and generally be awesome, constitution, you almost never get sick, and don't get tired, charisma, entire cultures could follow your lead, fellowship, people will live and die on your word, composure, you've probably never been afraid of anything, intelligence, you are a certified genius, wisdom, you instantly notice things others would overlook and if you choose willpower, you are a bastion of mental power. You can take this multiple times.

Gear:

oDP – Starting Equipment: Choose one of the following. If something has a slash, choose one on either side of the slash, but not both.

- **EARTH:** Hand weapon, autopistol/bow, lasgun, knife, flak jacket/chain coat, uniform/street clothes, rations

- **AIR:** Hand weapon, las pistol, knife, quilted vest, robes/bodyglove, implement/charm, book of poetry/deck of cards/dice.
- **FIRE:** Heavy wrench, las pistol, knife, flak vest, combi-tool, data-slate, torch, bag of fiddly bits, robes or overalls.
- **WATER:** Shotgun/autopistol/laspistol, fencing sword, mesh vest, street clothes, chrono, flask of brandy
- **VOID:** Knife, implement/magnoculars, voidsuit, autogun/pulse rifle, charm, sunglasses, classy outfit.

oDP - Repair Station: This attachment to your warehouse contains an automated station capable of repairing any cybernetics you acquire from here or elsewhere.

???DP - Wealth: You have a source of income, with the amount depending on how much you spend. Discount with Holdings of the same tier.

- **100CP:** You're middle-class, able to live comfortably, if not particularly well. You rarely have any significant spending money
- **200CP:** A larger savings means you have a bit more leeway in your lifestyle. You probably have a domestic butler of some sort, and can afford to eat what you like.
- **300CP:** Being actually wealthy is even better. You probably have several servants, and live a life of luxury, dining in fine restaurants if you don't have a private chef, and having more than enough left for any kind of entertainment.
- **400CP:** This is where you become fabulously wealthy - a merchant prince, a bandit king or perhaps a mercenary lord. You have vast riches, and if you don't have an army, you can at least rent one.
- **500CP:** You have so much money there are no longer minor things like limits. You have only your imagination and a nearly endless supply of wealth to support your desires.

???DP Holdings: You have either property or a spelljamming ship. This might be a family or business holding, but it is both a potential base of operations and a resource by itself. A holding is always a safe place to rest, a home that many exalts simply do not have. Discount with Followers of the same tier.

- **100CP:** A very small spelljammer, like a shuttlecraft, an average house or a local business.
- **200CP:** A small spelljammer, like a smuggling ship, a small manor home or a successful local business.
- **300CP:** A medium-sized ship, like a Bird of Prey, a small castle or a large business with some off-world contacts.
- **400CP:** A large ship, like the Enterprise, a huge castle or a corporation with holdings on several worlds.
- **500CP:** A powerful and ancient ship, perhaps a kilometer long, a massive castle or a mega-corp with ties on many worlds.

???DP – *Gear*: You can purchase gear with CP, 100CP for anything up to Rare, 150 for Very Rare and 200 for Mythic Rare. Since these are being purchased with CP, they are of the best possible quality.

???DP – *Hearthstone*: You can purchase a hearthstone for 50DP per rank; that is, something like a Speech Gemstone would cost 50DP, whilst a Gem of Immortality would cost 200DP.

50DP – *Auspex*: This is a handheld scanning device, used to detect energy emissions, motion and biological life signs. The standard range is about 50m, although walls more than half a meter thick and certain shielding materials can block the scanner.

100DP – *Robe And Wizard Hat*: These enchanted clothes provide more protection the better a caster you are. They also change to show which magical school you're most adept with, and you can switch between looks if you have multiple specialities.

200DP – *Strange Mine*: This mine somehow contains deposits of the various artifact materials. With enough due diligence, you'll be able to get a treasure trove of these materials.

200DP – *Artifact*: You have a weapon, ammunition or armor made out of a magical material, making it impossible to fully destroy, as well as magical. If you choose ammunition, it represents enough of a supply that you can take one clip with you when embarking on a mission. Pistols are easier to supply for, so you can take two clips of pistol ammunition, and weapons such as a bow and arrow, with a clip size of one, get three pieces of ammo. You can import a pre-existing weapon or suit of armor. You can also choose to receive a vehicle made of the material.

Orichalcum: A golden magical material, with a sheen that bears the warmth and light of the sun, even when lit by as little as a candle or a display screen. It represents strength, superiority and perfection. Orichalcum weapons, ammunition and armor don't particularly excel in any one way. They are simply better than the rest.

Mithril: This magical material forms only in the wild and underdeveloped spaces, mostly on moons and in other areas with low gravity. Deposits of mithril look like silver, but they run through exposed surfaces in patterns silver could never match. Under the moonlight, mithril reflects things which aren't there, dreams and illusions sublimating from their owners. Weapons and armor made from it are exceptionally light for their strength, emphasizing movement and fluidity over bulky strength. Ammunition flies twice as far as normal, doubling the effective range of the weapon it is loaded into.

Darksteel: There is a substance so hard, it can only be shaped by the magics of the most powerful artificers. It is so durable that it never degrades, testing the patience of Time itself. It is the metal innocent of death. Darksteel is a magical, dark gray or black metal. Motes of magic energy orbit artifacts made from it, forming golden-yellowish streaks around the object. Weapons of darksteel are heavy and rough, as you cannot sand down imperfections or burrs.

All objects made of darksteel are absolutely indestructible. Melee weapons and ammunition penetrate deeper, ranged weapons destroy cover better and armor is harder to penetrate, unless the enemy is also wielding a darksteel weapon.

Wraithbone: A form of crystallized magical energy, brought forth from the Warp and shaped by sorcery, wraithbone is extremely malleable and can be made into any shape the magic-user desires. It is also very tough and resilient; despite looking like porcelain, and often being created in delicate forms, it is stronger than steel and quickly repairs itself. It is a natural conductor of magic, spells flowing over it like water over glass. Weapons and armor made from wraithbone are typically found in served, sloping pieces, as it is easier to form it into curves than angles, and multiple parts are unneeded when one can flow into any form. Melee weapons can channel spells, ranged weapons can generate a clip of ammunition, wraithbone ammo is inherently magical, and so can ignore armor, and wraithbone armor can also protect against hostile spells.

Necrodermis: Necrodermis is a gray, dull metal. Most people become uncomfortable when they are in the same room as the metal, as though there was a chill in the air, or they were being watched. Necrodermis is a metal that can trap souls, lending its terrible properties to various works of death and destruction. And yet, the worst part is that it is not simply a metal. Rather, it lives. The metal lives. Weapons and armor made of necrodermis are always cold to the touch, not dangerously so, but uncomfortable nonetheless. They can seem to move or pulse, more like a worm or some form of foul thing than a wholesome living creature, causing weapons to be more brutal and harder to parry or dodge, and armor to hinder attempts to hurt you. Necrodermis ammunition is toxic to most living things.

Adamantine: Adamantine is a cyan metal that develops in strands from stone heavily exposed to magical energy, first discovered in the depths of Pandaemonium. These strands, once extracted, can be woven into a shining, silk-like cloth or compacted into wafers. Objects crafted from adamantine seem to feed on magic, growing warmer in its presence as they leech on the residual energies and disrupt the natural flow of magic in a given area. Weapons forged of adamantine are effective at killing daemons, and can ignore magical defenses if the caster's will is not strong enough. Meanwhile, adamantine armor is easier for people to wear than it normally would be.

Rolexium: The lifestyles of the Rich and Famous have high demands on social gatherings. Due to this, a very select few put forth great effort to create a new brand of style, class, and artifact. They combined precious gems, raw gold, and warp energy into a material they call Rolexium - named after the company to produce the first sample. Rolexium can be worked into any shade or hue of color, but always has a golden shine when it reflects light. Weapons made from this material add a gravitas to attempts to charm or intimidate others, wearing armor made from the stuff makes it harder for people to affect you socially in unwanted ways and anyone who sees you fire ammunition made from it must try to keep their composure, or be blinded as they reel from how much money you just wasted.

Symbiont: A variety of strange and unique organisms have equal opportunity to spawn in the biological free-for-all known as the Beastlands. None, however, are odder than the creepy crawly critters known as Symbionts. Less of a magical material and more of a magical creature, a Symbiont can attach itself to a host (willing or otherwise) and, in exchange for some life energy, operate as an extension of their host's body. Whether the Symbionts are a species native to the Beastlands or were only discovered there is unknown. A melee weapon of this nature can feed on it's host to become more deadly and tear opponents apart, a ranged weapon can grow more ammunition, symbiont ammunition can spread disease and armor made from a symbiont can take hits instead of you.

300DP Resplendent Personal Assistant: This bracelet-like device can be used for a wide variety of tasks. It functions as a chrono, combi-tool, data-slate, multikey, pict recorder and torch, and you can import any similar items you may have freely.

Chrome

Bionic implants and cybernetic augmentation are a fact of life in the Great Wheel. They enable damaged or diseased parts of the body to be replaced, improving on the abilities and power of the body and, in certain cases, extending life. There is a price to be paid for such improvements, and this cost is measured not simply in flesh but, it can be argued, in humanity and even sanity. You can import pre-existing cybernetics, if you wish. All cybernetic purchased here transform along with you, should you end up shapeshifting, but remain blatantly artificial.

Have a stipend of **300 chrome points**. You can convert Dragoning points into Chrome Points on a 1 to 1 basis.

oCP - Synthskin: A layer of color-shifting plastic bonded to your outer skin. The skin can appear as normal, or it can display colors, patterns, flashes, and other special effects, all programmable into the skin itself.

oCP - Techhair: Glowing pink mohawks seem to be everywhere, but how do they do it? The answer is techhair. Artificial hair is treated with a choice of chemicals, similar to fashionware skin treatment. Some are reactive, and slightly subdued. Others are bright and vivid. Some of them even change based on what shampoo you use.

oCP - Show-Off Nails: Glowing, pattern cycling, programmable nails. They can shine, display moving patterns, download new patterns for a small microtransaction fee, and flash on and off in strobe mode. They also look perfectly natural while off, and it saves money on nail polish.

50CP - Bionic Limbs: You replace your limbs with ones that are made of metal, and thus, better than the original, arms being stronger and more dexterous, legs being faster and better at leaping, as well as being more durable, torsos being generally sturdier and heads stimulating the brain with electrodes whilst unconscious, allowing for you to react to threats even when

stunned. Each purchase can replace a single arm, your primary form of locomotion, your head or your torso.

50CP - Bionic Jaw: This cybernetic is often used to repair damage and in cosmetic surgery to give the soft chin or herculean jawline you always wanted, or in the case of Orks, give you a terrifying metal maw that can take a beating. As long as people can see your face, you seem more attractive or more intimidating to other people, chosen on purchase. It also protects against people punching you in the face. This can be purchased twice, allowing for some modularity between an attractive chin and an intimidating one.

50CP - Sensory Additions: You add more options to your senses, such as thermal vision or telescopic sights. Each purchase grants a single enhancement to your ability to sense the world.

50CP - Integrated Equipment: You can integrate an auspex, chrono, combi-tool, torch or writing kit into yourself. This can also be used to integrate devices of a similar level of complexity.

50CP - Modular Limb Socket: You can upgrade an existing artificial limb to be capable of being removed easily, as well as gaining an emergency release that propels it away from you, essentially firing the limb off like a rocket.

50CP - Internal Storage: You have a compartment inside yourself that can store approximately 50 kilograms worth of stuff. Don't ask how this was put in you, or why it works off of weight and not volume. The Syrne are probably to blame, somehow.

50CP - Prehensile Feet: This modification to bionic locomotion allows the patient to grasp, and hold onto small objects with their feet.

50CP - Amplified Vocals: You do not need a microphone, as your voice is now fucking powerful! You can also plug electric guitars and stuff into yourself and act as an amplifier for those as well.

50CP - Chatchip: You now have another language downloaded into your brain, and can speak it fluently. This can be taken multiple times.

50CP - Voidskin: This emergency-use implant contains enough air to last you five minutes, should you find yourself in the black void of distant space, as well as acting as a form of undetectable sub-dermal armor.

50CP - Cybersafety: A simple implanted RFID chip broadcasts to your properly modified weapons that you are the owner, allowing you to fire the weapon. The RFID chip is typically implanted in the wrist, or hand, and has a range of just a few centimeters. This also comes with the knowledge of how to modify weapons to be affected by this chip.

50CP - Sleep Regulator: Not everyone can be a Thri-kreen; many waste a third or more of their lives in a vulnerable state of sleep. Sleep Regulators were developed for military readiness by the forces of Order but have been expanded to civilian police and emergency forces as well. The Augment modifies the internal structure of the brain and its chemical balance, allowing Soldiers to keep watch even while resting. This one also employs cutting edge technology to induce nano-naps between seconds during wakefulness to allow you to function regularly without sleeping.

50CP - Bionic Spine: A not uncommon sight in the Wheel due to many getting them to compensate for injury or old age. This model replaces the original spine entirely with a fully cybernetic one with additional support in the lower spine and shoulders, allowing for better weight distribution and allowing for more dexterity when wearing armor. It also reinforces the ribcage, providing the internal organs with better protection.

50CP - Gastral Bionics: This replaces the stomach and intestinal tract with a mechanized digestive system, allowing the user to digest almost any organic material so long as there are nutrients to be found. It also includes a 'pre-stomach' before the main one, in order to filter out dangerous poisons.

50CP - Modular Limb Socket: This implant allows different cyberlimbs to be swapped in and out in the comfort of one's home. Most people have one limb for outside, and one for inside. Swapping out one limb typically takes 15 minutes with practice. These are high-quality enough to have emergency releases, allowing you to shoot your limbs off quickly, as well as coming with an A.I to help with re-installation.

100CP - Bionic Lungs: These bionic lungs and implanted respiratory systems mimic the function of lungs, keeping the body supplied with oxygen and acting as a full-life support system, meaning that they will keep your blood oxygenated if your primary respiratory system fails.

100CP - Cybernetic Senses: Sight, hearing, and even touch and taste may be duplicated artificially, and more esoteric senses may be added. This implant heightens your senses beyond what would be normal for others, as well as helping to protect from sensory assault, such as flashbangs.

50CP - Ocular Drones: This upgrade to your cyber-eyes allows you to send them out of your skull and still receive visual data from them.

100CP - Mind Impulse Unit: These implants allow you to directly interface with a machine or technological device using your mind

100CP - Bionic Heart: This artificial heart is more durable than the old one, meaning you are more likely to survive an attack, and allow you to push yourself further than other people, due to its efficiency. A Promethean already has this, so they can't take it. Them's the breaks, pal.

100CP – Cortex Implants. Often called a cyberbrain, these implants can be used to repair a damaged brain, or augment its abilities. This implant aids in data retention and processing, coming pre-loaded with volumes of knowledge and making you noticeably smarter. Nearly all have visible plugs located either in the side of the skull, or the back of the neck.

100CP – Dermal Plating: Your body is reinforced with armor, making you more durable.

100CP – Integrated Multi-Key: Your fingers can turn into a multi-key, which can open most standard locks.

100CP – Internal Brewery: You have a compartment inside yourself which can be used to brew potions. It can also be used to make some delicious mac and cheese, provided you have access to both macaroni and cheese.

100CP – Injector Rig: This is a simple piece of medical equipment, designed to administer drugs on command. It can be loaded up with five doses of drugs, and these can be different drugs if desired.

100CP – Autosanguine: This device increases the body's ability to recover from traumatic wounds via a system of nanobots in the bloodstream, repairing harm to the body at an accelerated rate. This means wounds are only light wounds at best, as well as assisting in efforts to heal you, stopping you from bleeding out and allowing you to regenerate lost limbs with a week of bed-rest.

100CP – Extendo-Arms: These act like normal bionic arms, but are also able to extend themselves out to twenty meters. However, whilst extended, they are harder to control, causing a loss in fine manipulation and an inability to exploit openings in combat.

100CP – Mechanicus Implants: You are a servant of a machine god, and as such, have been granted certain implants; an Electro Graft, which is a small port in your nervous system which lets you interface with machine data ports and certain data-nets, Electro Inductors, which are palm-sized metal skin grafts which can be used to emit or siphon power, a Respirator Unit made of tubes, wires, vox-grills and other augmentic parts, replacing your neck and upper chest, purifying your air supply, as well as a vox-synthesizer, able to transmit your voice in a variety of ways, a Cyber-Mantle of metal, wires and impulse transmitters bolted onto your spine and ribcage to act as a subdermal anchorage point and a Potentia Coil, a power unit able to store energy and produce certain types of field.

100CP – Ballistic Mechadendrite: This solid, shoulder-mounted mechadendrite is designed for self-defense. The two meter limb is mounted with a sleek, miniaturized laspistol that draws from your internal power supply for energy.

100CP – Manipulator Mechadendrite: A powerful shoulder-mounted mechadendrite designed for heavy lifting and manipulation of industrial machinery. Built of hardened steel and ceramite, it may extend two meters, and is tipped with two sets of gripping and crushing pincers, which can be locked around a suitable anchor point to safely tether you to lifting gear, high gantries and so on. You can also bludgeon people with it. It is useless for any task requiring fine manipulation, however.

100CP – Medicae Mechadendrite: This is a two-meter long, flexible limb designed to provide medical and surgical assistance in the field. It is equipped with various medical tools, including six injector pistons, each of which may be filled with a dose of a drug and a small chainsaw. It can also be used to staunch blood loss.

100CP – Optical Mechadendrite: A highly-flexible mechadendrite set with pict-capture and sensor devices. designed to assist in inspection and detection. This mechadendrite extends up to three meters and can reduce its width to pencil-thinness. The pict-devices mounted on the mechadendrite allow the user to examine surfaces at a microscopic level and can be used as a telescopic sight. The mechadendrite is also fitted with an infrared torch and sensors. Finally, the mechadendrite is fitted with a light that may be tinted a variety of different colors, depending on the controller's whim.

100CP – Utility Mechadendrite: This two-meter long limb houses a variety of tools and attachments designed to assist a tech-priest in the course of his holy duties. The mechadendrite may be used as a combitool and can be fitted with almost any normal tool the tech-priest desires. It may be used to manipulate fine objects with great precision.

100CP – Mobility Mechadendrites: Mobility Mechadendrites are a set of four to six long, spider-like limbs that retract into a central pod, usually mounted between the shoulder blades or at the small of the back. Extending or retracting these is a free action. While extended, the mechadendrites act as bionic locomotion, lifting the wearer a full meter off the ground. The nimble structure of these limbs allows the wearer to ignore movement penalties based on terrain.

100CP – Turbine Bionic Locomotion: This bionic locomotion allows the user to move underwater twice as fast as they can on land, no matter how turbulent the water may be.

100CP – Three-Dimensional Maneuvering: You have an integrated system of grappling hooks, allowing you to simulate flight by pulling yourself around through the force of the grappling hooks.

100CP – Skull Gun: Sometimes an ace up your sleeve isn't enough, sometimes you need to look a Choob in the eye before ventilating their brain case. The skull gun holds twenty four bullets before needing to be removed, reloaded and then reinstalled, which takes ten minutes of uninterrupted time.

100CP – Icarus Landing System: The Icarus Landing System features several miniature landing thrusters built into the owner's legs, allowing the user to partially slow their descent when jumping down, effectively decreasing their fall by ten meters. These ones automatically activate when jumping down or unintentionally falling and self right the user in the event the user is not upright while descending.

100CP – Gatortooth: A bionic both simple in concept, yet sophisticated in design, the GatorTooth is a bionic arm like any other, save that it has a certain defining feature. With a simple gesture of the arm the Gator Tooth is able to deploy a revving chainblade from its forearm assembly. Many Blessed Order aligned spheres have outlawed the GatorTooth, citing deleterious psychological effects and that such an implant would only be of use in illicit activities. All representatives have thus far refused to comment on the use of the GatorTooth among law and military personnel.

200CP – B.E.A.R: The Battle Emotion Adaptive Regulator, or B.E.A.R, is a cybernetic implant that replaces a large portion of the users frontal lobe that regulate and suppress the feeling of intense emotions, including battle fatigue and PTSD, during and after combat. Officially, it is illegal to have this implant installed because it turn's its user's into unfeeling psychopaths the more they use it but, if rumors are to be believed, the elite units of multiple militaries still make use of this cybernetic. Activating it allows you to go In The Zone at will, and whilst it's active, your fear will be suppressed. However, activating it will damage your sanity, due to the emotion suppression, and you have to take the Apathy drawback for no points.

200CP – Butcher's Nails: Having more resemblance to a lobotomy than an cybernetic implant, large amounts of nails trailed with cables which resemble dreadlocks are inserted through the skull and into the brain to amplify the anger and rage of the subject. The implant is usually implanted onto gladiators or soldiers (often against their will) and is considered illegal in most parts of the Wheel due to the Butcher's Nails often driving the user murderously insane. This allows the user to enter a Frenzy at will, and whilst it's active, you will feel no fear, as the Flight response gets replaced with more Fight. However, activating will damage your sanity as you become less mentally stable, and you need to take the Hair Trigger drawback for no points.

200CP – Spellbinder: Highly forbidden both for its effects on its user and how its made, the spellbinder is a series of micro orgone antennae, made from the bones of sorcerers, attached to thick wires that connect from the upper back to the back of the skull. These antennas act as warp conduits that greatly improve the potency of the users sorcerous abilities by drawing in warp energy directly into the users body. This has the side effect of driving the user insane as they slowly become unable to comprehend reality. This allows the user to enter a Spellfury at will, and whilst it's active, you will feel no fear, for the contradictory nature of the Warp will overwhelm any rational thoughts. However, activating will damage your sanity, because you are connecting to the fucking Warp, and you need to take the Night Terrors drawback for no points.

200cp - Quantum Cortex: The majority of the cerebral cortex of the user's brain is replaced with an extremely sophisticated database utilizing quantum computing, allowing entire libraries of knowledge to be stored within the comparably small device. However, a mind was never designed to handle such quantities of information resulting in the user being unable to focus due to their thoughts quickly changing from one topic to another, eventually reaching a comatose-like state. This allows the user to enter a Brainstorm at will, and whilst it's active, you will feel no fear, due to the vast influx of information overloading any survival instinct. However, activating will damage your sanity, because of your thought process being overloaded with random facts and trivia, and you need to take the Distractible drawback for no points.

200CP - Voxal Chords: The Voxal Cord implant is twofold, first is a brain implant that blocks feelings of embarrassment and anxiety and second is a powerful speaker system that is inserted into the user's throat. The throat implant has a direct connection to the brain which allows the user to speak near instantly and with extreme clarity but the more the Voxal Cords are used the more the user becomes unaware or uncaring towards social faux pas and what is deemed "proper behavior". This allows the user to enter a Tirade at will, and whilst it's active, you will feel no fear, due to your domineering demeanor overriding any fear response. However, activating will damage your sanity as the lack of social inhibitions makes you unable to read social cues, and you need to take the Explosive Personality drawback for no points.

200CP - Machinator Array: One of the most extensive cybernetic systems that can be installed into a person, the machinator array is essentially an implanted partial exoskeleton, nearly impossible to conceal, increasing your strength and resilience, but hindering your dexterity and making it so that you can no longer swim, as you weigh three times as much as an average person.

200CP - Artifact: Bionics are also able to be made from artifacts, but only artificial limbs and hearts, and dermal plating, which gains the benefits of armor made from the material.

Orichalcum: Again we see the theme of Orichalcum simply being better; arms being stronger and capable of more precise work, legs making you faster and more athletic and hearts making you tougher all around.

Mithril: Mithril arms are more dexterous, and let you parry blows more easily, legs are faster and make you more acrobatic and a mithril heart makes you immune to poisoned weapons.

Darksteel: Arms made from Darksteel are stronger than even orichalcum ones, legs help you stay on your feet and a darksteel heart is tough as all hell.

Wraithbone: Wraithbone arms can parry hostile spells, wraithbone legs can be used to briefly walk on air and a wraithbone heart protects the bearer's soul, making it easier to handle the perils of the Warp.

Necrodermis: Limbs made of Necrodermis heal faster, with arms being stronger than normal and legs standing you up without effort or thought on your part. There are rumors that, much like how some fairy Paragons are able to endure reconstruction with their mind and identity intact, a necrodermis heart is capable of forcibly reanimating your corpse, though this would leave the mind scared, causing one to lose their wits; and of course, if one has no wits to lose, the stress of this would cause the attempt to fail. In both situations, your wisdom would return to normal in the next jump. In case it needs to be specified, this does not end your chain.

Adamantite: A limb made of adamantite cannot be critically damaged through magical means. Furthermore, an unarmed attack with an adamantite arm is more dangerous to daeamons and can ignore magical defenses, as well as being able to rend flesh rather than impact it. Meanwhile, legs made of the material are more acrobatic and athletic, as well as also being impossible to critically damage with magic. Finally, a heart of adamantite bolsters a bearer's resistance to magic.

Rolexium: An arm made from this material is useful when affecting people who would care about your wealth, fame or status socially, as well as coming with an integrated analog chrono, whilst rolexium legs are good when impressing others with your great legs, balance or gyrations, And a heart of rolexium is much better than a heart of gold, so if you have one, people are always friendlier when meeting you for the first time than they otherwise would be.

Symbiont: A symbiont arm can be detached and go off on it's own, as well as having claws and being faster and more dexterous, symbiont legs can let you move out of the way of attacks and are more acrobatic and athletic than other ones and a symbiont heart can boost your natural healing, as well as filtering out drugs and alcohol from your system.

Companions:

50-400DP - Fellow Cutters: You may import or create up to eight companions, who gain 600CP and a free origin.

100DP - Friendly Daemon: Along your travels, you've made friends with a daemon, to the point where it considers you a close friend and trusted ally.

???DP - Followers: This band of mere mortals have chosen to follow you, and are exceptionally devoted. They might worship you, regard you as their best hope of achieving some lofty goal or simply be willing to follow you to have some fun. Regardless, they are exceptionally loyal. Poor treatment or neglect will strain this loyalty, and may lead to abandonment or revolt, but with care and respect, they will gladly lay down their lives for you, assuming you have the wealth, backing or holdings to support them. Discount with Wealth of the same tier.

- 100CP: Up to five guys.
- 200CP: Twenty followers
- 300CP: A loyal band of one hundred followers
- 400CP: A small army of a thousand followers

- 500CP: A mighty force of ten-thousand followers.

Drawbacks

+100DP – Poor Attribute: One of your attributes just isn't up to snuff. If you choose strength, you can only lift about 80 pounds, dexterity, you are clumsy and awkward, constitution, you bruise in a stiff wind, charisma, you should stop picking your nose, fellowship, you are a person of few and ineffectual words with a plain face, composure, you fold to peer pressure like origami, intelligence, you aren't the sharpest knife in the drawer, wisdom, details easily elude you and if you choose willpower, you're a follower, not a leader. You can take this multiple times.

+100DP – Illiterate: You can't actually read. This is more common than you'd think, however, and there are quite a few Crystal Spheres, as well as quite a few social situations where even an exalt wouldn't learn how to read.

+100DP – Intolerance: There are some people you simply cannot stand, and if forced to associate with them, you will quickly be making your opinions clear to them, insulting and provoking them whenever you get a chance.

+100DP – Arrogance: You hero doesn't think you're the best—you know you are. Whatever it is you're good at, few compare to your skills and you flaunt it every chance you get. Anytime there is even a shadow of a doubt as to who is better, you must humiliate your opponent and prove you can snatch victory any time you wish. You'd disarm an opponent in a duel just so you can pick the sword up and hand it back with a smirk.

+200DP – Big Britches: It's good to be confident, but only a fool charges 600 Guardsmen into a horde of 5,000 orks. You are severely overconfident, believing you can do anything, and you never turn down a challenge.

+200DP – Ugly As Sin: Well, you're not the ugliest person in the world. Hypothetically, there's probably at least one or two people who look worse than you somewhere in the galaxy. I've never met them, personally. It's hard to attract the ladies or gents when your face looks like mashed hamburger.

+200DP – Apathy: You have difficulty doing much of anything. It seems your Get-Up-And-Go got up and went. Going out of your way to do anything will require an effort of will.

+200DP – Hair-Trigger: You have a hard time controlling yourself when you get angry. When confronted or otherwise stressed and agitated, there's a risk you might end up flying into a rage and yelling at the source of your rage, smashing things or punching people in the face..

+200 – Distractible: Your mind is constantly buzzing, causing you to essentially leave yourself wide-open to anything you aren't currently focusing on whenever doing anything other than running away from a fight.

+200DP – *EXPLOSIVE PERSONALITY*: THERE MIGHT BE A COUPLE PEOPLE OUT IN RAVENHOLM THAT DIDN'T HEAR YOU MAKING DINNER PLANS IN SIGIL. YOU ARE COMPLETELY INCAPABLE OF SPEAKING AT A VOLUME BELOW "DULL ROAR," AND EVEN YOUR SOFTEST WHISPER ECHOES LIKE A FREIGHTER CRASH. THIS CAUSES ISSUES IN ANY SITUATION THAT REQUIRES YOU TO NOT BE HEARD A KILOMETER AWAY, AND UTTERLY WRECKS YOUR ABILITY TO TALK AND STEALTH AT THE SAME TIME, **ESPECIALLY** IF YOU ATTEMPT TO COMMUNICATE NONVERBALLY!

+300DP – *Mortal Hero*: Most people who take up adventuring life have some form of immortality or other source of power to back them up. You? You have gumption, moxie and a can-do attitude. Whilst you can still take an origin, you do not get your functional immortality or the benefits of your Exaltation until the jump is over.

+300DP – *Jealous Gods*: It seems the Powers That Be didn't take too kindly to you already having been given gifts from an omnipotent being, and decided to take them away, leaving you with only what you purchase here.

+300DP – *Night Terrors*: Sometimes, when you make a career out of facing the greatest dangers of the universe, they come back and stay with you. Look forward to sleepless nights preventing you from getting true sleep if these get too much for you to handle.

+300DP – *Enemy*: You've wronged someone who's both insatiable and powerful enough to do something about it, and they're coming to collect. You can take this multiple times.

END NOTES:

Go Home

Stay Here

Keep Jumping

NOTES

Assume School, Magic and Kata Equivalency is in effect.

There will always be a spirit world for Wraiths to return to.

What's the problem with the internal storage?

Below is a kilogram of steel, compared with a kilogram of feathers. As you can see, they have different volumes.



Magic Schools

Whenever a sorcerer casts a spell, he attunes his will to the warp to fuel his magical abilities. While the sorcerer draws out this energy, he has a chance of causing disturbances in the warp that can have undesired side effects, even up to opening an uncontrolled rift between reality and warp space with potentially fatal consequences. By minimizing the amount of power a sorcerer draws, he can all but eliminate the chance of these side effects - in some cases, at least. There are nine main schools of magic, which are as follows;

- **Abjuration:** Abjurations are protective spells. They create magical or physical barriers, negate magical or physical abilities, harm trespassers, or even create a point for your own magical effects to trigger off on later.
- **Conjuration:** Conjuration is the art of moving objects, creatures, or some form of energy through the warp. A creature or object summoned with a conjuration effect cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.
- **Divination:** The art of reading the past, present, and future. In addition, this discipline also encompasses the art of influencing fate and destiny.
- **Enchantment:** Enchantment spells affect the minds of others, influencing or controlling their behavior. Many attempt to charm or force an individual to do something, and can be resisted by those with enough willpower.
- **Evocation:** Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

- **Healing:** Healing spells enhance a subject's abilities, often granting them superhuman strengths and curing them of even the most deadly wounds.
- **Illusion:** Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or otherwise experience things that are unreal.
- **Necromancy:** Necromancy spells manipulate the power of death, unlife, and the life force. Spells that enhance the powers of vampires are obviously common, as Vampires developed and exclusively use the school of Necromancy.
- **Transmutation:** Transmutation spells are about change, both in the caster and in the world around him. The school of transmutation relies on the caster's own ability to change shape, drawing on that mutable core to power its effects.

There are also sub-schools of magic other than the nine main ones.

- **Aerokinesis:** The wind howls, the trees bend and the birds swarm, for the gale force winds that this school calls up can break you in an instant. It has equivalency with Transmutation
- **Biomancy:** The art of warping flesh to suit the caster, biomancy can be used to both hinder the opponent and as a form of assistance when healing others. It has equivalency with Transmutation.
- **Botanopathy:** Botanopathy relates to manipulation of flora to suit the caster's will, as well as other forms of nature-themed magic. It has equivalency with Healing.
- **Chronomancy:** The school of Chronomancy deals with manipulation of time's flow, a constant of the universe, to suit one's own pace. You can stop time, slow it down and even make it go backwards in certain situations. It has equivalency with Conjunction.
- **Cryomancy:** The temperature's drop down to sub-zero temperatures when those who study this school are on the warpath, as they can cause frost and rime to form even in a tropical paradise. It has equivalency with Illusion.
- **Fulmination:** A bolt that comes from nowhere, as fast as the world's laws will allow. This is a world of infinite energy, and no potential for threat from your enemies, who'll be shocked by just what you can dish out. This has equivalency with Evocation.
- **Geokinesis:** This school of magic really rocks! No, seriously, it's based around manipulation of the rocks that make up the world. It has equivalency with Conjunction.
- **Hydromancy:** The ocean ebbs and flows, and the world moves along. The strength of this bottomless blue expanse is at the command of this magical school. Has equivalency with Divination.
- **Lexiurgy:** The words that the gods used when creating the sphere still have power, even today. Those trained in this language can accomplish great things. These spells cannot be cast non-verbally. This has equivalency with Enchantment.
- **Photokinesis:** The gleaming lights of the world are blinding when wielded properly. Take up this magical school, and show those around you just what the light can do. Has equivalency with Illusion.

- Nihilkinesis: That which is not is nothing, but the fact that it is nothing means that it has a name, so it could be said to be. This magic school is based around manipulation of the is-not that is void. It has equivalency with Abjuration.
- Pyromancy: All will burn and wither under the heat this magical school can dish out, as the flames of the world will heed a master's every beck and call. This has equivalency with Evocation.
- Umbratheurgy: The magic of shadows and darkness, so basically the school of edgy teenagers, this school focuses on obscuring the user's surroundings. It has equivalency with Illusion.
- Technomancy: The magical art of doing things and sometimes conversing with otherwise mundane equipment. Alternatively a form of worship for/crimes against the omnissiah, depending on who you ask. This has equivalency with Necromancy.
- Telekinesis: Like body-building, telekinesis largely involves picking things up, putting them down again, and sometimes throwing them. Unlike body-building, telekinesis does not involve your physical body, and cannot make you huge. It has equivalency with Evocation.

Martial Disciplines

The Sublime Way. The Nine Disciplines. Blade Magic. All of these are terms that have been used to describe the almost superhuman fighting abilities that are the hallmark of heroic combat. The uncanny power of the Sublime Way springs from a blend of physical skill, mental self-discipline, and adherence to distinct martial philosophies. Many of the abilities of the various martial disciplines aren't magic at all - they are simply demonstrations of superhuman skill and training. Although many of the Advantages and methods taught by the Sublime Way are mundane in execution and effect, their results can sometimes rival spells.

The warriors who study the Nine Disciplines are Martial Adepts, capable of battlefield feats beyond those that a traditionally schooled and trained warrior can hope to accomplish. The typical fighter might display great skill in a weapon's basic cuts, thrusts, and parries, but a student of the Sublime Way believes that mastering a weapon requires self-discipline and spiritual austerity in addition to learning the correct postures and movements.

There are nine Sword Schools in the Sublime Way. These same schools and techniques have been discovered and rediscovered in different places and times throughout history. Some have even unlocked their secrets through intense personal meditation and study, with no teacher to guide them save their own desire to be the very best, like no other warrior ever was. To use the Sublime Way through a weapon, one must know a school that trains them to use such a weapon.

DESERT WIND

Speed and mobility are the hallmarks of the Desert Wind discipline. Desert Wind maneuvers often involve blinding displays of sword skill, quick charges, and agile footwork. Some

maneuvers from this school, however, draw power from the supernatural essence of the desert sand and allow an adept practitioner to scour his foes with fire.

The key skill for Desert Wind is Athletics. The odd weapons of the Syrneath are the traditional weapons used in Desert Wind special attacks. It's thought that the Syrneath were the first to use this fighting style, which isn't unlikely given the supernatural effects of the school.

DEVOTED SPIRIT

Faith, piety, and purity of body and mind are the wellsprings of a warrior's true power. Devoted Spirit attacks harness a practitioner's spiritual strength and her zealous devotion to a cause. This Sword School includes energies baneful to a creature opposed to the Martial Adept's cause, abilities that can keep an adept fighting long after a mundane warrior would fall to his enemies, and strikes infused with vengeful, fanatical power.

Medicae is the key skill for Devoted Spirit. Devoted Spirit adepts are trained in the use of the flail, a difficult and awkward weapon for most to use. It has been suggested that the original masters of the Devoted Spirit school were taught by their gods themselves.

DIAMOND MIND

True quickness lies in the mind, not the body. A student of the Diamond Mind discipline seeks to hone his perceptions and discipline his thoughts so that he can act even in slivers of time so narrow that others cannot even perceive them. A corollary of this speed of thought and action is the concept of the mind as the battleground. An enemy defeated in his mind must inevitably be defeated in the realm of the physical as well.

Scrutiny, the ability to read another person, is the key skill for Diamond Mind. Martial Adepts focused in Diamond mind use fencing weapons, light and fast enough to move as fast as their user. It's said that this Sword School was developed by a mortal as a means to defend himself from, and even defeat, the Exalted.

IRON HEART

Absolute mastery of the sword is the goal of the Iron Heart discipline. Through unending practice and study, the Iron Heart adept achieves superhuman skill with her weapons. Iron Heart Special Attacks are demonstrations of uncanny martial skill - weaving patterns of steel that dizzy, confuse, and ultimately kill with no recourse.

The key skill for Iron Heart is Perception, the ability to see the flaws in your own stance and the defenses of others. Iron Heart weapons are ordinary weapons, and like the school itself, what seem like ordinary attacks are polished and brought to supernatural levels.

SETTING SUN

Strength is an illusion. Adherents of the Setting Sun philosophy understand that no warrior can hope to be stronger, quicker, and more skillful than every one of her enemies. Therefore, this discipline includes Advantages that use an adversary's power and speed against him. Setting Sun maneuvers include weakening blows and the ability to stun and distract an opponent. The highest forms of the Setting Sun allow you to turn an opponent's weapon against him, turning the strongest opponent into the most vulnerable.

Deceive is the key skill for the Setting Sun discipline, the ability to trick and outmaneuver an opponent with fast hands. The weapons of the Setting Sun school are no weapons at all, using unarmed strikes to damage an opponent. It's said that the Setting Sun school was founded by halflings who were facing extermination and oppression.

SHADOW HAND

Never show an adversary what he expects to see. The Shadow Hand discipline emphasizes deception, misdirection, and surprise. The most effective blow is one struck against an enemy who does not even know he is in danger. Because the study of deceit as a philosophy often leads into darker practices, some Shadow Hand maneuvers employ supernatural effects such as the manipulation of shadows.

The key skill of the Shadow Hand school is Stealth, hiding your own attacks and surprising your enemy. Shadow Hand weapons are parrying weapons, small and easily-concealed weapons that can be carried almost anywhere. The original practitioners of the Shadow Hand school were assassins, using the attacks of the school to disable and kill their enemies before they even knew they were in danger.

STONE DRAGON

The strength and endurance of the mountains epitomize the Stone Dragon discipline. The methodical and relentless application of force allows a student of this philosophy to defeat any foe. Strikes of superhuman power and manifestations of perfect, idealized force make up the Stone Dragon's Advantages.

Intimidate is the key skill for the Stone Dragon, overwhelming others with the force of your personality as well as the strength of your blows. Two-Handed weapons are the most common in use among Stone Dragon adepts, as they're extremely efficient at hurting people. Squats, with their strong ties to the earth, were the first to develop the Stone Dragon school.

TIGER CLAW

Consciousness is the enemy of instinct. The Tiger Claw discipline teaches that martial superiority can be achieved by discarding the veneer of civilization, along with the higher thoughts that fetter a warrior's actions. Tiger Claw maneuvers emulate the strikes, leaps, and

pounces of animals. Tiger Claw strikes are explosively powerful and variable, as wild and energetic as the adepts of the style.

The key skill of the Tiger Claw style is Acrobatics, required for the intensely physical and always-moving style. Chain weapons, with their rows of sharp teeth, are the favored weapons of the style. Tiger Claw is one of the most wide-spread styles, as many of its practitioners learn the movements from watching animals in the wild.

WHITE RAVEN

No warrior fights in isolation. Cooperation, teamwork, and leadership can give two warriors the strength of five, and five warriors the strength of twenty. The student of the White Raven masters techniques that combine the strengths of two or more allies against a common foe. Shouts and battlecries to draw the attention of enemies and get them into the perfect spot to finish them off.

Command is the key skill of the White Raven school, giving orders to others and knowing which orders are the right ones to give. The White raven school focuses on Cavalry weapons, which are good for those on the move or charging. The White Raven school originally developed among the commanders of infantry groups on the battlefield.

Of course, combat is an ever-evolving thing, and new schools other than the main nine are sometimes created. However, ultimately, the spirit of these new schools resonates with the core expressions of the sublime way, meaning that anyone who would learn those could choose to instead learn another, and vice versa.

ANCIENT TEMPLE

Long ago, a noble woman died, and returned as a Wraith. Without descendants, she declared that she would continue maintaining her estate and demanded all of the comforts she enjoyed while alive. Most of her previous servants fled in fear of their now-undead master, but her loyal gardeners remained, taking on all of their tasks. But despite their loyalty, there was only so much they could do when faced with the hunters who came in droves upon hearing of their undead master... until the ghostly lady intervened. With skills honed by years of cutting plants with their blades, the gardeners soon turned the tables on the would-be adventurers, whose survivors spread this, the story of the Ancient Temple sword school.

Craft is the key skill of Ancient Temple, as it was born from the discipline of horticulture. Fencing weapons, with their long, slender blades are the discipline's preferred weapons, often wielded in pairs to simulate gardening shears. It is thought that Elves, known for their love of nature, were the gardeners who developed this sword school. It is equivalent to Diamond Mind

BLOODY VALENTINE

Love is a powerful force, some would even say that it's too powerful. People could be driven to great acts out of passion, or be brought to crushing despair. And then there are those who are filled with so much love that they...burst. Legends say that there was a schoolgirl who could no longer contain herself and sought to pour out her feelings to another. She either murdered everyone who got in the way of her romance, or she carved her devotion into her boyfriend's corpse. She then grew up into a lovely housewife who passed her teachings onto her daughter, who passed it onto her daughter and maybe a few close accomplices, who then passed it onto their daughters, and so on. That's how the Bloody Valentine method was created.

The key skill for Bloody Valentine is Persuasion, to clearly inform someone of your deep love. Parrying weapons are the favorite choice of this Sword School as their short length brings people a little closer in their "intimacy". Learning this style requires very little training (if any) as all one needs is a deep love and the willingness to express it as directly as possible. Recently, some Vampires are flocking to this Sword School because they too are infatuated...with blood, that is. This has equivalency with Tiger Claw

BROKEN HOME

Everything in its place, every tool for its trade. But who is to say what is the right tool for a Job and where things belong? That is the purview of the disciples of the Broken Home style, who master the keen abilities that allow them to reorganize and remodel the combatants they fight with and against. Through ingenuity and skill their strikes serve to ensure the very battle itself is changed to suit their needs and liking.

Craft is the primary skill for Homewreckers, knowing perfectly how a weapon is made lets you know how it is best to be used. Adepts of the school do not allow themselves to be tied to any one tool, rather drawing from the battlefield itself to find the right weapon for the job at hand. It is said that the School was first practiced by a young human left to defend a fortress from bandits by himself, and turned the fortress itself into his most potent weapon to defeat them. It has equivalency with Setting Sun.

DARK MESSIAH

It's said that the first Dark Messiah was a Daemonhost, who taught this lack of discipline to a small enclave of Vampires before disappearing into the ether. It is not a forgiving school of combat. There is no harmony, no discipline, no control of strength or economy of motion. The Dark Messiah school is not and that is how it is defined. It is, quite simply, perfectly designed for breaking things and ending lives, while feeding the unexistences of its original masters.

The picture of serenity even as he throws his enemies' entrails across the room, a Dark Messiah adept is a profoundly terrifying individual. The school favors the Intimidation skill, even if it rarely teaches it. One does not learn Dark Messiah to protect. One learns Dark Messiah because killing is not enough. The associated weaponry of this school is one's own body. It has equivalency with Tiger Claw

DENDROID PHYSICIAN

Medical care is important but not everyone has time to reach the hospital. Sometimes you need to fix your patient NOW and all you have are a bunch of sharp implements. What else can you do besides lopping off the ailing flesh? It's gonna be excruciating but that means it's effective. After all, medicine that tastes bitter is more potent. That is the mindset behind Dendroid Physician, a medical practice that brings the basics of surgery to the absolute pinnacle.

Medicae is Dendroid Physician's key skill since one needs to know what body parts he's lopping off during the operation. Chain weapons are the traditional instrument of choice as one of the earliest chainsaws was used to help facilitate childbirth. That, and surgeons are those guys who hack at trees with chainsaws. Dark Eldarin enjoy this Sword School since it's a torture technique that is also a legitimate medical practice. Everyone wins, except for the patients. Possesses equivalency with Devoted Spirit.

DRAGON DIVE

One of the admittedly many advantages dragons and their armies have had over their enemies is air superiority, the ability to rain down fire and death from above the battlefield. While no self-respecting dragon would acknowledge a mortal as their rider, some will, if not themselves, have a battalion of lesser dragons such as wyverns carry their knights to the battleground, bidding them to divebomb their enemies with mighty lances to decimate the enemy lines. The training of these dragon knights to maximize the power of these alpha strikes has been passed on from parent to child, and through their writings eventually into other cultures.

Acrobatics is, obviously, the key skill for Dragon Dive. Dragon Dive adepts are first trained with cavalry lances; easy weapons to use while flying into battle, and ones that lend themselves well to impaling the enemy from above. This has equivalency with White Raven.

ELDRITCH ADVENT

There are those who regularly seek to mix martial prowess and mastery of the Warp. These people, through countless eons of continued experimentation and practice, sought to create a school of fighting unlike any other. Some would channel it through weaponry, others through their own bodies, but the overall effect was the same – the Eldritch Advent sword school had been created.

The favored skill of Eldritch Advent is Arcana, for no other school possesses such mastery of the arcane as the practitioners of this. Indeed, for some, this school is the next in their mastery of the Warp – for them, those chaotic energies are naught but a natural extension of their own being, channeling it through themselves or their weaponry. The associated weaponry is

Ordinary, since the focus is on using the weaponry to channel the Warp. It's equivalent to Desert Wind.

FREEDOM FLIGHT

The Freedom Flight discipline was the result of desperate people fighting for their very lives against an enemy that outclassed them in almost every single regard, fighting for the right to continue living. Freedom Flight is all about outmaneuvering and hampering your foe as much as possible with your attacks before going in for the kill. Not even the largest foes can stand against someone using the Freedom Flight sword school who is backed into a corner.

Perception is the key skill for Freedom Flight, as a keen eye is needed to pinpoint an enemy's weak spots in the heat of battle. Simple and straightforward weapons are generally used with this discipline as the focus is more on your movement and accuracy of strikes rather than employing the benefits of any certain weapon. Some say the original masters of Freedom Flight were inspired by the flight patterns of predatory birds, and how they soared through the skies. This has equivalence with Iron Heart.

GOLDEN RIVERSIDE

Among the fractured planetoids surrounding Khin-Oin is one that is particularly curious, for it has long been hollowed out, its surface smooth and nearly featureless but for a locked trapdoor of unknown alloys. Within the floating vault is a most curious scene... mounds of gold and platinum coins, staggering numbers of precious gems, artifacts of every pedigree... and a single, gigantic humanoid mummy, tethered by the neck to one of the vault's walls, its empty eye sockets replaced with fat golden coins. This, it is said, is the remains of the first mortal to ever learn the sword school now known as Golden Riverside, the first to succumb to the raw avarice that the style requires.

While traditionally associated with watercraft, the key skill for Golden Riverside is Larceny, the basest expression of greed, to gain by taking what another has worked hard to obtain for himself. Ancient, precious Synneth weapons are the preferred tools for this style, though Neogi biters work just as well. It has equivalency with Shadow Hand.

HULKING HURLER

Sometimes, the easiest way to solve a problem is to punch a long-haired prettyboy in the face. Sometimes, the long-haired pillock won't come close enough to punch, so the next-best solution is to chuck something heavy at his annoying face instead. The Hulking Hurler is a fighting style developed around this idea, known to be used by various large races across the Wheel, though its specific origins are unknown... probably Orkish, given the emphasis on simply krumpin' grotz with whatever comes to hand, not to mention how common it is to see them simply fastball a jammed bolter at someone in a firefight.

Hulking Hurler's key skill is Brawl, representing the utter simplicity of fighting with whatever's at hand instead of complicating things with actual weapons. Humans practicing the style have been known to lob steel balls, while Orks and Goliaths have been seen picking up and throwing vehicles of various pedigree. The style greatly favors large, heavy objects, so it's rare to see it used by the smaller races... though they are occasionally used by it, as ammunition. This has equivalency with Stone Dragon.

INFERNAL MONSTER

Rage shapes the world. Violence is the potential within every being's nature, simmering anger waiting only for the right trigger. A man jealous of his brother's possession begins a war for it that rearranges the face of the world. A cat, in its boredom, kills a bird and leaves it to rot in the sun. Every act of violence, every fit of anger, all of it is the Infernal Monster straining at the bonds of its prison. Mortals are not the first to tap into its power, nor will they be the last.

The martial tradition bearing the Monster's name is not to be taken lightly. It cannot be taught, nor mastered... the only way to learn it is to lose yourself in the Monster's grip, give in to the black rage and the resulting orgy of violence. It is, as one might expect, a singularly terrifying way to fight, and thus has particular resonance with the Intimidation skill. Being an expression of pure animal instinct, it is utilized without a reliance on the tools of civilization. In other words, one fights entirely unarmed. It is equivalent to Tiger Claw.

INFINITE CHOIR

All of reality moves to the same fundamental rhythm – an interplay of thoughts and deeds that colors who we are and what we do. Nothing expresses this great truth better than the sonorous sound of the Infinite Choir. The practitioner can hear the very resonance of the battle around them, and understand better than any how to exploit it.

The first lesson of the Infinite Choir, then, is that if violence is music, then the battle is its dance—and one can achieve certain victory by simply following the steps. As such, the key skill for Infinite Choir is Acrobatics, as the adept weaves dizzying circles around their foes. Because of its emphasis on quick, elegant movements, the favored weapons are of the Fencing variety for those are graceful and easy to maneuver. It has equivalency with Diamond Mind.

KILLER DOLL

Victory means nothing if not done with beauty. The Killer Doll discipline emphasizes grace and elegance, certainty of movement and not getting blood on one's clothes. The most graceful victory is one struck from afar, against an opponent unable to come close before he meets his end. Killer Doll maneuvers thus favor barrages of thrown weapons, sometimes so swiftly that they must appear to stop time to drop so many blades at once.

The key skill of the Killer Doll school is Performance, enthralling the enemy with elegant movements before throwing your blade at their neck. Killer Doll weapons are thrown weapons, small and easily concealed so as not to mar one's appearance with such crude items in view. The original practitioners of the Killer Doll school were favored servants, using the school's knack for hidden weaponry to keep their masters safe at all times. It is equivalent to Shadow Hand.

LION HEART

There is no sword. There is no gun. Blending the principles of Sword School and Gun Kata, the Lion Heart discipline sees its adept's arms as a total weapon, each fluid position representing a maximum kill zone. Lion Heart maneuvers are elaborate, flashy, and hide a superhuman precision that shatters enemy lines in a matter of moments.

The key skill for Lion Heart is Ballistics, the ability to make your every shot count. Lion Heart weapons are exotic, particularly those with the Trigger mechanism, as those demand such a reckless combination of fighting techniques. Reports indicate that Lion Heart was originally practiced by renegade Tech Priests who taught that the position of foes on the battlefield was a statistically predictable element. This is equivalent to Iron Heart

METRO HOLOGRAPHIX

Battle, to many people, is in the clamorous cries of crimson steel and the whistling of bolter rounds. However, even the youngest initiate of Metro Holografix knows that battle is also in the de-engineering of complicated systems, the attack of a network of moving parts until they cease functioning and yield their secrets, the domination of the unfeeling-yet-animate tools that keep our records and transmit our transactions. Whether breaking into a hovercar or a corporate datasite on the moon, Metro Holografix masters are fully aware of the insecurity of the electronics we rely so much on, and know the exact processes by which to slave these systems to their control – at least, when they have physical access to the machines themselves.

The key skill for those adept in the ways of the Metro Holografix discipline is Tech-Use, thanks to its huge dependence on applying technological solutions to evening the playing field in asymmetrical combat. It is generally agreed that the first Metro Holografix adepts were the cryptanalysts involved in breaking the codes utilized by the Quandary machine during the second Sphere War, and it is these cryptanalysts who laid down the first tenets of a tradition for creative and curious youth to later follow with the development of personal cogitators. This is used with weapons that double as innocuous items; the intent is for it to be used with a data knife, but it can be made to work with something as simple as a crowbar. It has equivalency with Shadow Hand

OCEAN SOUL

Even in this age of spelljammers plying the stars, the seas still hold a power and a mystery all their own. The Ocean Soul sword school was developed by those races most affected by the tides, powerful techniques inspired by benthic currents and the great pelagic beasts who inhabit the deep sea. Nowadays it is used almost exclusively by the Sahuagin, in their mad attempts to claim what they see as theirs.

Athletics is the key skill for the Ocean Soul, the ability to fight and weather the undertow and surface currents alike. While the current masters of the school prefer to use their claws, Cavalry weapons are the traditional tools of Ocean Soul adepts, the logical extension of fishing spears and harpoons. It has equivalency with Stone Dragon

PLATINUM PERFECT

Being deadly is important in a fight. But almost as important and arguably more worthwhile is looking good in a fight. Showing off is the central concept behind Platinum Perfect, a school of martial arts for those that care just as much about the audience as their target. It looks out of place, odd, even stupid, but it makes practitioners no less deadly. Platinum Perfectionists don't care, they know what they're going for.

Platinum Perfect is the art of bullshittery in combat. When asked how these flips, kicks, and twirls are useful in a real combat scenario, the correct answer is always, "Uhhh... it just is." That's why deceive is the key skill to Platinum Perfect. It has equivalency with Desert wind.

PRIMAL FEALTY

Primal Fealty started as a covert way for a Cult of Druids to train their companions, disguising their activities as a sport. They did not expect it to expand into mainstream sport culture as it did. Sports leagues are common, pitting animal against animal, pet against pet. The Cult now is actually one of the main groups protesting the sport, claiming animal cruelty.

Animal Ken is the Key skill for Primal Fealty. Your affinity for your pets gives you an advantage over those who stand alone. Strangely enough most practitioners of this Martial School don't have many friends other than animals. As this discipline focuses more on the bond between master and pet, the associated weaponry is merely ordinary. It possesses equivalency with Devoted Spirit.

RAGING LOCOMOTIVE

A Sword School that eschews any sort of discipline or grace, Raging Locomotive channels the raw force of a pissed off war machine to get you from Point A to Point B in the fastest way possible: a straight line. Though there are much subtler means of roaring into the heat of battle, nothing is as effective at striking terror into the hearts of your foes as seeing a Raging Locomotive practitioner mow through their conscript ranks and deliver a fatal blow to their commanding officer.

The key skill of the Raging Locomotive school is Athletics, as the demands of constant running and hitting things require peak physical ability. The ideal Raging Locomotive weapons are Brawling weapons, but a thick pair of gauntlets might do in a pinch. It should be no surprise that this Sword School has roots in the hilariously violent sport of Blood Bowl. It has equivalency with Stone Dragon

RIDING JUSTICE

There is a certain romance in the idea of the masked hero, the anonymous paladin who comes out of nowhere to smite the wicked with a boot to the face. The sudden turn of fate, the immediate chastisement that rallies the souls of those who crave justice. All across the Wheel, there are those who idolize this romantic Justice and the faceless Hero who can get away with delivering such cheesy speeches ripped straight from the morning holovid dramas... and even more embarrassing is that for so many, it works.

The key skill of Riding Justice is Performer, for the core of this ideal Hero is an actor who devours scenery and pork product with equal abandon. As for weapons, it is believed that unarmed attacks are most just, for the fist that lays the villain low can be opened into a hand to redeem him. It is said that the style originated from a propaganda cartoon meant to teach younglings the virtues of the Blessed Order and turn them away from Chaos. It has equivalency with White Raven.

SAPPHIRE SPLASH

Pushing is the simplest motion of all. It requires no grace, no finesse, and no thought to perform. The beauty is, people who do invest technique into pushing gain so much more. Sapphire Splash is a school of technique popular with contact sport players, especially those now allowed or able to use their arms or legs to fight with. It was named by a collection of athletes of an aquatic pedestrian sport. This school teaches them to utilize their core in ways they never thought possible, bull rushing and knocking down targets. It made its way into battlefields because if you've paid attention, team sports are a proxy for war. The simplicity of the school makes it popular with athletes and monks.

The key skill in Sapphire Splash is Athletics. These sports might be showy, but fundamentals are more important than flashy moves. As it draws its origin from sport, it relies on one's own body, eschewing the usage of weaponry, so it's used unarmed. It has equivalency with Setting Sun.

SCARLET BRAVURA

As with all things, in order to obtain victory one must be willing to sacrifice everything. None understands this better than the Scarlet Bravura commander. While originally rooted in the White Raven's teachings, this style teaches that the commander is the least valuable member

of the army, not an anchor to move the line around but the key to opening the gates of victory... one that can, if necessary, be discarded to do so. The Scarlet Bravura adept does not shout and maneuver, but rushes the strongest opponent he can find, tying up the enemy's power so that his allies can bring victory.

Performer is the key skill of the Scarlet Bravura school, to play the part of commander and soldier to the hilt, and occasionally to play the part of someone who doesn't have several inches of sharpened metal shoved through their spleen. Like its counterpart, the Scarlet Bravura school focuses on Cavalry weapons, particularly the noisy, unwieldy, attention-demanding Drill Spear. Again, this has equivalency with White Raven.

SHATTERED SWORD

Take a look around: Everything's going down the tubes, falling apart, stopping. That's entropy, the fate of the multiverse. A lot of folks think that's a terrible thing, but not the disciples of the Shattered Sword, who accept Entropy into themselves and learn to swim with the flow rather than against it. And when you swim with the flow of a river you can steal a little extra power from it for your strokes, so do Disciples learn to steal power from themselves to do the same to their foe, breaking their will, their strength and even reality itself. The harder a sod tries to hold on, the more likely it is things will slip through their fingers.

Larceny is the key skill for the Shattered Sword School; one must learn the way to steal the physical before they can hope to steal the metaphysical. Adepts of the School specialize in powerful but swift blows with Two Handed weapons, forgetting defense in exchange for strikes that break all barriers. It is said the first warrior to walk the path of the Shattered Sword was an illiterate barbarian on a primitive world, who gave everything he had and more for the good of his clan. These days, the School has been adopted by the Doomguard as an expression of their beliefs on the nature of entropy. This has equivalence with Diamond Mind.

SHOW STOPPER

All across the Great Wheel, performance fighting is practiced in many different forms. The Show Stopper discipline usually rears its head in these environments, leaving bodies in its wake when it does. Show Stopper is a vicious style that incorporates grabs, throws and pins that viciously rattle opponents around. Many people claim to be the original grandmaster of Show Stopper, but that title has become fiercely contested and has traded hands many times over the years.

Under the bright lights of the stage only the most hype survives, marking Performer as the key skill of Show Stopper. The only constant in performance fighting is bare knuckle action, fists and bodies clashing together so Show Stopper is typically used with raw unarmed attacks, though some heels like to use it with power fists and brass knuckles. Grand masters of Show Stopper are unstoppable melee fighters, dispatching enemies left and right and bringing joy and excitement to the crowds. This has equivalency with Setting Sun.

SOLAR SCIENCE

In days long past, before the wars and the movable type and the kids' damned holovid games, the only way most bashers had to entertain themselves was hitting some mephit in the face and then laughing about it. Like most primitive forms of entertainment, this eventually formed the basis of actual fighting, and these techniques were eventually refined and codified into a system for learning how to punch people harder and more accurately. Thus, Solar Science was born.

Solar Science relies on the Athletics skill, improving the user's body condition so as to better endure the rigors and head trauma of a drawn-out slugfest. The traditional weapons of the style are one's bare hands, and a master's are said to shine like miniature suns. This has equivalency with Iron Heart.

THOUSAND-WOUNDS GEAR

It is no secret that martial arts are often developed by observing the dangers of one's home world, often in imitation of predatory animals or through meditation on more esoteric environments. In the crystal sphere of Autochthon, among the greatest dangers is that of being caught in the machinery, limbs rent by clashing gears or crushed between uncaring plates or wheels. The local Warforged know this danger too well, and so their local martial discipline, the Thousand-Wounds Gear, was developed based on these manifold machines.

The key skill for the Thousand-Wounds Gear is Tech-Use, representing the knowledge and skill to maintain the grinding, tearing Chain weapons used with it. Adepts of this style are often likened to spinning gears in combat, easily finding their place and rhythm in battle. It has equivalency with Tiger Claw.

TIME TURNER

Time moves to a rhythm and the easiest way to keep track of such things is a beat. If you can match music to the right beat you can even manage to get time to move to your commands. The Time Turner discipline is all about direct influence of time and the flow of time around you to tweak the rules of combat in your favor. Practitioners of Time Turner can usually find a beat in any repeating sound, a result of practicing bending the timeline through funk.

The key skill for Time Turner is Performer, representing the dangerous rhythm of the timestream and how to manipulate it through sound. Syrnych weapons are most commonly used for Time Turners, as no other weapons can usually help keep a beat like those of Syrnych make. The Time Turner discipline was founded by a musically gifted Dark Eldarin who first found the secrets of music based time manipulation while making instruments with silk from the webways. It has equivalency with Desert Wind.

TWISTED METAL

The roar of engines. The flash of afterburners. The reek of burning fuel. These are the heart of the Twisted Metal martial school. It teaches that fighting on foot is for pansies and that your enemies are best served as hood ornaments. It isn't a discipline so much as a rough collection of techniques developed simultaneously in destruction derbies, automotive blood sports and vicious rally races the Wheel over. Although usually only used in ground vehicles, there are tales of crazy or immensely skilled pilots willing to take the risk.

Because of their intimacy with the inner workings of their vehicles, the key skill for Twisted Metal Adepts is Tech Use. The weapon of Twisted Metal is anything big, metal and motorized they can use to run over the competition. It has equivalency for Stone Dragon.

UNQUIET GRAVE

Life is a struggle for survival, for one's place on the Wheel... Why should death be any different? The Unquiet Grave disciple accepts that death is inexorable, and adopts the same mindset when dealing with her enemies. The school's emphasis is on the liminal space of the battlefield, the fine line between life and death where a single poor choice can be all it takes to move an individual life from one side to the other. As such, it draws power from that liminal space, allowing masters of the style to snuff out lives with sheer martial prowess.

Forbidden Lore is the key skill of the Unquiet Grave discipline, reliant as it is upon knowledge of those liminal spaces and the soul-carriers that occupy them. Syrneth weapons, especially the massive grimscythe, are the traditional weapons of the style, as its earliest adherents styled themselves reapers. This may also be taken to mean there is some substance to the idea that the slaad lord Ygorl was the first to teach the style to mortals, even if just to amuse himself watching them murder each other with it. It has equivalency with Desert Wind.

VIAE FUIROSIS

When you gaze into the Abyss, the Abyss also gazes into you. Viae Furoris maneuvers corrupt the mind and body, stripping the inhibitions off the user's mortal mind and making possible the maddening blight of the Immaterium. The user melts senses with tuneless humming, learns to use the angles of time and space to her own advantage, all from the counterintuitive first lesson of gaining initiative by giving it up.

The key skill for Viae Furoris is Forbidden Lore, knowledge of the Warp and the corrupted weapons found within. Corrupt, Daemonic weapons whisper the secrets of Viae Furoris special attacks into their user's mind, laying bare to them the secrets of the universe blinded by mortal ignorance. The fighting style was last seen during the War of Monster's Fall, employed to horrific effect by the Aboleth's twisted minions. This has equivalency with Devoted Spirit.

Gun Kata

Just as the Sublime Way is a system of martial arts that makes the most of melee mastery, Gun Kata are the disciplines of ranged combat. The warriors who study this art of heroic bloodshed are known as Gunslingers, and they come in all shapes and sizes, from roaming lawmen dealing out hard boiled justice to huge men pounding away with heavy weapons or even the classic elven hunter with deadly bow.

CLAY PIGEON

Developed almost as more of a performance technique than a fighting style, Clay Pigeon is a pistol-using art that demands extreme precision and perfect calculation of angles on the fly, billiards played with bullets. The original users of Clay Pigeon are thought to be a troupe of carnival workers.

The key skill for Clay Pigeon is Performer. Most of its techniques are all about show-manship and style, and that's about the best way to do it. Because it uses such precision and exactly-placed shots, its special action is naturally the Called Shot.

CRISIS ZONE

Crisis Zone is not a subtle discipline. It is about very powerful, loud weapons firing many, many times. And then firing more. Because there is nothing so beautiful in the world as replacing all the air around a person with bullets. Beauty is, as always, in the eye of the beholder and occasionally those on the receiving end do not appreciate the artistry.

Crisis Zone's key skill is Tech Use, learning to push their guns past the limits the manufacturers intended. The Gun Katas of Crisis Zone are excellent for support tactics and using heavy weapons.

ELEMENTAL GEARBOLT

A primal expression of magical power combined with technology, Elemental Gearbolt is a Gun Kata type that was originally developed as a method of enhancing bows but has proven to be just as effective with more modern weapons. It is the oldest of the Gun Kata by far, pre-dating the others by a huge gulf of time.

Arcana is the key skill for Elemental Gearbolt, as an understanding of magical theory is required for most of its techniques. Primitive weapons like bows and crossbows are still a large part of Elemental Gearbolt tradition, and their techniques often work best with them.

POINT BLANK

It could be said Point Blank was developed as a technique of last resort – few people with guns really want to get into close combat when they could be shooting. However, a gun is really quite deadly at close range, if you can manage to use it. Pistols are easy, but it takes someone with the right skills and training to use heavier weapons.

The key skill for Point Blank is Athletics, and its special action type is Full Auto Burst – rapid-fire weapons are even better when you're close enough to your target to ram the gun down into its gizzards.

SILENT SCOPE

The Silent Scope Gun Kata does not have a glorious or famous past, except among a certain circle. The primary users of the Silent Scope school are assassins, to put it simply and accurately. The techniques of the Silent Scope are best used against targets that aren't expecting a fight. Its key skill is Perception, which is something you need to find just the right spot for a large-caliber round. Naturally, its special action is the Aim action.

Rumors say that the Silent Scope Gun Katas were originally developed by an assassin who found true love on the battlefield. He had a target under his scope, nearly ten kilometers away, and discovered that love meant knowing your target, putting them in the center of the targeting reticle, and together, achieving a singular purpose, against statistically long odds.

TIN STAR

A Gun Kata developed by lawmen working on the very fringes of civilization, the Tin Star Gun Kata is a gun fighting style that emphasizes simple but effective techniques. It doesn't use complicated shots or anything tricky to pull off, relying on reliable action and, traditionally, simple and rugged firearms.

The key skill for Tin Star is Scrutiny. The Kata's special action is the Ready action, which makes a quick draw a very useful skill for Tin Star gunslingers. Because Tin Star Trick Shots are so basic, the very core of gunfighting having been refined time and again into a perfect whole, they're not very flashy at all, and most of the time a Tin Star gunslinger is simply noted as a quick hand with a firearm instead of what they really are.

Of course, much like melee combat, the art of gun kata is constantly evolving as well.

BLAZING SUN

Created by an ork with the vision of riding a motorcycle on a violence-packed streak throughout the entire Astral Sea, the Blazing Sun Gun Kata is all about going fast. It is not a subtle school – unsurprising, considering its creator. Practitioners of the style tend to view their vehicles and weapons less as tools for the task at hand, and more as extensions of their body and soul. In this way, Blazing Sun grandmasters are less people on motorcycles firing

guns, and more sound-barrier-busting engines of destruction and exhaust fumes. And the ork who made Blazing Sun would have it no other way.

Unsurprisingly, the key skill of Blazing Sun is Drive, as being able to aim your armored death machine is rather important. Just as important is the ability to use that death machine's weaponry, which is why the preferred action of Blazing Sun is Fire Mounted Weapon. This is an equivalent to Clay Pigeon

CLOSE RANGE

Close Range is an ancient and widely practiced Gun Kata, though its practitioners and detractors both would likely not refer to it as such. The term 'gun kata' implies a sense of elegance, practice, or at least superhuman aim and talent. Close Range does not need any of these, because at the end of the day none of that will save you from a screaming man charging you with a shotgun.

The key skill for Close Range is Intimidate, as a screamed threat punctuated with the rack of a pump or a shotgun blast can do wonders that carefully chosen words cannot. Scatter weapons are the ideal weapons to use with Close Range, though in theory you could use pretty much any ranged weapon. This has equivalency with Point Blank.

CRIMSON SICKLE

There are those who work exclusively for their own personal benefit at the expense of others, and there are those who share in their spoils with their compatriots. Crimson Sickle was created by the latter for use against the former, and as such the original users of Crimson Sickle techniques are thought to have been a group of Tau revolutionary laborers fighting for the Greater Good.

The key skill for Crimson Sickle is Politics; it's all about knowing who are your worker allies, knowing who are the bourgeois oppressors, and then taking the initiative to lay on the sweet, sweet, vengeance. It has equivalence with Tin Star

DAEMON TRIGGER

The origins of the Daemon Trigger Gun Kata have been lost to the sands of time and memory impairing recreational drugs. As the story goes, the Gun Kata was created by a Tiefling, or Human with Tiefling blood, depending on the translation, who was so stylish, he could show even the Prince of Pleasure a good time. The validity of this tall tale is unknown, but you can understand how people could come to that conclusion after seeing Daemon Trigger in action.

The key skill for Daemon Trigger is Performer. It's a skill that pushes (if not exceeds) the limit of how much fun one should have during a fight, like any good Slaaneshi art form should.

Daemon Trigger is a Gun Kata that thirsts for constant momentum and action, so Shift actions are used to travel around the battlefield in style. It has equivalency with Clay Pigeon

DIVINE FLAME

The Divine Flame refers to the energy born of the stars, the potential within every atom to create life and light and burning hellscapes... a power conceived with the very first fission bomb detonated in a crystal sphere, researched and refined until the advent of plasma weaponry allowed men to hold the very Sun in one hand. It goes without saying that the only difference between a Divine Flame adept and a teenage pyromaniac is that the former still has both her original hands.

The Divine Flame's key skill is Tech-Use, learning to enhance and maintain the delicate machinery that allows the nuclear power to work. Originally developed for use with plasma guns, Divine Flame trick shots heavily favor energy weapons, providing very little for their solid projectile cousins. It has equivalency with Crisis Zone

FOUR SOULS

An expression of divine providence without risking the perils of the warp. Dealing with umbral and warp-based opponents tends to be a bad idea up close, so priests around the wheel developed a method to dispatch them at a distance. It is an ancient kata, rivaling in age and often compared to Elemental Gearbolt. Primitive weapons such as bows were used when Four Souls was developed, but disciples use the techniques in modern weapons as well.

The key skill of Four Souls is Forbidden Lore, demonstrating the esoteric and hidden knowledge they employ. Those who learn this path use it to protect others. Those who master it take the fight to the warp itself. It has equivalence with Elemental Gearbolt

GRAVITY SKI

For every action, there is an equal and opposite reaction. This is the core tenet of the Gravity Ski Gun Kata, a martial discipline emphasizing high-velocity maneuvers and the rapid calculation of the exact trajectory necessary to hit a chosen target midair with a krak grenade while performing aforementioned high-velocity maneuvers. Adepts of this discipline are quite skilled in hit-and-run, and an elite few can even chase down fast vehicles on their own two feet.

The key skill for Gravity Ski is Acrobatics, which is a necessary skill to have should one want to avoid tripping over themselves and shredding their face against the ground at a hundred meters per second. The Gravity Ski discipline has a rich history and it can be traced far back to the days where warring tribes were the greatest powers in the Wheel. It has equivalence with Point Blank

IMMORTAL SMOKE

The first user of the art now known as Immortal Smoke is said to be a Phoenix whose hatred toward a Perpetual rival burned so hot and bright that she resorted to increasingly more creative lengths to kill the unkillable, eventually resulting in the birth throes of a style hybridizing her humble inferno pistol with the smoke from the fires it created. From behind the veil of smoke and embers, an Immortal Smoke adept dances like flames, in an intricate and beautiful dance of bullets meant to confound her opponent and burn them to ash.

The key skill for Immortal Smoke is Deceive, the blinding haze that gives the style its name. Energy weapons such as the inferno pistol are the traditional weaponry associated with its techniques, though they work just as well with more archaic solid projectiles. It has equivalency with Tin Star

KILLER SOLO

The ultimate expression of light and sound. That is the goal of all practitioners of the Killer Solo Gun Kata, always striving to greater heights and harder jams. It is for this reason that they favor Recital weapons above all others, their fast fingers and powerful chords drowning out the cries of their fans and foes alike. Legends tell of Killer Soloists with raw charisma powerful enough to overwhelm even the strongest men.

Performer is the key skill for Killer Soloists; life is all a stage so you may as well make a show of it. It is said that the first practitioners of Killer Solo were two brothers, perfecting it as a tribute to their legendary battle against a Daemon, banished from the Materium by the power of Rock alone. This is equivalent to Clay Pigeon

LAST LINE

Many know of Cadia, that fortress built on the only safe entrance and exit to the Abyss. Standing as the only thing between the Astral Sea at large and the daemonic hordes held within, it goes without saying that the Cadians must always remain vigilant, both for themselves and those around them—after all, nobody knows when the next major attack might happen, and the minor ones before then certainly don't help to lessen the mood. Countless years of this mentality has led to the creation of the Last Line Gun Kata. More a way of life than a true fighting style, the Last Line school emphasizes the use of teamwork to turn the tide against seemingly insurmountable odds, allowing the Cadians to stand against daemonic incursion and hold the goddamned line.

The key skill of Last Line is Command, as coordinating tactics is one of the most important parts of teamwork. Of course, another one is the willingness to actually work together. As such, the preferred action of Last Line is Aid Another, to give your allies the edge they need to win the day. This possesses equivalency with Crisis Zone.

LOVE THUMPER

Developed by a clan of Squats with too much to drink and not enough of the opposite sex to belay their bawdy jokes, the Love Thumper is a gunslinging style that is almost, but not quite, the exact opposite of subtle. Trigger discipline is not nearly so important as long, uncontrolled streams of hot lead, and the sweet roar of guns firing on automatic is never quite enough to drown out the vaguely sexist shouting, holovid one-liners, and vituperations against some berk named Froyd. Still, it can be scarily effective to use a different gun in each hand with any measure of proficiency.

The key skill for Love Thumper is Intimidation, and its special action type is Full Auto Burst, as the only thing better than constantly filling the air with lead is filling body cavities with it instead. This is equivalent to Point Blank

LUCKY BREAK

Sometimes your best option to face overwhelming adversity is simply cheating when the opportunity presents itself. What's the point of fighting fairly if you will just die doing so? Clearly it's time for honor to take a back seat and pull out every dirty trick in the book. Sure, you might get called out and lose face but "cheater" is a better label than "dead on the spot".

Deceive is the key skill of Lucky Break as its practitioners put up an elaborate facade of incompetence and good fortune before completely blindsiding their enemies, claiming that it was all an act. It is said that this Gun Kata was inspired by the bizarre adventures of a cutter whose luck seemed to grow in proportion to his surrounding danger. This has equivalency with Silent Scope

LUNATIC PRINCESS

Legend has it that Lunatic Princess was developed by a Perpetual monarch who used five bizarre weapons to endlessly duel her Phoenix rival. Using every resource at her disposal, the princess's elaborate plots to kill the unkillable sank further and further into madness until they brought forth a delicate, yet devious, fighting style. Its adherents master the use of the eternal and the instantaneous, always alternating between attrition and annihilation.

The key skill for Lunatic Princess is Disguise, as it requires the user to hide the purpose and timing of every shot until the perfect opportunity arises. It is especially effective with Exotic weapons, amplifying their unconventional methods to debilitate foes over time. It has equivalency with Silent Scope

PANDEMIC LEGACY

Every medic has a dark side. Pandemic Legacy was developed by Nurglite followers to spread contagion throughout the wheel as quickly as a non-magical method allows. The discipline uses conventional toxins and disease to fell their opponents and spread their contagion. It's a

favorite to deliver bio-weapons, mostly used by resistance fighters, revolutionaries, and terrorists to maximize their KDR.

The key skill of Pandemic Legacy is medicae, demonstrating a knowledge of physiologies to best deliver their undoing. It has equivalency with Clay Pigeon.

RIVER OF LEAD

Practitioners of the River of Lead school focus on putting as many shots between themselves and their target as possible. Rather than focusing on one class of firearm, they simply desire a gun with an obscene rate of fire. Their presence is known through the piles of spent casings and discarded power packs littering their wake.

Perception is the primary skill associated with the River of Lead, knowing how to spot and lead your target is essential to hitting it. The key skill is Full Auto Burst. Holding down the trigger won't solve all of life's problems, but when it does, you love it. This has equivalency with Crisis Zone

STEEL HOUND

In the first moment of contact, before the shells begin to fly, there is confusion - and Steel Hound adepts seek to maximize that confusion for their own benefit through the most aggressive means possible. Quick strikes out of the fog of war are the specialty of those who learn the doctrine, and as such it is favored among commanders of light tanks and turreted tank destroyers across the Wheel.

The key skill for Steel Hound adepts is Perception; the discipline is as much about seeing the enemy first as actually engaging them - and, once engaged, the location of weak points in the enemy armor. Steel Hound has been a part of warfare for as long as there have been mobile firing platforms such as horses and hovertanks, and many of the most knowledgeable adepts discovered the tenets on their own. It has equivalency with Tin Star

TERMINUS LOCKDOWN

If the enemy is too strong to defeat right now, then weaken him until you can. Founded by a secretive Human organization that employs classified weaponry, Terminus Lockdown secures high-threat areas by debilitating entities to manageable levels.

Tech-Use is the key skill to this Gun Kata, as much of its effects are merely the result of attaching gadgetry to existing weapons. It possesses equivalency with Elemental Gearbolt.