

Leagues of Votann

The Leagues of Votann were started on generation ships, on long voyages to the galactic core, far, far before the Empire of Man rose to power. Guided by highly advanced artificial intelligences, and born from machines or created from them whole cloth, the Leagues slowly colonized the many danger and mineral rich worlds where little life thrived. They formed first Kindreds, extended families numbering as few as several dozen to millions, who in turn formed their holds, and harvested not just worlds and asteroids, but even entire stars. From there they formed their Leagues, the interstellar trading empires to whom Kindreds all belong. They shared trade, war, and life within them all under one the eponymous Votann. The Votann are AI, ancient, ponderous, and hard to understand, but having many eons of worth of knowledge to draw upon. Those few who can understand them are called Grymnir, Living Ancestors, and enjoy great respect for their serving as links to the ancestors.

It was a hard life, but the Kin are a hard people, and they prospered. Even now, they exist in numbers far greater than the Tau or Eldar, though they are still far less numerous than humanity at large. They established trade routes where few other species dared to tread, and suffered comparatively little during the Age of Strife, managing to keep some understanding of the vast and terrible technologies from the age of their expansion, though even the Votann themselves are often murky upon this ancient past.

For ages the Leagues, by and large, stayed in the galactic core. Mercenary or trade expeditions were far from unheard of, but the mass of kin tended their own worlds and worries. Then the emergence of the great rift occurred. It swallowed holds, severed trade routes, and forced massive migrations. The Leagues can no longer stay as insular as they once were.

Remember, always. The Ancestors are watching.

+1000 CP

Age and Gender:

You're the age of majority, and can be change from male to female for 50 CP if you want.

Species:

Kin (Free):

Born from the vast genetic data banks of the crucibles, you are a squat and muscular humanoid, and if you had a blood line, it would be traced back to the humans of ancient Terra. But eons of separation and genetic tinkering have ensured you are quite different to a baseline human. Your muscles and bones are denser, tougher, stronger. You have higher white and red blood cell counts, rendering you more

resistant to fatigue, heat, radiation, and disease when combined with your dense body. Your soul is shrouded, making you more resistant to the warp and Chaos. The Kin average four feet tall, and live far longer than base humans.

Ironkin (100 CP):

You are a machine intelligence, clad in a steel body, made to serve beside your flesh and blood fellows and granted the same duties and privileges as they. Your cerebral unit is heavily protected by micro field generators, but still. Losing ones body is a traumatic experience, and not to be done lightly. You look very similar to a kin who has donned a suit of void armor, and have specialized your body for a particular pursuit. Perhaps you designed your body to be a combat pilot, swift, precise, and capable of taking many more gravities than even a kin, let alone other species. Perhaps you've heavily armored your body so you can survive combat as a shock trooper. Perhaps you are just freakishly strong to move cargo around with ease. Decide what role you've specialized yourself for. You're body leaves you better suited for it than an organic one, though you're somewhat less able at many situations outside of your specialty without a major body overhaul.

Location:

You start in a Hold of your League.

League Specialty:

Most Leagues have a specialty. First one is free.

They are **100 CP** apiece.

The Greater Thurian League is one of the oldest Leagues. They are large, and growing still. Members of this League excel at recruitment, and know how to get the most from resource expenditure.

The Trans-Hyperion Alliance is largely a fleet based League, nomadic and tough. Members of this League are more resourceful, and skilled at exploration.

The Kronus Hegemony is a younger League and aggressive and expansionist, even by the standards of the Leagues. Members of this League are stronger than most, more skilled with their weapons, and at spotting the chinks in their enemies armor.

The Ymyr Combine is one of the wealthiest Leagues. Their Brokhyr are renown for their skill at crafting, particularly when it comes to the range of their weapons and the toughness of their gear. Things you create will be significantly better, particularly when it comes resilience and lengthening their effective range.

The Urani-Surtr Regulates dwell in a heavily contested area of space. Fighting such amounts of orcs, tyrannids and necrons that most Leagues would have went elsewhere, they are renown for their stubbornness. Their members are particularly brave, tough, and inspire deep loyalty from their comrades.

The Ghulo Industrial Complex controls a broad swathe of territory. Once it was seen as territory of low to middling value, but the Ghulo spent the time to terraform their holdings into something more hospitable, and maintain what is likely the largest trade empire within the Leagues. Their members are particularly skilled in matters of trade, economics, and terraforming.

The Typhon Styx Protectorate is old, and dig their Holds deep. When it comes to both building and managing defenses, they are boastful. And rightly so; their fortifications are well known to be the most formidable within the Leagues, and their Kinhosts are masters of defensive warfare.

Abilities:

Discounts are 50% off. If a perk or item is dicounted and 100 CP or less, it's free. Pick two at each price tier.

Kinbond (100 CP): Kindreds are, essentially massive brotherhoods. Born by the act of the same Votann to the same Crucibles, these extended families rarely look alike. But they still are loyal to one another, and act as a unit in times of trouble. Anyone you can rightly call family, whether by blood or bond, will show you the same loyalty that the Kin do among their Kindreds. When push comes to shove, you will also be capable of extreme, near perfect coordination.

Hearthkyn (100 CP): The Hearthkyn are militia rather than full time soldiers, but the Kin glorifies perfection and demands excellence in the skills of every Kin. This leaves them far superior to many full time warriors of other species even before they don their armor or seize their high-tech weapons. You are capable of fulfilling the role of a Hearthkyn. You are schooled in the use and upkeep of their arms and armor. You're an excellent shot, an adept bladesman, and are well accustomed to the tactics and formations used by the Leagues. So too, have you come to share their common view of enemies. As one might a stone that's in the way and needs to be moved. Such dispassionate and merciless slaughter is found unnerving and belittling by most you apply it to.

On those you bear a Grudge towards, though... Your quiet fury, as if no cost is too dear to pay for their destruction, is terrifying to any who do not wish for their own death. Well. And orcs.

Brother Bearer (100 CP): The bonds of Kindred make sure that no member of the Leagues is seen as expendable or worthless by their commanders. And so they have a high concentration of skilled medical personnel on standby to prevent as many deaths as possible. You've received training as a combat medic, a trauma surgeon, and combat mechanic as well. The better to save Kin and Ironkin alike. So long as they're still alive when they make it to you, you can get them back up on their feet again. Eventually at least.

Cthonian Claims (100 CP): The Leagues respect each others claims, and territory rarely changes hands between them. For everyone else they have the Truth: Luck has. Need Keeps. Toil earns.

You are a particularly ~~bad~~ good example of a Kin acquisition specialist. You could give an entire clan of ratlings a run for their money when it comes to stealing everything that isn't nailed and bolted down. And honestly, even if it was bolted down, you'd beat them out with a pair of bolt cutters too. Or cracking open tectonic plates.

You are freakishly efficient in gathering resources. Once you know where something is, it would take an army to keep you from claiming it as your own; but then the Kinhost tends to agree with your assessment of to whom things belong, so even that won't be problem for long. You'll find it easy to wring out every last drop of resources, natural and otherwise. If that means melting down a fortress, then you'll do it. You know what tyrannid bioforms are most valuable, and how to harvest them. Even their vast bioships are nothing but a floating clump of resources, if you have the forces to take it at least.

Guild Guile (100 CP): Going to war isn't the Leagues first choice of options, though it is often a measure they resort to. But still, when you can buy or trade for something, it's often cheaper than spilling blood.

You are a great trader. Capable of both skinning the sheep, or sheering their wool time and again, you're always getting ahead. And most of the time the poor bastards *they're* the ones who got the best end of the stick, so long as you're not *too* blatant.

Truth Teller (100 CP): The society of the Leagues were founded on the Truths. “The ancestors are watching” “the hearth burns” “waste feeds the void”. The Truths are condensed memes and the guiding principles of the Leagues, though their subtleties remain opaque to foreigners.

You have internalized not the individual Truths, but the concept of the Truths itself. People inherently trust you when you communicate what you believe is true. You are capable of distilling complex ideas and concepts into a handful of words that are easily understood- by those who you wish to understand them. To others, they are an oddity, and while they may have some idea what they’re about, they’ll likely need to study you and your words thoroughly before they know for certain.

Many Names (100 CP): The Kin are known by many names: squat, demiurg, Heliosi Ancients, and the Kreg just to name a few. The Kin do not disabuse them of these notions, regarding them with contempt and amusement. And for good reason.

You are skilled at misleading others, particularly in regards to your identity. Group or otherwise. Go ahead. Convince them that you’re not the Ironkin they were looking for.

Brokhyr (200 CP): The Brokhyr are the scientist-smiths of the Leagues. You may only be a journeyman, but you still have greater knowledge and skill than most other species consider masterful. You know enough to build and repair the basic technologies of the Leagues, though you’re far from mastery. Still, this means your capable of servicing everything from the engines of starships to hand held plasma axes and mining tools, end everything in between. And while voidships might be beyond your reach, you are more than capable of building the less complicated things, such as shuttles, mining tools, or bolters. You’re also a dab hand at combat engineering.

Biggest Lug (200 CP): The most physically powerful of the Kin are the miners they call luggers. This literally stems from how much weight they can lug around. The title of strongest lugger is hotly contested. Well, it was. Now everyone else has been forced to grudgingly competes for second place, since you’ve snapped every record over your muscular knee.

You are are so strong that people are incredulous at seeing you lift bundles of hyper dense alloys that are far, far larger than you as if they were bundles of bubble wrap. To complement your utterly unnatural strength, you also have freakish endurance. You can go days without rest, through long hard work shifts, even without technological aid. You might need a shower and some sandwichs at the end, but you’ll rise from a few hours of sleep no worse for wear.

Born of Steel (200 CP): The Kin are a hardy, and hard headed folk on average. But they are quite capable of manipulating genes to further enhance these traits. Your cloneskein is one carefully developed for war. You have faster reactions, speed of thought, and healing. So to is your body

particularly capable of continuing proper function in spite of injury, and it requires a great deal more force to actually be injured as well. Your will is harder than your body, making you capable of digging in your heels and continuing to fight in spite of pain and despair.

Honor the Ancestors (200 CP): One of the ways the Kin honor their ancestors is simply doing what all ancestors wish for their progeny; living a fulfilling life.

Even in this grimdark universe, you're capable of looking on the bright side of life. You will never become too calloused to enjoy the little things. A joke right before the drop at the gallows can really help ease those last few moments after all.

But there's more to life than the little things. There's also bringing back new and worthy experiences for the Votann. You're an excellent scout, and are very lucky with your attempts at exploration. Many a time you have managed to find valuable minerals or ancient artifacts from long dead species. Or in the hands of still living ancient species. From which the kin can pry them.

The Void is in Our Veins (200 CP): From the very moment the first Kin was born, they sailed between the stars. Thus the Truth "The void is in our veins" was born.

You were born with more of the void in you than most. You are constantly orientated within space, never forgetting what is in what direction. The possibilities of three dimensional movement and a lack of gravity are obvious to you. Whether that be shaving time off a trip, or launching a surprise assault, you are a master of all that takes place in space. This makes you an excellent pilot as well, both in skies and the void. You are familiar with most vehicles of the Kin.

Wayfinder (200 CP): The Wayfinders are, as their name suggests, they finders of the way. The way though through what? Through the warp, of course. Unlike many species, the Kin do not, precisely, have psykers. Though the wise Grimnyr can function similarly, they can not steer a course through the warp. Instead, Wayfinders use complex math, precise instruments, and powerful gellar fields to navigate the immaterium. So skilled are they that they can harvest warp essence, or even find and board warp bound space hulks. Though somewhat slower than the warp jumps of the Imperium of Man and their Navigators, the Wayfinders are far more safe, reliable, and accurate. These are necessities in the galactic core, with it's many, many, many natural hazards.

You are capable of all that Wayfarers are, even should you not be Ironkin. You also tend to make an excellent scout, cartographer, and trail blazer in general. You lived for years before you even understood that people *could* get lost, and have certainly never been lost your self. You always know where you are, and what your heading is.

Cthonian Cloneskein (200 CP): Mining is dangerous work, even at the best of time. For the Kin, who mine stars, anomalies, and even other polities heavily guarded depots, it is far more so. The mining

guilds have cloneskins that make their work... not safe, certainly not that, but they at least render it something other than suicide. Your cloneskin is the most desirable to the Cthonian Mining Guilds.

You are heavily resistant to radiation, gravity, and extreme temperatures. You can survive and even operate in a vacuum without equipment. Finally, you can see both heat and more esoteric energies as well. Unnatural smells, eye colors, or craggy skin are all optional.

Barrier-Technician (200 CP): The kin have no traditional psyers, unlike the eldar or humanity. Instead they rely upon barrier-tech, a safer but equally powerful form of psychic power.

You know how to create the psychic technology of the Kin. You can shroud others or render them resistant to sorcery, vastly increase their power, and allow them to safely use their power without fear of insanity or possession. Force weaponry which use it's wielder's psychic power to destroy their enemies and the psychic ward crests that shield others from harm with the same are also a part of your purview.

Guildmaker (400 CP): Upstart guilds are far from unheard of, because they are made by men like you. You are incredibly skilled at banding together with those who share similar skill set with you. They will come, first as a trickle from your own direct efforts, then a deluge as they spread the news. It will be simple to convince them to pay guild tithes, establish standards, and ensure loyalty within the ranks.

Convincing others that need access to your guild's skills that only guildmembers are reliable and skilled, and are therefore worth much, much more will be done casually. You likely won't even have to lift a finger for it.

Pillar Men (400 CP): The four pillars are the most important sectors of technology to the Kin. It is why they are called the Four Pillars; they hold up the entirety of their society.

First is the Hearth. It most often represented by the vast machine-hearts of the voidships with the Leagues use to ply their trade, but in reality it is all to do with energy. Engines, energy weapons, and power transmission devices all dwell in the Hearth.

The second is the Forge. The Forge is that which creates. From vast industrial work shops and specialized ships to even plain things such as hammers, the Forge is what allows the Kin to master all around them.

The third is the Fane. It is within the fane that the Votann dwell, and the Grimnyr seeks their wisdom. It is the technology of AI, all that is digital, and barrier tech as well.

Finally is the Crucible. From the Crucible are new Kin born. It represents the Kin's knowledge of genetics and biology, and the means to alter or heal them.

Each purchase makes you an expert in a single Pillar. While not as swift as a forge-master, nor possessing their breadth of knowledge, you are quite capable of forging artifacts within your specialty, given time.

You may by this perk up to four times. Once for each Pillar.

Ancestral Judgment (400 CP): The Ancestors are watching. And sometimes they abhor what they see. It the Kin's duty to destroy them.

What makes a Grudge is up to you, but so long as you feel wronged, you may declare it before the Ancestors. And once you have, you will find yourself growing more powerful against them. Your hatred and contempt allow your blows to hit harder, pierce armor more easily, and will sharpen your focus to make landing them more reliable as well.

Once the target of your Grudge lies before you, broken and dead, you'll feel incredibly satisfied and refreshed. The Ancestor's approving eyes will be cast over you, and good fortune will follow your post battle endeavors. You may find more or rarer resources, your friends may recover from what should have been lethal or crippling wounds, items that should have been damaged beyond repair will instead be functional or other such things.

Einhyr Hearthguard Champion (400 CP): Those who rise above and beyond their fellow Kin within the Hearthkyn are first elevated to Theyns, serving as squad leaders. You have done this, becoming well versed with the tactics of the Kin, of practical warfare that leaves your foes dead and keeps your own men alive. And you excelled at this, and were noticed, and then elevated to the Einhyr Hearthguard. The elite soldiers of the kin, Einhyr are given the greatest suits of exo-armor, and the most terrible weapons of the Kin. This would be honor and excellence enough for most, but you continued to excel, making even these elites seem like green recruits. First you were named Hesyr, and finally, Champion.

You are a champion among champions. Not only does your grasp of tactics leave others briefly confused, then permanently dead, but your personal skill at arms is unsurpassed. You have matched blades with the finest warriors this galaxy has to offer; Chapter Masters of Space Marines, Lords of the Necrons, Swarmlords, incubi, warlocks, Shas'O, War Bosses- you have met them blade to blade and gun to gun, and you still live. None of them can claim the same. You slay groups of enemies with casual, contemptuous ease, even so called elites. Only the greatest of champions can offer you anything resembling a challenge. And even then, rarely for long.

Hearthspake (400 CP): The Hearthspakes are the governing body of the Kindreds. The bonds of kinship mean these bodies are less self serving than many other ruling bodies in the galaxy, but they are not free of it. Composed of the most powerful and wise Guildmasters, Grimnyr, and Khals, these stubborn kin argue obstinately for what they think is best for the kindred. Often at great length. Very great length. Ofttimes very little gets done for long periods of time.

This will not be the case for any you have a seat upon.

You are a master of political and diplomatic strategy. Ceding ground on issues you find unimportant to advance that what you believe is simple. Bluffs of overwhelming support can carry the day. Brow beating, wheedling, cajoling, and even actual earnest pleas and logical arguments are wielded against opposition as the greatest of champions might ply their weapons. Getting even the stubborn Kin to follow your will, while believing it their own, is... well. Not *easy* per say, but possible. And in reasonable time frames to boot. A dizzying accomplishment outside times of war.

Grimnyr (400 CP): Grimnyr are the priest caste in all but name of the secular Kin, communicating with the honored dead and the noble Votann. Also known as Living Ancestors, they are those rare few Kin who are psychically active. They are not true psykers, though few non-kin realize this. They make use of barrier-tech, rending them indistinguishable from other races psykers, at least from a practical standpoint.

They call upon the wisdom and might of the ancestors, offering supernatural guidance, resilience, and power to allies, or else directly misguiding, disabling or striking down foes. Even journeyman Grimnyr, such as you, are powerful enough to slay scores of enemies at once with force or flame, and resist their returned attacks in turn. And all without having to worry about daemons or Chaos.

In the future, you'll be capable of using barrier-tech to prevent corruption, insanity, and most other negative effects of wielding supernatural powers.

Destined (400 CP): For a supposedly secular society, the Kin have many articles of faith. One is in prophecy. The day you rose from your Crucible, the Votann responsible spoke cryptic words into the ears of the Grimnyr. *Destined. Greatness. Savior.*

And perhaps they were right. Death brushes past you, even when it should not. Armor turns aside what should be lethal blows, the enemy give you just enough time to board an escape ship, desperate dodges work marvelously, and light reflects off enemies in just the right way to foil their ambush. Though it's fairly reliable, terrible odds or skilled foes will over come the Votann's words if you lean upon it. As long as you care careful and clever though, it is unlikely you'll die anytime soon.

So to will you be given opportunity to rise in standing, skill and power. Fantastically skilled mentors, chances for heroics that will be quickly recognized, and artifacts of terrible power will all fall into your lap. Live up to the words of the Votann, and seize the heavens.

High Khal; Legend of the League (600 CP): They highest officers within the Kinhost are that of Khals and High Khals. Their experience and acumen is unquestioned, for many times have they led the Kinhost to war, and many a time have they triumphed. By far their most important duty in battle is casting the Eye of the Ancestors- locating the tactical and strategic objectives the Kin must accomplish, and directing their forces as needed.

You see the world through the Eye of the Ancestors at all times, with a breadth rivaled only by the Votann themselves. You are a stoic presence, fearless, and looking out with a cold gimlet-gaze. Your

battlefield awareness is a thing of legends. Even outside it, you recognize the importance of all you see the moment it you gain knowledge of it. Whether by literally looking at it, the readings of machine, or by the reports of others.

Being able to rapidly assess the both your enemies and allies allows to command your forces curtly, and maximize their success on the field of battle. It also lets you know when there is nothing to be gained through battle, and organize a swift retreat.

But any Kahl can cast the Eye of the Ancestors, though few with your skill. What makes a High Khal is the difference between tactics and strategy. The difference between the sky of a single world and the endless sea of stars beyond it.

You do not cast the Eye of the Ancestors upon what lies before you, but upon the future. Instead of estimating what forces are needed for an objective, you estimate what your opponent's objectives are, and how they will go about achieving them. The summit of grand strategy opens up before you, as you direct your forces to war zones and battle fields before your opponent has even decided where they next will go. The Kahls who serve under you are eager to learn your near prescient way of war, and with your attention the gifted may yet learn how to crush opposition before it even forms, as is your habit.

Brohkyr Forge-Master (600 CP): Honored by the true masters of the Forge. All Brohkyr are skilled, but to be a Forge-master, one must be a preeminent craftsman, and be capable of overseeing its' use in war and peace both.

You are one of these masters. You know how best to use the technologies of the Kin, and are capable of repairing them at speeds which lesser crafters would deem impossible. But most of all, you are an beyond excellent in your knowledge and ability to create the technologies of the Kin.

You are capable of doing such impossibilities as imbuing sentience to energy, forging personal armor to survive voidship weaponry, or concentrating a solar corona into a single handheld weapon. You can make artifacts with proper supply and focus, in any domain of Kin technology. While there is still some to learn, none of what the Kin employ even semi frequently isn't mastered by you. Far more often you will find yourself pushing the boundaries of what the Leagues technology is capable of rather than learning about what already lies within its' confines.

Bought with Pillar Men, and you'll be able to make things of such ridiculous quality that it would make most humans from the Age of Technology do a spit take. Given supplies of course. Though finding ways to make excellent results with substandard materials is yet another area you excel in.

Lord Grimnyr (600 CP): The process to select a Lord Grimnyr is a tightly held secret, and even among kin, all are ignorant save the Living Ancestors and the Votann themselves. Each is a master of manipulating barrier-tech, of communicating with the Votann, and they serve as the eys and ears of the Ancestors themselves. You command great respect from any community you're a part of, and have a will harder than finest armor the Leagues wear to war.

Your psychic abilities are far stronger than those of other Grimnyr. You can manifest them with greater range, and wield twice as many at once. Your powers grow even stronger in the presence of hated foes as well.

But it is not just their immense battlefield capabilities that make Ancestor Lord. You have centuries worth of ancient knowledge, carefully parsed from the Votann. Your ability to communicate with the ancient, senescent Ancestor Cores is rightfully a thing of legend. Where others struggle to understand over the course of years, decades, centuries, you know immediately.

In the future, you'll find yourself capable of communicating with the dead, and learning anything considered ancient with what others would consider impossible ease.

Taken with Grymnir will make you the strongest psyker among the entirety of the Kin. Uniquely, you won't even need barrier-tech to manifest your powers. Though a good warding stave and ancestral ward crest will certainly make you a great deal more powerful.

Void Master (600 CP): The difference between knowing your way around space and being a master of void ship combat is wider than the gulf between solar systems.

With you at the helm, void ships dance. As a beloved commander might get more from his men, you get more from your ships. Pushing them well past what any specs should claim are possible without damaging them, being aware of damage and wear well before the sensors do are the least of your capabilities. You can share these abilities with any flying machine under your command. You've also mastered the elegant and time consuming dance of ship to ship combat. Formations, baiting traps, and the maximal exploitation of these machines you know so well will allow you to snatch victory from supposedly superior foes again and again.

Companions:

Kindred (50 CP each, 200 CP for all): They receive a background and **1000 CP** to spend. For two hundred you can bring in as many as you like.

Canon (Free): If you find yourself liking one of the incredibly stubborn bastards in this galaxy, feel free to take them along. If you can convince them, it's free.

Items:

Take an additional **200 CP** and five discounts to apply in this section. The Kin are a wealthy people, and their tight knit community means that even the most modest of their members have well crafted tools for their work. Import any items as anything that makes sense to you. Items get repaired once a year, and you can get functionally unlimited ammo from your warehouse.

Additional prices can offer different upgrades. For example, under wave field projectors, the 200 CP price can get you either an overcharged variant or a rampart variant at your discretion, while 300 would get you both. You may select the first upgrade purchased unless it specifies a need for prior one.

Expertly Made (50 CP): Things are not equally made by brokhyr. Some brokhyr are just more skilled, and some leagues just have better designs. Your item was made by such a specialist. It preforms significantly better. Perhaps it does more damage, shoots further, or has better armor piercing capabilities. While nothing overwhelming, it obviously has better performance than more commonly made items of its' class.

Relic (200 CP): The kin are known for the excellence of their equipment, ships, and tools. Thanks to the Votann, and their own relative safety from the warp during the Age of Strife, they managed to preserve significant amount of knowledge from the Age of Technology. But there are things beyond the understanding of the Kin, and works of such sublime perfection that even their finest Brokhyr Forge-Master would struggle to equal them. These are Artifacts. Whether they were forged by the Votann themselves, made carefully by true masters over the course of centuries, or incorporating technology now lost or never understood by the Leagues... Your purchase is simply better by such large margins that people might assume it came from a myth. It is a thing which has few rivals, and no superiors. Armor which revives you from what should be death, a mantle which renders you invisible, or a hammer that can pulverize adamantine like glass are all such examples.

Sentient (200 CP): The Kin, unlike the Imperium, do not shun AI. Indeed, Ironkin have equal rights and responsibilities as their flesh and blood comrades. The Votann are the spiritual leaders of their society and no Kin would hesitate to sacrifice themselves to preserve one. Your purchase will possess a mind, capable of learning. It will rapidly develop to assist you in its' uses, provide companionship and advice, and support you in your causes, loves, and hatreds.

It will have pointed questions for any who attempt to use it without your permission. That will escalate to murder attempts if its' use isn't in your best interests.

Alloys:

The Kin are great explorers, and precious minerals are most often what they're seeking. Over the long eons they've found and crafted materials of spectacular function. While many might have trace amounts of materials, you've had a device crafted without thought for scarcity or expense. Purchase as many as you like. You can purchase the metal on its' own for a small but renewing supply of it.

Bastium (100 CP): Bastium is a hyper-dense alloy, often used by the kin due to its' excellence. But also in small amounts due to the cost of its' manufacture and extreme weight. Nonetheless, it is incorporated in higher concentrations when an item must be made more durable- as Bastium is well known for it' 'strength and resistance to radiation, and the Kin are strong enough to bear its' weight.

Psycho Active Crystal (100 CP): These crystals are harvested from extremely rare, scintillating anomalies amongst the galaxy's core. While of minimal use to those who are not psychically active, they greatly enhance the strength of their wielder's power and control with barrier-tech. They are lent further durability by warp energy as well.

Adamantium (200 CP): Another dense and durable material, adamantium is used by many technologically advanced races within the galaxy. Used in Imperial Titans, terminator armor, some enhanced bodies for Necron nobility and many others, this is known as one of the toughest things in the galaxy and for good reason. If you want something that will stand up to the intense weaponry of the galaxy, adamantium remains a top pick for the Kin.

Darkstar (200 CP): Another tough material, but this not what darkstar ore is best known for. This metal is a deep purple, and once properly forged, hungrily devours energy. On contact they disrupt and devour both organic and mechanical energies via what the kin have dubbed a universal damping field. Even a scratch from such a weapon can prove lethal, ending life as if it had been shut of like a switch. It holds a fierce edge, too, giving it armor piercing capabilities on par with plasma blades. It could, in theory, be used in armor as well. But beware; if it's durability and damping field is overcome and shrapnel pierces its' wielder they, too will subjected to the universal damping field.

Transubstantium (200 CP): Transubstantium is an astonishingly rare material, found only three times by the kin, and even those deposits were incredibly small. It is a thing of spectacular resilience, even being capable of turning away power weaponry. The material is so strong it is compared to the spirit of the Kin themselves.

Thyrikite (200 CP): Unlike most materials desired by the Kin, they know the general location where Thyrikite can be harvested. It is found within the Thykus cluster, formed only within the clashing gravitic riptides there. Home to the dread Skorvexi, even given the strength of the Kin it is an absurdly dangerous mineral to search for.

Thyrikite is the most perfect insulator known to the Kin, extremely light, and tough enough to withstand even the harshest vagaries of war.

Unknown, Unbreakable (500 CP): This material has been found only once by the kin. Deep within the holds of one of the vast colony ships that bore the Ancestors to the galactic core. They do not know where it was first found or created, despite eons of search and questioning the Votann. Nothing has been seen before or since that equals its' toughness, nor it's ability to halt transmission of force. The sole example of a work created from this ore is a shield that has seen eons of use and has been subjected to every weapon the Kin's foes have met in combat. Its' wielders have never suffered harm from any weapon they've blocked with it. It has never been marred even by superficial damage, remaining as perfect as the day it was first wrought.

They are uncertain if it can be damaged at all, though given its' historical and cultural significance, practical use, and unimaginable rarity, they have not been keen to try, either.

Armor:

Void Suit (Free): These ubiquitous suits are probably the most common "clothing" worn by the Kin. They are practical, rugged, space suits. They are woven through with minute amounts of bastium to provide an underlay that provides thermoregulation, radiation resistance, and a great deal of toughness. They are equipped with communications devices, life support, sensors, and a removable helmet for when you want to make actual eye contact. They are rigged with connection relays that allow them to hook up directly to void armor.

Void Armor (100 CP): This suit of armor is standard issue among the Leagues' militaries. It is equipped with hardened plates forged from magnaferrite weave and strengthened by small amounts of adamantium. Under those are microfield generators, providing another layer of protection from directed energy and ballistic weapons. Meant to be worn over a void suit, they nonetheless give their wearer access to further scanners, communications, and life support equipment.

Exo-Frame (200 CP): The precursors to exo-frames were once used to repair voidships. They're covered in heavy armor plating and grant the wearer immense strength. Sadly they also slow them down quite a bit. These armored hydraulic suits come with particularly excellent scanners in the form of omni-visors.

Exo-Armor (300 CP): Very heavy, very tough, and typically issued only to the elite Einhyr or Khals for good reason, exo-armor is servo-assisted power armor. Its' armor plating is at least a full inch thick, and reliably shrugs off anti-tank fire. It provides an immense increase in strength without restricting or slowing its' wearer's movements in the least, and automatically stabilizes aim. It too, provides life support, comms, and scanners. Comes with a free shield.

Weapon Linkages (50 CP, free with Exo-armor): Many League weapons can, and are, directly linked to the armor of their warriors. Helping stabilize recoil, providing immediate knowledge on it's condition and ammo these are useful systems. Some take it a step further, directly integrating a weapon into armor their armor. Whether it mere links to, or is mounted upon your armor is up to you.

Omni-Visor (50 CP): These advanced suiets of scanning technology were once used to pick out micro damage on the hulls of void ships. These updated copies are still fully capable of that, but also have been upgraded to help plot weapon trajectories. They excel at minimizing the effect of your enemies' cover.

Multiwave Comms Array (Free/ +50 or +100 CP): The multiwave comms array is a long range, rugged, and particularly difficult to jam variant, and is used consistently by the Leagues.

For 50 CP more you instead receive a pragmaat comms uplink. A stronger variant, and equipped with override protocols, it would take a hell of a jammer to take it out of commission.

For another 50 CP you also receive a multiwave system jammer. It is purpose built to intercept enemy communications, and is fully capable of drowning them out in static.

Teleportation Crest (100 CP, free with Exo-armor): Teleportation technology is well known to the Leagues. Thanks to their short stature, many species can outrun the Kin. But with a teleportation crest, Kin can leap both onto and around the battlefield. Extreme distances will need location data to prevent mishaps, however. Multiple jumps will wear out the crest, and it will need time to recharge.

Pan Spectral Scanners (100 CP): These precise scanners are the finest produced by the Leagues. Capable of scanning through both dimensions and matter, there are few foes or resources which can hide from its' operator.

Mass Driver Accelerators (100 CP): Fashioned with the same technology of concussion weaponry, but incorporated into a suit of armor. While a significant decrease in force generation was necessary to prevent extreme acceleration from killing the operator, those with the suit upgrade will find themselves hitting things with more force. Where it truly shines is on the charge- anything unfortunate to be in your way is going to be crushed to scrap and mulch.

Refined Power Cores (100 CP): Armor and vehicles are not all made to the same standard. These power cores give them a great deal more energy to use, drastically increasing their speed and mechanical force.

Ancestral War Crest (100 CP): These ward crests are a result of barrier tech. Inert until used by the psychically active, they then burn with a cold light. Those who target its' wielder will find their attacks interfered with by unnatural energies, often clashing against what looks like empty air or being redirected away.

Wavefield projector (100/ +100 or +200 CP, 100 CP free with Exo-armor): These shielding modules are used for everything from personal armor to voidships and everything in between. It makes use of a technology the Kin have dubbed weavewearke to make a broad spectrum force field from exotic energy. The result can deflect and provide protection from anything from a thrown rocks to warpcraft and hyper advanced weaponry.

For an additional 100 CP you may take an overcharged variant. It can provide short term, but intensely powerful boost to your protection that can deflect rounds meant to put heavy tanks out of commission. It will need some time recharge this boost, but it will take staggering amounts of power to pierce it.

For another 100 CP you may have a rampart variant. Though no stronger than a normal one, it can provide protection to relatively nearby allies as well. Entire squads can be covered by this method.

Chamlioweave and Optic Damper-Circuits (200 CP): Stealth technology is not unknown to the Leagues, though they often overlook it. Your armor was layered with chamlioweave and cunningly wrought optic damper-circuits. You will blend in with your surroundings with preternatural ease.

Weapons:

The first is free. Additional weapons are 50 CP apiece.

Melee:

Concussion (Free): These weaponry vastly increase the striking force of their wielders. While the greatest power is derived by putting them at the end of what could technically be called a lever, the sheer speed and power of the weapon would make it somewhat difficult to wield with finesse. Consequently shorter weapons are less powerful, but can be handled more easily.

Plasma (Free): There are many designs to the plasma based melee weaponry wielded by the Leagues. Axes, swords, and knives just to name a few. But they come in two basic forms. Either a blade of pure, blazing plasma, or wreathed around a weapon of incredible durability kept safe by magnetic fields.

Either way, these are some of the most deadly weapons in the galaxy- very little can withstand weapons burning hotter than a sun's heart.

Barrier-Tech (100 CP): A barrier-tech weapon is only useful to the psychically active, but are unbelievably deadly in their hands. They cut or crush through enemies and armor with supernatural ease, then leave behind unnaturally terrible wounds. They also help the psychically gifted control their powers.

Graviton (100 CP): These complicated weapons control the force of their own gravity to pulverize your foes. Capable of dishing out incredible damage, equal to the greatest of concussion weapons, but far easier to wield, these are some of the most deadly weapons wielded by the League.

Ranged:

HunTR (Free): A set of Haptic Utility Nerve Transmission Recalibrators is a set of integral weapon systems. They reduce the disruption to aiming drastically, whether it be caused by rapid movement or recoil via micro gravitational bursts. They also can hook up directly to any implants or advanced armor of it's wielder, immensely improving accuracy.

Solids:

Bolter (Free): A ballistic weapon that is reminiscent of a very small rocket. Differentiated via being launched out of the barrel by a small chemical charge before the rocket engages to keep the barrel from exploding. This gives the bolts an extremely high velocity. Standard ammunition has a mass reactive fuse that detonates shortly after penetrating a target to maximize damage.

Grenades (50/100 CP): The Leagues are well aware of utility of grenades. For 50 CP you get hand held explosives, most notably concussion grenades. They crush anything near their terminal point with a powerful blast of raw kinetic energy. Outside of the lethal radius, survivors are still left disoriented and concussed.

For 100 CP you receive a launcher- one with more capabilities. The grenades you launch will be capable of burrowing through the earth, surprising foes by popping up from beneath them before exploding. Whether sailing through the air or tunneling through the ground, they will go a lot further than a Kin can throw.

Missiles (100 CP): A long ranged deliverer of explosives. Very fast, capable of tracking enemies via technological means, and dishing out a lot of damage, missiles are some of the best anti-armor weapons in the galaxy.

Haywire Munitions (100 CP): These rounds produce immense amounts of electronic interference when they strike. They disrupt armor, weapons, comms, nervous systems, and just about any other technological marvel you can think of as well. Only purely chemical or mechanical means aren't damaged and obstructed by this type of weapon.

Magna-Rail (200 CP): To the Tau, an extremely expensive weapon that can be manufactured in tiny batches, and still not the height of Kin rail technology. To the Kin, a bog standard anti-armor weapon. The variants used by the Leagues are more reliable and efficient than the few examples fielded by the Tau. These weapons are long ranged, capable of penetrating even the heaviest armor, and deal hideous wounds that near nothing can survive. Fully capable of penetrating enemies in highly advanced armor, the entirety of their squad, and then the statue, the building, and the mountain behind them, these are arguably the most deadly ranged weapons fielded en masse by the Kin.

Energy:

HYLas (Free): A High Yield Laser weapon. Based on an STC design, these are some of the most advanced las weapons in the galaxy. Advances on the old design have made an class of weapon with long range, high rate of fire, and spectacular stopping power. They are fully capable of punching through ceramite clad space marines.

Ion (Free): These long ranged weapons fire highly electrically charged streams of ionised subatomic particles that explode upon contact with matter. These weapons are highly effective against nearly all enemies. More primitive examples were given traded with the Tau, a trading partner which seems to get the worse of all their deals with the Kin.

Plasma (Free): Plasma weaponry fall under the purview of the Hearth, and are one of the most popular and highly developed weaponry groups available to the Leagues. Their mastery have allowed them excellent range, anti-armor capabilities, stopping power, and great reliability. While not the possessing the fastest fire rate of the Leagues' armory, their many other strong points ensure they're often hefted against their foes. They're more accurate than Imperial designs, and don't over heat and explode either.

Beam (100/200 CP): Beam weaponry are a subset of many kinds of energy weapons. Instead of firing a bolt or burst of energy, they fire a longer lasting beam. They have higher power requirements, but they can be raked across multiple opponents, potentially punching through and destroying what is behind them as well.

For 200 CP you receive enhanced beam capacitors. Your beam weapon simply hits much, much harder.

Graviton (100 CP): These weapons are a favorite of the Brokhyr. They fire graviton particle beams that massively increase the local gravity where they detonate. This turns an opponent's wight against them, crushing them as easily as the Kin do empty bru cans. It is, of course, more effective against larger and heavier foes.

Conversion Beamer (200 CP): These weapons fire a long range blast of antimatter at their targets. Naturally, this results in a titanic explosion when the antimatter meets with conventional matter. They are a favored heavy weapon for slaughtering heavy infantry, or punishing vehicles that stray too near to the Leagues' Thunderkyn heavy weapon specialists.

Vulkanite (200 CP): A design enhanced from an age of technology STC, vulkanite weapons fire thermal rays capable of penetrating all but the strongest armors. These beams cause deflagration: the area struck by the beam transmits so much energy it causes surrounding materials and flesh which set them aflame, continuing the process. The end result is a great tongue of flame consuming your foe and leaving behind a puff of ash.

Implants:

They can look how you want.

Cerebral Communicator (50 CP): This comms equipment is sunk directly into your skull. It ensures that you can always call out others. So long as your head is intact, at least. Try to keep it in one piece.

Ocular Targeting Implant (100 CP): These ocular implants are meant to increase visual acuity, communicate HunTR modules, and decrease the delay between seeing an enemy and moving your hand. You will find yourself a great deal more accurate with these installed.

Bone Plates (50 or 100 CP): Plates of artificial bone are installed over relatively fragile pieces of your anatomy. Such as over your internal organs. Though it would be painfully unwise to rely on these to

stop weapons fire, they can allow you survive even repeated hits from small arms fire with a little luck. It will be painful, and likely debilitating, but that's better than getting a few holes punched through your lungs.

For another 50 CP your bones have been replaced in part or entirely with advanced metallurgic equivalents. Your bones will be all but unbreakable before anything but the heaviest of weapons.

Augmetic Organs (50 CP Each): Replacement organs. They work better than those you were born with. Digestive organs that can strain nourishment from stone, lungs that can breathe toxin, a heart that can cause wounds to clot all but instantly, and the like are well within the technological capabilities of the brokhyr.

Augmetic Limbs (50 CP Each): These replacement limbs grant you rock steady limbs. They are largely superior to biological equivalents; stronger, faster, and much, much harder. You can hide weapons in them as well.

Synthetic Muscle (100 CP): These are what makes a true Luggar. This and metric tons of exercise and protein at least. These make you strong enough to let you not to compete with strong men, but to compete with industrial equipment.

Synthetic Nervous System (100 CP): Biological nerves have a small, but noticeable delay in transmitting information and orders through out a body. These do not. While you won't be faster, per say, you will have much faster reflexes and be a great deal more coordinated to boot.

Cyberstimm Injectors (100 CP): You have installed subdermal shunts that can flood your bloodstream with powerful stimulants. They keep you on your feet through injury, and increase your physical abilities well beyond what is natural. Preventing infection, giving you unnatural reserves of stamina, and just generally keeping you alive in dangerous conditions, these are a miner's closest friend.

Vehicles:

Magna-Coil Bike (100 CP): These are some of the fastest vehicles deployed planet side by the leagues. Anti-gravity emitters give it a swift means of conveyance. These rugged vehicles can carry two Kin into battle, and have a heavy turret mounted behind the driver for a passenger to man as well as a smaller nose mounted weapon up front. Either can be equipped with HYLas, Magna Coil, or Ion cannon. They have searchlights, comms, and pan spectral scanners as well.

Sagittaur ATV (100 CP): These ATVs are less somewhat less maneuverable, have next to no support systems, but are also far more heavily armored than coil bikes. They can be converted into a walker, giving it an additional weapon hard point and armor in trade for being a lot slower. They are traditionally mounted with HYLAs or rotary cannons or rapid missile launchers.

Hekaton Land Fortress (200 CP): The Hekaton is a heavily armed and armored tank and troop transport. Equipped with a pan spectral scanner and six weapon hard points. Two are for rotary ion or more traditional cannon, while four are for bolt cannons. The bolt cannons can be replaced by ion beams, and the rotary cannon can be replaced by a heavy magna-rail canon or a heavy conversion beamer. Even antitank weaponry struggle against its' armored plating.

Colossus (600 CP): These are mobile fortresses the size of a hab block. It comes standard with half a dozen voidshields and masses of cannon, is bristling with massive missiles and a main gun you might expect to be mounted on a voidship. Once used as heavily armored and mobile construction bays, they were converted into cataclysmic engines of war.

Relics:

Recyc Converter (200 CP): This module is meant to be mounted on an energy weapon, and unlike most of the Kin's wargear is not meant to kill your enemies more efficiently. Instead, it stores the resources that made up your target in a quantum field, potentially allowing you to assassinate targets for their valuables and make a quick get away. Or at least keep you from having to clean their ashes up after your done giving them with a plasma bath.

The Abiding Mantle (300): This cloak was made by an unrecorded craftsman, and is a stunning example of a craft oft neglected by the Leagues. Woven through with chamelioweave and liberally studded with contramotive optic dampner-circuits, this cloak will render it's wearer nearly invisible with the slightest care.

Aktol's Fortress (300): This armor crest was created not by the roar of flame and the beat of steel but with the slow, careful and precise use of harmonic abrasion fields to utter perfection by the renown Brokhyr Aktol Vatyk. It is not just a particularly powerful wave field projector, but is also capable of pushing foes away or clubbing them with gravity. Though that process is rarely lethal, few foes will be able to approach you without your permission.

The Ancestral Crest (300): These crests are carefully graven with the intricate runes of the Votann, and the gestalt spirit of the ancestors dwells within in as with any Fane. The noble ancestors will lend you their strength and skill in the arts of war, allowing you to emerge unharmed, from the attacks of your enemy, more easily spot weaknesses, and command your troops.

CORV Duas (300 CP): These flying robots were crafted from psychoactive crystal harvested from a glittering anomaly. They are granted vast durability by the warp, and make use of it to protect the grimnyr they serve. So to do they strength the grymnyr's power over the warp, allowing them to directly contest the power of hostile magics.

Exactor (300 CP): A weapon forged for a high Kahl by the notorious craftsman Krynn the Furious, it is an exactly made concussion hammer. But Krynn demands not only perfection from the tools he creates, but also from those who use them. The Exactor, swung with perfect form from the perfect angle, erupts with power, crushing the victim of its' wielder's ire. Even without such masterful swings, it remains a particularly powerful variant of a concussion hammer.

First Knife (300 CP): Plasma knives are typically ceremonial weapons, but the First Knife is different. This hoary blade predates the kin's arrival at the galactic core, forged by the Votann themselves. It is covered in an ancient script no kin can understand, and it's plasma blade and erupt with beams of plasma than can melt through nearby enemies.

Ythur's Vengeance (300 CP): Brokhyr Ythur Glaureye was said to have held, and resolved, more Grudges than any other Kin in history. This subtle ocular implant provides an in depth list of your enemies weakpoints, and highlights them in your vision for more easy exploitation. Normally, it would come installed with the immense list of Ythur's Grudges, but you may elect to have your own installed along with this false eye. To remind of whose deaths you fight for.

The Grey Crest (300 CP): This armor crest is formed from helical circuit-threads, a technology made by some alien species now lost to the void of space. It projects a veil of energy that hides it's wielder from biological, mechanical, and more esoteric forms of detection as well.

Wayfarer's Grace (300 CP): This unique voidsuit was crafted for the famed Simmka Farstryd in thanks for saving the hold world of Hybok's Kindred. It was made with ancient Voitannic lore, giving its wearer robust life support. The suit constantly monitors its wearer's vitals, and is fully capable restarting a stopped heart and staunching what should by rights be lethal wounds. It will swiftly heal its' own wielder, and once every decade it is guaranteed to revive its wearer from death. Even after

words, it can revive you from lethal wounds- though if your head is blown off there's not much to be done.

Grudge's End (300 CP): The Grudge's End is a suite of conjoined modules that was crafted over a period of at least three centuries by an entire team of talented brokhyr and ironkin. It is meant to apply a series of upgrades made to physical projectile weaponry, including but limited to intelligence ballistic calibrators, and a hyper-munition micro factory. The result is a gun that shoots further, hits harder, penetrates armor more easily, and appears to have an intelligence that further enhances damage done to those you bear a Grudge towards.

The Hearthfirst (300 CP): This gauntlet makes use of a thermoreactive plasma core. Clenched into a fist, it burns with an awesome power. Its' burning grip calls for the defeat of your enemies- and those struck with it are disintegrated by the terrible heat of the Hearth's rage. Perhaps that's why it inflicts even worse wounds on those whom have wronged you or your allies.

Iron Ambassador (300 CP): This combi-bolter was named with a black sense of humor. Nonetheless, it is capable of of a blistering rate of fire, punching through armor most bolters couldn't dream of, and then leaving particularly vicious wounds. Against those that have wronged you and yours, it will seem to guide your aim, negating luck, destroying back up systems and redundant organs and making sure they stay dead.

Kahrym's War Plate (300 CP): This suit of armor is the magnum opus of the master armorer Kahrym. Built with durable and redundant systems, it can allow it's wearer to withstand withering amounts of damage before succumbing to injury.

Last Crest of Jaluk (300 CP): This is the only relic to be salvaged from fallen Jaluk, swallowed by warp storms. Pristine, even amongst the Chaos of the warp- this shield crest can shield it's wearer from even the most terrible of blows, the most unforgiving of disasters.

Torek's Shard (300 CP): This ancient plasma knife was, legend has it, created by a primordial ancestor. Perhaps even he who created the intelligences that are responsible for the Kin's current way of life. Held aloft, it inspires the Kin to brutal and swift attacks, destroying their enemies. For as they know, the Ancestors are watching.

Thyrikite Plate (400 CP): Thyrikite is very rare, and very dangerous to collect. Formed in an immensely powerful storm of gravity riptides, and protected by skorvexi, few miners manage to collect

any of the immensely useful substance. Only once have the Leagues managed to gather enough together to forge a suit of armor- resulting in an extremely light suit of void armor that was far tougher than standard suits, and near immune to heat based weaponry.

The Murmuring Stave (400 CP): This ancient stave, alongside the Blade of the Ancestors, is the only only weapon to be forged immaculately the Forge by direct command of the Votann themselves. The Grymnir who wields this stave can use its psychocircuitry to interface directly with the vast and alien minds of the Votann. Its great power also allows its wielder to wield twice as many psychic abilities at once.

Korvyk's Cuirass (400 CP): This incredible suit of armor was forged from astronomically rare transubstantium found by the Leagues by the much lauded Brokhyr Korvyk so long ago that he was able to directly receive the help of a Votann in it's construction. It is said to be as strong as the spirit of the kin themselves. Perhaps it is true. It is a nearly unbreakable suit of armor, able to resist the fire of armor piercing anti tank weaponry, and even the crackling edges of power weapons. There is little its' wearer needs fear.

The Just Blade (400 CP): With a blade crafted from ploytrinate, wreathed in phase modulated plasma, this axe has proven the most deadly weapon crafted by the kronus hegemony. It has carved its' way through multiple feet of armored plating, even advanced and esoteric energy fields- all without effort. The terrible forces in unleashes prove deadly to warriors whose durability far surpasses that of humanity, or even kin.

Warpstryk (400 CP): Believed to proof of the Leagues' technological superiority, this armor crest has mysterious origins, and dark fates have befallen all who have tried to replicate it. It allows its wielder to teleport at will, and safely. Its' innards project a field of multi-spectrum material and empyric energy disruption that jams enemy communications and prevents them getting a lock on where the teleportation will start or end.

Volumm's Master Artifice (400 CP): This rifle was created and used by the master Brokhyr Volumm, and this eons old graviton weapon has never been equaled by any hand held graviton rifle. It fires beams of gravitic energy rather than blasts, and like all such technology is even more deadly against those who are heavily armored.

The Forgestar (400): The forge star is a volkanite disintegrator equipped with a unique power core. The beams it fires are far longer lasting, penetrate armor more easily, and deal more terrible damage.

And if it punches through a target, unlike less advanced models, the Forgestar will keep going after leaving its original target as ash drifting in the wind.

Flayre (400 CP): This plasma axe contains the bound power of a colossal solar flare, harvested from a raging star and withheld by the knotwerk energy fields crafted by the finest Brokhyr. Its burning blade is so terribly bright that it harms the unshielded eye. Its blade is impossibly swift, taking after the solar storm that its blade was formed from.

Blade of the Ancestors (400 CP): A unique plasma sword. This blade was created on the same day as the Destined's birth, immediately after a prophecy delivered by the Votann itself. So too was this blade forged by the Votann, briefly taking control of the forge itself. The blade was taken up by the Grimnyr, who were in turn drawn to give unto the new born foretold by the Votaan. This terrible weapon seems to bring its' wielder luck- and has carved through anything its' edge has been tested against without resistance.

The Captive Abyss (400 CP): This small hand held device seems innocuous at first glance. It contains a blackhole, made sentient by your ancestors. Tap a button and throw it at your enemies, and watch them stretch and crushed by the malevolent will of the terrible singularity within. An excellent way to wipe out enemies even at arms reach, as you honored ancestors will ravage all the foes within their reach, but allies will barely feel a breeze.

Ymma's Shield (400 CP): The ore used to craft this shield was carried by the first kin fleets on their journey to the core, and its' like has never been seen before or since. Seemingly to be completely invulnerable, the Leagues of have searched for long eons trying and failing to find more. They have failed. But, crafted by Ymma the Sure, this RAM shield is the ideal that all others strive to equal. But in spite of the fact that it has never been damaged, striking it seen as an affront to all Kin, inspiring a terrible and deadly fury from you and all your allies at the sight that lends strength to you and your weapons.

Other:

Bru (50 CP): A catchall for the food and drink 'enjoyed' by the Leagues. It varies from the nutrient dense paste kept in life support systems to booze strong enough to put a space wolf on his ass and many, many things in between. Though generally a very practical people, they do have some food stuffs worth enjoying; and lucky you, you have an endless amount of them all.

COGs (100 CP Each): COGs are robots. They're intelligent enough to do manual labor, or even to serve in combat, but are not self aware. They come in three basic types.

L-COGs are built for manual labor. They look similar to Ironkin, but their arms are dead give aways for those who know what they're looking for. When pressed into combat, they have a mole launcher.

CORVs are used by the Grimnyr. They have a torso, their legs replaced by heavy infantry guns and their arms by antigravity emitters. They can also assist the psychically gifted in focusing their abilities.

E-COGs are used by the Brokhyr. They too are floating torsos with arms replaced by anti-grav, and their legs with a winch and cable. They also have smaller mechanical arms jutting from their chests, popularly one carries a hammer or plasma torch, the other a bolt pistol, but the arms are fully functional. They're meant to be assistants, with good dexterity, but can fight in a pinch.

Crucibles (600 CP): These are the clone tanks and genetic technology with create the Kin. You have all the necessary data and supplies to churn out new Kindreds. Tinkering with other biologies in an attempt give them the positive effects of the Kin is perfectly possible. As are other things, though you won't start out with clear sequencing for anything other than Kin.

Votann (600 CP): You receive your very own loving AI cum Soul depository. Unlike the ones in canon, your AI isn't ground down by time and immense amounts of data, and it will stay that way. It is immensely intelligent, knowledgeable, capable of running just about any system you want, and functioning as a beacon in the warp.

Forge (600/800 CP): These are the great processing centers of the Leagues. If you want to create technological marvels en masse, then they are an absolute necessity. You now possess a semi-autonomous forging facility with all the STCs the Kin have access to. For 800 you get a special matter forge that can replicate any material you introduce to it as well.

Oathband (1000 CP): A, relatively, small army have sworn them selves to your service. They are unfailingly loyal, unflinchingly brave, highly skilled, dark of humor and short of stature. They come with a wide variety of non-artifacts from the weapons, armor, and vehicle sections outlined above. A few elites even have artifact level equipment. There are enough brokhyr to keep everything running, Grimnyr for supporting your forces, and even an excellent khal who can lead in your stead when necessary. Comes with a nice big warship to ferry you around in style.

Drawbacks:

Return of the Squats (0 CP): Before the Leagues of Votann, there were the squats. Now all this poorly done new fangled poppycock is tossed out in the trash where it belongs, and you return to the canon of squats. Repurposed mining tools, land trains, stubborn ancestor worshiping humans that are semi independent from the Imperium galore. Fuck them AI, faux psykers, supposed secularism, cloning, and fuck them 'nids too.

Permanent Scowl (100 CP): The Kin are not known for their good looks. You exemplify this with your ugly, crag ridden face.

Stubborn Jackass (100): The Kin are well known for digging in their heels. You are known for this more than most. Even in the face of overwhelming evidence you will cling to your preconceptions.

Maintenance problems (100 CP): The Leagues' designs are robust. Unless you're using them. You're going to have to repair what should be perfectly serviceable gear with annoying frequency.

Luck Has. Need Keeps. Toil Earns. (200 CP): Peace was never an option, not for you at least. Normally the Leagues try trading when there's something they want that someone else has. They don't usually offer great deals, but still. It's an option. Not for you. Anyone outside of your League isn't going to be open to any option that requires them giving you anything. You'll have to plunder anything you wish to gain. And even inside it, a fistfight might be a necessity before they'll let you grab your bru.

Malformed (200 CP): There are many useful mutations within the Kin. You don't have those. Instead, you're weaker, more fragile, less intelligent than your peers. At least they're protective of you, their most pitiful kinsmen.

My Mine, By Right (200 CP): No man is an Island. We all need something. Sometimes even if only companionship, but often things like food, equipment, and luxuries. You're going to find yourself needing or wanting something, sooner or later. And you're going to find yourself incapable of providing it for your self now. Need some minerals or food? You can't mine or grow it. You'll find someone else already has, and you have no choice but to deal with them to get it.

Short Man; Long Time (300 CP): You'll be here from birth to about a year from when old age would take you. Kin live longer than humans, though GW doesn't say exactly how much. Have fun living for centuries in this war torn galaxy.

No Kin of Mine (300 CP): You are without a kindred. Without a League. Without friends. You are alone. You will remain alone. While you may have allies, they will never consider you to be ‘one of them’ and who would save a stranger over their Kin?

Total Tau Death (400 CP): They’re too quick. The Tau were given baubles, and while still behind the Leagues, they’re catching up too quickly. You have been put in charge of a massive Oathband put together to crush the Tau. They will outnumber you, and learn quickly. Still, you must kill them all. The Votann demand it.

Grudge (600 CP): Someone has a Grudge against you. They regard you with a quiet, icy hatred, and are fully willing to die so long as you do too. They are a dangerous foe, for more than a match for you in personal combat, and have the means to ensure you *stay* dead. And they aren’t alone, either. No, they’re calling in the many, many marks they’re owed. You’ll need to run fast and hide well if you want to live.

Mad Ancestor Core (600 CP): You start in a hold, and far from any exit. Its’ Votann and Ironkin have gone mad, broken by some terrible event. All the grymnyr, and nearly every Kin in the central parts of the Hold have either been slain or driven equally mad by the damaged Votann. They will try to destroy you and any who aren’t also insane, wielding terrible weapons. Escape will be possible only by fixing the Votann, or destroying it entirely.

Nearby ‘Nids (800 CP): Games Workshop’s precursor to the Kin got wiped out by a hive fleet, and now it’s time for a rematch. One is barreling towards the galactic core, fresh from the void between the galaxies. You’ll have to stand and fight. If your Votann or hold falls, you will too.

Multi-Crusade (1000 CP): Some human has found out a lot about the Leagues, all at once. The Votann are AI. The Leagues have multiple advanced STCs that they’ve altered. The Kin are humans. The frothing rage of more than forty thousand inquisitors and magos echoes across the galaxy. The Imperium has, for once, gotten their shit together and united behind the idea of conquering the galactic core. A truly massive fleet of Imperial forces is on the way. The sort of Crusade that can humble hive fleets is on the way. The Kin will have the home field advantage, but the Leagues are very much separate entities and are unlikely to coordinate well enough to make use of it.

End:

Stay: You'll stay here. For some reason. Take 1000 CP more you crazy bastard.

Leave: To the next world, leaving behind League and Kindred. Not much wonder why you wanted to leave.

Home: Back to Earth, the one you were born on, not the one that is an irradiated industrial hellscape. I hope you enjoy your time there.

Your form here becomes an altform once you leave.

If someone wants to rewrite, update, replace or cannibalize this jump do so with my blessing.