From the moment I understood the weakness of my flesh, it disgusted me.

I craved the strength and certainty of steel.

I aspired to the purity of the blessed machine.

Your kind cling to your flesh, as if it will not decay and fail you.

One day the crude biomass you call a temple will wither, and you will beg my kind to save you.

But I am already saved.

For the Machine is Immortal.

A Jump by dragonjek
Version 1.0

Even in death, I serve the Omnissiah.

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Introduction

It is the last year of the 41st Millennium, and the Adeptus Mechanicus struggles to keep up with the needs of an Imperium divided by the Great Rift.

The Magos Dominus Faustinus encountered a message that had been lost in the Warp. Sent by one Magos Explorator Rhesak, it spoke of terrible threats, but also promised technological wonders. Desperate for anything that could change the status quo, Faustinus gathered a crew and set out aboard the *Caestus Metalican*, one of the rare and valuable Ark Mechanicus starships.

Upon arriving at the world of Silva Tenebris, in the Ultima Segmentum, the tech-priests discovered that the planet was in fact a Necron Tomb World, and their arrival and attempts to investigate the fate of Rhesak had only served to accelerate the activation of Overlord Szaregon's forces.

The Adeptus Mechanicus has 264 hours before the entire Tomb World is sufficiently active to overwhelm the *Caestus Metalican's* military. Fighting an entire Tomb World is beyond the abilities of any single ship, even an Ark Mechanicus, and the tombs are too deep for Exterminatus to guarantee their destruction. Therefore, their only chance at survival would be to cut the head off the snake, and hope that taking out the Necron Lords, and Overlord Szaregon in particular, would spell doom for the rest of the Necron forces.

Your jump begins immediately after the initial Explorator team accidentally kick-starts the activation protocols and Void Admiral Agrolekh awakens. Take **1000 Cognition Points**, and prepare for the first conflict of the 10 years you'll be spending in this wretched universe.

Factions

Before you choose your origin, you first have to choose which faction you'll be a part of; this determines which origins you'll be permitted to take, as well as your starting location. Although each faction and origin provide some backstory for you, at your own discretion you may instead be a drop-in, simply appearing in this world with no history or background of any kind.

Adeptus Mechanicus:
You are a cybernetic tech-priest, one of the chosen children of the Omnissiah, destined to propel humanity to even greater heights and dedicated to the Quest of Knowledge—the pursuit of learning all (non-heretical) information that exists. It is, of course, the position of the Cult Mechanicus that the only knowledge worth learning has already been learned by humans in the past, and thus very nearly any attempt to innovate, rather than recover lost knowledge, is a sin. And as for the idea of taking technological inspiration from other species… ludicrous. Appendix 9 of the *Life of Archmagos Borasis* states it best: "Our only objective should be death to the alien and all his works. All else is deviance from the Omnissiah Creed."

You were selected to join Magos Faustinus in his expedition of Silva Tenebris, and you begin the jump aboard the *Caestus Metalican*.

Necron:
Ancient glory is yours by birthright, and your inheritance is nothing less than the majesty of the galaxy itself. Once you were of the Necrontyr, but from foul trickery on the part of the C'tan, you were stripped of your flesh and your soul, bound into a body of immortal necrodermis. In vengeance, your people struck down your own gods and shattered them into thousands of pieces, and enslaved those pieces to serve your own ends, that they may suffer unendingly for daring to betray you. That said… unlike other Necrons, you still retain your soul. It might be best not to let any of your allies know that.

You are luckier than your fellows, and the reactivation protocols have brought you to full readiness far sooner than any of your compatriots. You begin in a sector of the tomb complex of your choice on the world the humans call "Silva Tenebris".

Origins

Now that you've chosen your faction, what is your role within that faction? Again, you may be a drop-in if you so desire. Note that if you have some method of taking multiple origins, you may still only take origins within the same faction.

Adeptus Mechanicus Origins:

Machine Cultist:
You are a member of the ordinary tech-priesthood. Perhaps an Enginseer or a Lexmechanic? You are one of the countless cogs that are vital to the functioning of the Adeptus Mechanicus, even if you likely receive little acknowledgement for your contributions. Still, you'll have a vital role to play should you join in the team that will soon be performing surgical strikes into the tomb complex.

Advanced Tech-Priest:
You are a member of the ruling tech-priesthood; a Magos, Logis, Genetor, or Artisan. Don't worry too much about which of those you are, or the specifics of your rank; high-ranking adepts are known to reassign their specific position to best fit their needs or current role in the Cult. Yours is the right to command lesser members of the priesthood, and although you are subordinate to Magos Faustinus and his command council, you will otherwise hold a position of leadership in the coming conflict.

Heretek:
Perhaps, like Epsilus Dammek-Yoth, you are a member of the Xenarites (technically not *entirely* a heretek faction, but undeniably the origin of a great many hereteks), come to claim the alien knowledge of this world. But you could also be a member of another heretek group, someone trying to create an A.I., someone who's studying the Warp itself, or you might just worship lubricant—what matters is that you have to keep your ideas secret, or you might just be executed, even in the middle of a war against the xenos.

Skitarius (+100 CP):

You aren't a full-fledged tech-priest at all, but one of the tech-guard, also known as the Skitarii. Sometimes recruited from the faithful, sometimes made from citizens of the Forge Worlds, and others more conveniently grown in labs for the express purpose of becoming Skitarii, they make up the elite military force of the Adeptus Mechanicus. As one of their number, you have been subjected to extensive biological and cybernetic modification, as well as given thorough training and psychological conditioning. The result is that you are one of the greatest warriors the Imperium of Man has to offer short of the Astartes themselves. Oh, don't worry about that "psychological conditioning" bit; the process of importing you into this world works away at that, leaving you "merely" extremely well trained.

Necron Origins:

Necron Lord:
Yours is the burden of leadership… even if most of your followers are just this side of mindless. When the biotransference process converted the Necrontyr into the Necrons, only a bare few of your kind had the strength to retain their intellect. The vast majority of your people are Necron Warriors who have no mind and no individuality, and require the direction of still-sapient Necrons in order to function in any reasonable capacity. Your mere existence gives direction and order to your people, and they act as an extension of your will. But be warned, this means that your head is a valuable target to the primates invading your world, pathetic though their attempts to take it will no doubt be.

Cryptek:
You wield techno-sorcery the likes of which the galaxy hasn't seen in sixty million years, and you twist the material universe to your will. Your caste was that of the forgers, the craftsmen, and the architects of Necrontyr society, and at your fingers come marvels of engineering that the pathetic races of the modern age can scarcely even imagine, much less hope to reproduce.

Soldier:

Worry not, you are no meager and mindless Warrior, but one of the advanced forms of Necron combatants. Perhaps you are one of the grim Immortals, or a nihilistic Destroyers. You might instead be a Flayed One, Deathmark, or one of the Lychguard. Regardless of precisely which model of Necron you are, you're someone meant for battle, and have already proven your worth in the War in Heaven. What are the small conflicts waged on today's battlefields in comparison to that?

C'tan Shard (-600 CP):
Once, you were untouchable, one of the immaterial and almighty Star Gods who feasted upon suns to sate your endless hunger. But when the Necrontyr incarnated you into Necrodermis bodies, you discovered a greater meal than any sun; the soul, the very incarnation of life itself and filling in a way simple solar energy had never been. Desperate for more, your kind tricked the Necrontyr into becoming the Necrons and consumed their souls. For this betrayal, the Necrons destroyed the C'tan and broke all of your kind into miniscule shards of what they once were; you are one such shard, the tesseract labyrinth that had bound you having failed in the millions of years since your defeat. You may select any C'tan to be a shard of, or at your own discretion you may elect to be a shard not associated with any of the known C'tan. You must take **The Need to Feed** drawback for 0 CP.

Perks

Spend those Cognition Points on powers, skills, and abilities here. Perks are discounted to their associated faction or origin by 50%. 100 CP perks are not free, but instead reduced to only 50 CP.

Adeptus Mechanicus Perks

Lingua-Technis (Free, Mandatory, Exclusive to Adeptus Mechanicus):
You know the secret language of the Adeptus Mechanicus, and provided that you have the correct equipment, you can both communicate in and understand the bursts of binary that make this language. It is a very efficient form of communication, capable of conveying vast amounts of information in a short timeframe.

Sayings of the Princeps 65.4. "When thou desirest to discourse purely, use binary."

Purity of the Blessed Machine (Free, Mandatory, Exclusive to Adeptus Mechanicus):
You have the full suite of cybernetic implants shared by all members of the Machine Cult. This includes skeletal reinforcement, neurological modifications to allow you to utilize your new parts, the energy-producing Potentia Coil, a respirator unit that purifies your air supply, and includes a vox-synthesizer to allow you to "speak" in the Lingua-Technis or otherwise project your voice. Also included are sensory upgrades allowing you to perceive the noosphere (the cybernetic information and communication system of the Cult Mechanicus) as well as comprehend the binary bursts of the Lingua-Technis. Skitarii will receive a slightly different set of implants focused on combat suitability.

Hardpoints are included for further attachments, and your body is fully compatible with future cybernetic upgrades (as well as older ones; if you wish to import any pre-existing cybernetics, then feel free to do so). But be wary of how much you convert to machine… "One can verge from the standard form, but one must always retain their humanity, or be lost to the Men of Iron and their ways." (*Text of the Oiled Cog*, v.12)

Machine Spirits (Free, -100 CP to keep, Exclusive to Adeptus Mechanicus):

Critical to the understanding of the Adeptus Mechanicus is the belief in machine spirits, pseudo-consciousnesses that inhabit all forms of technology that allow it to function. Without the Machine Spirit's blessing, a machine will not function, and if you have its favor, it will function to a superior degree. And, by the metaphysics of this universe, the very belief in Machine Spirits ensures that Machine Spirits do, in fact, exist. While in this world, you can benefit from the Machine Spirits of your technology. Although your machines will not function *worse* if you neglect to properly honor the Machine Spirits, if you do so then the technology that you have properly given praise and thanks to will operate at peak efficiency and never suffer accidents or malfunctions.

Furthermore, by properly using your machines and giving them due honor, rituals, and maintenance, you can earn the blessings of that piece of technology's Machine Spirit, which will allow you to temporarily enhance the function of a machine to previously-unseen levels. This might allow a gun to fire accurately at increased range, let a vehicle go faster without consuming any fuel, let a weapon destroy shields when it normally would have no effect, make a shield generator stronger, or other similar forms of enhancement.

It may be difficult to keep up with all the rituals needed to properly appease the Machine Spirits, but it would do your soul well to remember the *Amaranthine Verses* 78.12: "No task that is easy is ever worthwhile."

Rust-B-Gone (-50 CP):
As stated by the Tech-Priest Jung, "Our enemies may rest but rust never sleeps." Rust is a perpetual threat to the Adeptus Mechanicus, one oft-overlooked in favor of more immediate and grander problems. Yet, it is a foe you seem to have vanquished. None of your possessions ever rust, tarnish, or suffer from similar sorts of passive erosion. Any intentional attempt to make your equipment rust will be as effective as it would normally be, but accidents and natural exposure? Never.

Myrmidon Augments (-200 CP):
The Myrmidons are tech-priests who not only focus on combat, but who specialize in the use of heavy weaponry. To better suit their task, they have extensive modifications made to their body to vastly increase their strength beyond that of their brethren, allowing them to wield weaponry normally used by the robots of

the Legio Cybernetica or by Kataphron Battle Servitors. You have benefitted from these augmentations, and your strength is something to be feared. You could easily wield a Torsion Cannon, or take fire to your foes with an Incendine Combustor. “By Flame Shall The Unclean Be Made Clean, By Fire Shall The Unholy Be Made Holy,” *Gathalamorians 71.6*.

Machine Cultist Perks

Datasmith of the Legio Cybernetica (-100 CP):
Cybernetica Datasmiths are those tech-priests who directly operate robots on the battlefield. As the Abominable Intelligence is a most foul and perverse form of heresy, the robots created by the Adeptus Mechanicus are entirely lacking even the semblance of sapience. Indeed, they are entirely incapable of action without being directed by their Datasmith. Such independence in a machine would be an unforgivable sin: “Beware the deviance of thine own tools, for the Enemy finds his entrance thereby.” (*Maxims of Amalanth* 5.12)

You gain the ability to, much as Datasmiths do to their robots, directly control the actions of your followers so they act in precisely the desired fashion. You can toggle this effect on and off, and may optionally target only individuals to steal the independence of. Additionally, robots you create or purchase (both sapient and non-sapient) may at your discretion be considered to qualify as your followers.

Tech-Auxilium (-100 CP):
The Tech-Auxilium could well be considered the lifeblood of the Cult Mechanicus. They maintain the daily tasks that keep the tech-priesthood afloat, the small and thankless responsibilities that no stuffy Magos Dominus or Genetor would ever be caught dead doing, but that need to be done anyways. The role might be looked down upon, but there’s no denying that those tech-priests who are members of the Tech-Auxilium are excellent at getting a lot done with the few resources they are allotted.

Whenever you use a machine of any sort, it consumes only a quarter as much energy, materials, or ammunition as it normally would, allowing for it to function for twice as long at half the price. This also applies to supplies used when performing maintenance on a machine, as well as in the rituals needed to do so.

You burn less incense and use less oil to accomplish the same tasks your fellows might, and doing so causes no offense to the Machine Spirits.

You will find little glory or praise to be found for the tasks you undertake, but as we've learned from *Gathalamorians* 6.13, "[…] endeavor is its own reward."

Electro-Priest (-200 CP):
You have been inducted into the cults of the Electro-Priests, and your body prepared to channel the copious amount of electricity that is the incarnation of Motive Force in the world. You gain an immunity to electricity, and when exposed to an electrical current you will harmlessly absorb it. You can then store this holy energy in batteries or capacitors for further use.

However, you also gain an additional ability depending on if you are a part of the Corpuscarii or Fulgurite cults. A Corpuscarius Electro-Priest gains the ability to channel discharges of electricity to attack others, while a Fulgurite Electro-Priest can instead absorb all of the bio-electricity from a foe they touch, stealing the energy for their own use. If you pay an additional **-100 CP**, discounted to Machine Cultists, you can gain both abilities.

Regardless of which type of Electro-Priest you are, you can also charge your muscles and cybernetics with the Motive Force, allowing you to move more rapidly and strike with electrical power. *Neodogmatics* 71.90, "If His Will be done, let it be done quickly."

Lexmechanic Experience (-200 CP):
You have spent time as one of the lowest ranks of tech-priest, having been a lexmechanic whose duty was to compile and analyze information to be entered into data repositories. Such information ranges from battlefield reports to economic statistics to the logistics of servitor maintenance. As such, you've become adept at rapidly processing and sorting information, as well as picking out relevant information from a great volume of useless junk.

Not only does this help when sorting information, but it also has combat applications, as you excel at picking out weak points and flaws in an enemy's guard. This effect is enhanced the more information you have; if you were to observe an enemy attacking your allies, for instance, you'd be able to find even

infinitesimal flaws and convey them to your fellows to give them an advantage in combat. If you analyze a slain enemy, then you can gather even more data, letting you form a cohesive breakdown of their physical abilities and fighting style. This provides you even more of an advantage should you encounter similar enemies (either of the same species, or even simply using the same style). You can instantly convey the information you have on enemy weaknesses to your allies, even if they are incapable of communing via the Lingua-Technis.

Discover the weaknesses of your enemy, and exploit them to bring about their downfall. *Malchadorian Insights* 17.4: "First comes knowledge of destruction, then its execution."

Rune Priest (-400 CP):
The role of the Rune Priest is to scribe runes and chant liturgies over newly created machines to bless them and their new machine spirit. In so doing, you can quickly earn the favor of a Machine Spirit; if you have the perk **Machine Spirits**, then just by performing a quick ritual you can instantly earn the blessing of that machine's spirit. Furthermore, in future universes, if you perform a simple ritual you will be able to imbue ordinary machines with a Machine Spirit to allow other people to benefit from their blessings.

But Rune Priests do more than just bless new machines; they also have rare training in such esoteric branches of lore such as "speculation" and "improvisation". When standard procedure fails, the Rune Priest is called in to figure out what's wrong. You excel at diagnosing problems with machines, and can easily find even the tiniest flaws that may be affecting performance. You are also able to modify technology—an act dangerously close to heresy in this world—to improve its function or allow a machine to be used for a role for which it was not originally intended. But be cautious about such acts, and don't do so more often than is necessary, for as the *Linguis Fulminatus* says in Chapter 7, "Improvisation is rarely to be welcomed, and then only when the Omnissiah's will demands it."

Techsorcism (-400 CP):
Observations on the Tech-Cosmos, Verse 68. "We are derelict in our duty whenever we allow corruption to plague the minds of good men." But it is not only men that can succumb to corruption, but Machine Spirits themselves; for all that Videx strives against the taint of the xenos, it must not be forgotten that the

worst of corruption comes from none other than Chaos itself, and it is the loyal Techsorcists who come to the salvation of the poor Machine Spirits to cleanse them of impurities and the foul taint of the Warp.

By wielding sacred vox-prayers and burning incense and oils that you have blessed, you can create a holy shroud of smoke that repels corruption and foul influences, banishing possessing spirits and exorcizing corruption… although from machines, not from people. Not to say your faith and smoke have no effect on them! Beings with supernatural power who inhale the smoke find their powers weakening, and they become vulnerable to injury even from ordinary sources, bypassing whatever resistance to harm they might possess. *Kalemnan Orations* 5.25, "The sweet incense of faith conquers the toxic stench of corruption."

Practices of the Enginseer (-600 CP):
The humble Enginseer is not highly respected amongst the tech-priesthood, but to the common people of the Imperium, they are the very face of the Cult Mechanicus. As the tech-priests who maintain and repair machinery, they are vital to the functioning of the Imperium as a whole, and to the military in particular. But an Enginseer cannot see to the machines in their care if they do not take care of themselves, and as such you have learned the Auto Repair protocol, which allows the mechanical parts of your body to not only fix themselves over time, but repair your organic components as well. This Auto Repair is fast enough to be a reliable source of healing in combat.

As mentioned, Enginseers also take care of machines, and as such you are especially skilled at repairing them. You can fix up damage in mere moments, and if you are seeing to the body of another cyborg (or a full-fledged robot) you can expect to get a downed (but not dead) comrade back up and in the fight with less than a minute of aid, so talented are you are curing the ills of the machine. *Hymn of Reforging*: "Thus do we invoke the Machine God. Thus do we make whole that which was sundered."

Advanced Tech-Priest Perks

Magos (-100 CP):
You have achieved the coveted position of Magos, and are considered a master in your field of focus. Select a single discipline or field of study to have achieved

mastery of. Perhaps you have learned the ways of the cybertheurgist, perhaps you have in-depth knowledge of void ships, or perhaps you are a weaponsmith. Hard sciences, soft sciences, chemistry, geology, oceanology, meteorology, sociology, metallurgy, vehicle-crafting, power axe-smithing, battery-making, shield-developing… if you can imagine it, there's probably a tech-priest who specializes in it, and you are a receptacle of all of the Machine Cult's knowledge in your field of focus. This perk may be purchased multiple times; an Advanced Tech-Priest receives a discount on all purchases of this perk.

You can, of course, pursue further knowledge yourself once the jump begins, and are encouraged to do so, for a good Tech-Priest ever seeks to expand their tech-lore (through dogmatically correct means, of course). But be sure not to lose yourself in the pursuit of more information. "Knowledge will ever be a blessing and a curse," says *Levistians* 9.22.

Dominus (-100 CP):
The role of the Dominus is to direct the battlefield, for they lead the battle-congregations that make up a third of the military arm of the Machine Cult. They keep track of everything that happens on the battlefield with machine-like precision so as best to strategize; normal Domini must make do with seeing through servo-skulls or linking their senses to their subordinates', but when your enemies need slaying there are better methods available to a Jumper. *Helfirian Recollections* Chapter 571: "When the enemy begs for destruction, do not let him go hungry."

Instead, whenever you are observing, directing, or engaged in combat, you gain an acute awareness of the location and happenings of all members of the battle. This awareness will never interfere with your thoughts or your focus, the information perfectly assimilating into your mind without causing disruption. This does not provide information your senses would be unable to provide you if you were there; for instance, if an enemy was invisible across all spectrums of light and you didn't have an alternative means of locating them, you would not be aware of where they were.

Genetor (-200 CP):
As Ferrarch Asklepian said, "To every problem, a solution lies in the application of tech-lore." However, thinking that tech lore only applies to mechanical devices is…

short-sighted. After all, machinery can also be used to study, take apart, and put back together living things. And are not the living simply organic machines?

Yours are the secrets of body, organ, and gene, and you have studied them well. The flesh may be weak, but to those with sufficient knowledge it yields up its secrets with nary a fuss. Though your knowledge doesn't approach that of, say, the Emperor of Mankind, you have a thorough understanding of how to manipulate the genetic code or use surgeries to modify the form of living creatures, or even make new ones. You can create diseases customized to specific species with no chance of mutating into a new strain, and if you had enough samples, you could probably even break down the genetic code of a Tyranid or find out how to counter their organic weaponry.

Secutor (-200 CP):
Rare is the machine cultist who finds a priority above recovering tech-lore, but they exist. The Secutors are those tech-priests who realize the threats the rest of the galaxy poses to the Cult Mechanicus, and have sworn to protect the Cult and its secrets from those who would do it harm. Fully devoted to combat, Secutors are the greatest warriors the techpriesthood can bring to bear, and are an inspiring force on the battlefield. When you fight, all allies who can perceive you experience an increase in resolve and morale, and will fight harder than seems physically possible, in addition to being able to survive wounds that would normally fell them. Such is the valor of your allies that it brings to mind the *Macharian Duologues*, Chapter 61: "Let the foe blunt their blades against our resolve. They will be ash and memories soon enough."

Artisan (-400 CP):
Also known as Constructors, Artisans are the ones responsible for designing buildings, spacecraft, weapons, and military hardware for the Imperium. Well… they would be, if designing new technologies wasn't such a strictly controlled field. Instead, their efforts are put into the actual creation of needed devices, crafting the highest-quality devices this age of degraded technology is capable of supporting.

Firstly, your memory banks (or brain, should you ever assume a form lacking neurological cybernetic enhancements) are limitless, capable of effortlessly containing, organizing, and recalling a hypothetically infinite amount of data. And

that storage space is needed, because your mind contains the blueprints to all technology that the Adeptus Mechanicus knows how to make.

Furthermore, everything you build is created as though you devoted the whole of your attention to the task, regardless of how much you actually focused on your work. The aesthetic improvements to any device you build will never impede the functioning of the machine. This even applies if you were to craft it through a medium, such as constructing a device via a fabricator. Remember to always perform at your best, as though the very Machine God were judging your every action. For, in the words of Fabricator-General Plutonis, “The eyes of the Omnissiah are ever upon us.”

Explorator (-400 CP):
An Explorator’s duty is all in the name. They search throughout space for fragments of STC’s or any example of archaeotech they can possibly find, for records of Mankind’s past technological prowess are blessed indeed. In their holy quest, entire Explorator Fleets venture into the stars. And once they find signs of human civilization, they descend and search, rigorously investigating the possibility that any useful tech may still remain.

And so the Explorator travels, and moves, and explores, endlessly searching for that which the past left behind. As it is important that they travel freely, unburdened by borders as they search for the remnants of the Golden Age of Mankind, so too must your movements remain unburdened. No force is capable of impeding you from movement, and no mire or exotic energies can slow you. But remember that this is a power meant for moving forwards, not backwards, and is entirely inappropriate to use for escaping combat. For relocating, perhaps, but the Machine God would not look kindly on attempts to flee. *Aphorisms* 7.31: “Grant a coward the excuse to retreat from the battlefield and he will never fight again.”

Besides your freedom of movement, you have been blessed by the Omnissiah with spectacular senses for the recovery of archaeotech. You are aware of every piece of technology within 20 meters of you, and are likewise aware of the condition such technology is in, and the likelihood of it being successfully repaired. The more ancient the technology, the stronger it shines to your senses,

letting you detect it from further away (although there is a limit of 40 meters, past which you can't notice anything from this sense, regardless of age).

Logis (-600 CP):
You are a statistician and analyst par excellence. Your capacity to process information is increased beyond the bounds of reason, and your ability to draw conclusions from disparate or lackluster information is greatly improved. Most importantly, once you have information you can run specialized predictive algorithms to foresee the future based on logic and probability. To ensure that you have the data you need to draw accurate conclusions, your senses are massively improved, not only in the amount of input you receive, but in your ability to quantify what you observe. You can precisely calculate wind speed, temperature, bullet trajectories, the exact influence of gravitational and atmospheric pressures on movement, and a million other minor details that are individually of minimal importance, but when combined allow you to predict the future with nearly-perfect accuracy.

Finally, you are capable of inserting sensory "blocks" to ensure that unwanted input is not absorbed, so as to help avoid the corruption of Chaos or the accursed knowledge of the xenos. You also gain the ability to remove memories from your own memory banks; if you do so, any corruptive effects that may have accompanied those memories are likewise deleted. Remember *Ferro-Dictates* 53.12: "Not all data should be acquired."

Heretek Perks

Shroud of Ignorance (-100 CP):
Macharians 16.4: "Watch your brother, for his sin of heresy is thy sin of tolerance." You could do so much good for humanity. You could learn so much. If it only weren't for the damnable prohibitions of the Cult Mechanicus, you could propel the human race into a new golden age.

But the tech-priesthood, in its hidebound fearfulness, rejects such views. To preserve your own life, you have had to learn to be careful and secretive, and how to cloak your intentions behind the appearance of innocence. When you study advanced or corrupted technologies, you will never be left with any marks in your appearance or data-signature that would indicate your actions. If you were to flirt

with Chaos, you would not experience mutations. If you were to operate advanced xenos machinery, it would not cause alterations in your own implants. If you were to commune with schismaticals, it would gain no control over your cybernetics. You can engage in even the most forbidden of research, and come out of it looking no different than you had beforehand.

Mask of Falsity (-100 CP):
"If it resembles a heretic, if it speaks like a heretic, and if it be redolent to the nose, as if like a heretic, then a heretic it will be!" So says the *Amarinthine Admonitions*, and there is a simple lesson to be learned from it. If you don't want to be found out to be a heretic, don't look like a heretic. Of course, this is more than a simple matter of keeping to the same dress code as your fellows; with the identities of tech-priests clearly visible in the noosphere, it is all too easy for signs of your heretical activities to be revealed.

However, when it comes to all manner of deception, you are top notch. You have excellent skill in acting, subterfuge, and misdirection, and have no subconscious tells that give away when you are being deceptive. On the noospheric side of things, you're also extremely adept at editing your information or creating false identities, allowing you to pass yourself off as someone else even to an in-depth inspection of your history, or hide parts of your history from the discerning eye of your superior.

The Quest for Knowledge (-200 CP):
Of all the proscriptions of the Adeptus Mechanicus, none is so painful as the prohibition against studying 'forbidden knowledge'. "Better safe and ignorant, than rueing the means of our downfall," says *Macharian Notions*, Chapter 4113. But you know that there exists no secret that is not meant to be learnt, that there is no lore meant to be hidden, and that no knowledge should ever be kept from you.

You absorb all knowledge at a greatly increased rate; this not only applies to simply memorizing what you've learned, but in actually *understanding* it, so that you can apply your knowledge to the world. Furthermore, obtaining new information will never be hazardous to you. Reading a Chaos text will not corrupt you or open your soul to daemons, perusing through infohazardous glyphs will have no ill effects, and memetic attacks hidden in the knowledge you have

obtained will be useless against you. Yours are eyes which could gaze upon the eldritch and the unknowable, and walk away untroubled by madness.

Furthermore, information that you have safely obtained in this manner will not in turn be hazardous when you share it with others.

Herald of the Dark Mechanicum (-200 CP):
You are no mere Heretek, but have knowledge best suited to a full-fledged member of the New Mechanicum, those tech-priests who defected to the side of Chaos during the Horus Heresy. You have hidden yourself among the hidebound fools of the Adeptus Mechanicus for your own purposes, but you know more than they could hope to imagine while they bind themselves with their foolish prohibitions.

You know the secrets of the Warpsmiths, are able to merge together daemon and machine to create possessed items or even full-fledged Daemon Engines. In future jumps you will still be able to summon daemons for the exclusive purpose of merging with technology, or you could merge local spiritual entities into technology in a similar manner.

But be warned: should the others of the Cult Mechanicus discover your heresies, you will envy those who were permitted to simply die. *Confessions of Logic-Saint Levistian*: “There can be no forgiveness now. No penitence that will satisfy my sin.”

Abominable Intelligence (-400 CP):
On the subject of artificial intelligences, the position of the Adeptus Mechanicus is strict. To create a truly thinking machine is a sin. And perhaps they have some justification for this paranoia, for in ages past the Men of Iron tore down the greatest achievements of the human civilizations of old. Heed the words of the *Codex Fulminatus* 83.12: “Show caution and scorn in all things.”

But should not the mistakes of the past be a learning experience? You know the mistakes others have made when working with A.I., and refuse to repeat them. Not only are you capable of creating artificial intelligences from scratch, but that which you create—be it an A.I. or a genetic monstrosity—will never turn against you of their own will. And that will is hard to subvert, as that which you create also possesses powerful resistance against corruptive forces, such as the wretched

influence of the Chaos Gods. On a less supernatural level, this also makes it extremely difficult to hack into them or otherwise attempt to control their actions.

Finally, you are able to convert your own mind into digital format to turn yourself into an abominable intelligence, preserving your consciousness and soul in a machine as your vessel. However, doing so kills your biological body, and you are not able to create copies of yourself in this manner; your soul only follows one of your digital consciousnesses. As long as the machine in which you are hosted is not destroyed or you are not deleted, then you will continue to survive. Why, you could even implant yourself into a servo-skull if you wanted to!

You cannot upload yourself into the noosphere or any sort of digital communication network; your consciousness must remain hosted in a single machine, although you can transfer yourself from one machine to the other. It must be via physical mediums, however.

Empyric Enlightenment (-400 CP):
The Empyric Engineers sought to understand and study the Warp itself, and imbued their technology with Warp energies—both of which are strictly prohibited in the eyes of the Machine God. But great results came from their research, if only the rest of the Mechanicus was willing to use it. They discovered how to turn the Warp against itself, and how to destroy Daemons with the power of the Warp itself. You have internalized the principles behind this; when attacking daemons, demons, devils, spirits, or any similar such creature, you are capable of piercing any defenses they may erect and deal deep and lasting damage; even if they are the sort of creature that only returns to its home plane when "killed", you can truly take the life of such creatures and leave them well and fully dead. Furthermore, machines you use or create are immune to corruption from fell powers.

Finally, you have mastered the arts of the Anima Mori—that is, technology intended to bring the dead back to life. Unfortunately, otherworldly powers beyond even the scope of the Chaos Gods have placed limitations on your technology; you can use it to bring anyone back from the dead, but you can only use the technology from **Empyric Enlightenment** to do so once per decade for any given individual (or once per Jump, whichever comes first). As said in the

Contemplations Hagiographica, "Death itself is scarcely an excuse for the sin of duty undone."

Secrets of the Xenarites (-600 CP):
Archmagos Nerovian said, "Less exalted minds might waver to learn the secrets of the xenos. But we are stronger. We are better." But if humanity is so much better, why does it fear the secrets that xenos technology holds? Humanity *is* stronger. Humanity *is* better. Which is why it is wrong that alien knowledge should hold any secrets from mankind.

The Xenarite faction delves deeply into the study of xenos artifacts, seeking to understand the technologies of other species—which often equals that of human archaeotech, or even surpasses it! Such understanding is… slow to come… but just because you do not understand technology does not mean you cannot use it, nor that you cannot reproduce it.

You are able to ascertain the purpose of any piece of technology, as well as how to use it. Even if the technology is genetically locked to its original owner or species, you will still be able to figure out a way to make it work or otherwise activate it. Furthermore, you will be able to create more of any machine that you have analyzed, even if you do not know how it works or what all the pieces do. If you cannot replicate the precise materials used in construction, you will be able to use substitutes that still produce functional machines (although they won't work as well as ones made with the original material would).

Finally, you must select a specific kind of xenos technology to be the focus of your studies. In your research of this alien species, you have made modifications to your own body and cybernetics, giving you new qualities appropriate to the xenos in question. You may purchase this perk multiple times for different specialties; each purchase is still discounted.

> **Aeldari**: By studying Aeldari technology, you have learned how to perfectly cloak yourself, turning completely invisible and inaudible.
>
> **T'au**: From your study of the drones and artificial intelligences of the T'au, you have modified your cybernetics with not-quite-conscious AI that serve to make minor and automatic adjustments to your body to ensure that you

act more efficiently, and making it almost impossible for you to miss an attack. These AI are synchronized to your consciousness, so will always act in ways that you would desire.

Tyranid: From your analysis of the biologies of the Tyranids, you have grown and inserted into your body new organs designed to allow you to regenerate like they do… albeit not quite as fast. Your biological parts will now regenerate so long as you are not completely killed, and this regeneration will never attempt to replace whatever cybernetics you have installed. If you wish to install more cybernetics, you know how to disable those organs to allow the operation to occur without your regeneration getting in the way.

Necron: You have made a study of the Necron's reanimation protocols, and have learned to apply the principles to your own largely-mechanical body. Once per year you can bring yourself back to life after being killed without having to worry about failing your jump.

Skitarius Perks

Combat Pharmaceuticals Adaptations (-100 CP):
Skitarii are subject to cybernetic augmentation to a sometimes-greater degree than the tech-priests themselves. Among their upgrades are supplies of combat drugs to be injected into their bloodstream when there comes a need. Normally, drugs such as Stim, 'Slaught, and the other contents of the chemical cocktail the tech-guard receives would have horrific side-effects as a consequence of their use. Fortunately, you'll never have to deal with those; you are immune to any manner of side-effects from substances you use, cannot suffer from an overdose, and will never become inured to those drugs that you willingly take, which means you won't require an increasing dosage to get the same results.

Fortified by combat stimulants, you will be stronger, faster, perceive the world more clearly, and even develop a degree of regeneration. You will be able to fight well above your weight class, and even fighting against Necrons would be an even battle for you. "Then into the teeth of the enemy we shall stride." *Life of Macharius* 23.19.

The supply of drugs in your injectors refills every 24 hours.

Sicarian Cybernetics (-100 CP):
When a Skitarius is injured beyond recovery, there is another option for the cybernetically-inclined members of the tech-guard. As said in the *Antonine Musings* 901.45, "Failure is unique among sin, in that we can turn it into a virtue when it drives us to succeed." Encasing their body fully in metal, they are reduced to the bare minimum organic parts necessary to be considered still "human", and otherwise augmented until they're true killing machines, known as Sicarians.

Now, the less organic parts you have in you and the more machine there is, the more powerful that machinery becomes. Have a cybernetically-augmented but organic hand, and you might bend iron. Reduce yourself to a brain and part of a torso, and with your machine body you could easily rip your way into a Baneblade. However, this perk only applies as long as you are still at least partially biological.

Ranger's Stamina (-200 CP):
The Skitarii Rangers are renowned for their ability to track foes for however long they need to take down their quarry, even if they have to hunt them down for decades at a time. Through your augmentations, you are entirely incapable of getting tired, and require less sleep to function. You also gain exceptional ability at tracking; this applies both to mundane or natural means, such as examining footprints, to social and technological means, such as knowing where to look in a settlement to find information on your target or identifying your quarry through the influence they have left in the noosphere.

Hunt down your enemy and wipe them from existence, wherever they may try to run. As is written in *Psalms Hermeticus* 46, "The xenos must be purged, for the stars are humanity's birthright."

Wings of the Pteraxii (-200 CP):
You have been given the same cybernetic upgrades of the Pteraxii, the flying Skitarii support troops. A flight pack has been grafted onto your body, including wings and thrusters. You aren't limited to the meager extent of the jump packs sometimes used by the Imperium; you have access to true flight, and can soar in the sky with more agility and lethality than any bird. Pteraxii wings are moldable,

which allow them to instantly reshape to suit any flight condition for optimal mobility.

Take to the skies, and bring death from above. “When the enemy offers open battle, take it, and make it his final mistake.” *The Life of Uriah Jacobus* 8.31.

After this jump, you may absorb these wings into your body to hide them; however, for the time being the best you can do is fold them close to you like a cloak.

Infiltrator’s Neurostatic Interference (-400 CP):
You have been augmented in a fashion similar to the Sicarian Infiltrator, and are capable of emitting a special combination of photonic strobing and white noise that fills the entire perceivable visual and auditory spectrum, forcing your enemies to be effectively senseless while you are projecting. In effect, this creates a zone around you where nothing can be heard or seen, a null zone produced by neurostatic interference. You, of course, are completely unaffected, and you can install null-codes into your allies to allow them to convert their disrupted senses into usable data, allowing them to function in your field of interference.

Before you, even the greatest of enemies is reduced to a blind and deaf child, utterly vulnerable as you bring destruction to the enemies of the Cult. Carry out the will of the Omnissiah as stated in *Gathalamorians* 97.14: “Obliterate his words, cut out his tongue, put to fire all wrought by his hand, and the heretic shall cease to exist.”

Skitarii Alpha (-400 CP):
Your augmentations are more extensive than even that of most Skitarii, and there is very little of your biological body left. This has left you with a massively augmented physique, capable of strength, speed, and precision far beyond what could be expected of flesh and blood (at least, flesh and blood less modified than that of an Astartes); this augment stacks with all other sources of physical enhancement, be they biological or cybernetic in origin. Combine it with both Myrmidon Augments and Sicarian Cybernetics, and you could even overwhelm one of the Primaris Space Marines.

Furthermore, similar to how Skitarii Alphas are held in high esteem by the rest of the Skitarii, you are guaranteed to always be viewed in high regard by warrior cultures. Your allies will be more inclined to listen to your words, and your enemies will treat you with honor and respect (even if they're still trying to kill you).

You have been completed, gifted with a mechanical form that has nullified the weaknesses of your flesh. "The circuits are complete. The engine of fate is primed. One turn of the cog remains, and the grand machine shall fulfil its purpose." *Logistae Septimus* 21.4.

Rad-Trooper (-600 CP):
You are a member of the Skitarii Vanguard, who wield the potent and dangerous radium carbines. By this point, you are so soaked in radiation that just getting near you is dangerous to other people, and the radiation is so intense that you could kill someone just by standing near them for a short while. This provides an intense combat advantage against anything vulnerable to radiation… which incidentally, no longer includes you. While normal Vanguards might need to worry about the radiation from their carbines eventually poisoning them to death even through their anti-rad modifications, you have a complete immunity to damage from radiation.

If you stay in one location for long enough, you could cause a localized rad-storm. The likes of you are sent not merely to kill the enemy, but turn the terrain into a dangerous rad-waste. As is written in the *Life of Fabricator General Kane*, 56.90: "Annihilation. Not exile, submission, or subjugation. For the xenos, only annihilation."

You can turn your aura of radiation on and off with an act of will.

Necron Perks

Advanced Necrodermis Chassis (Free, Mandatory, Exclusive to Necron):
You are no mere Necron Warrior, to be encased in living metal of lesser quality. Yours is a body of higher grade, strong enough to rip your way into a human tank and tough enough to withstand rains of bullets and las-fire. It would take

weaponry meant to damage vehicles to injure you at all, and even then, it would take quite a bit more than that to actually put you out of commission.

Reanimation Protocols (Free, -400 CP to keep, Exclusive to Necron):
Of course, being taken out of the fight is but a temporary problem to the Necrons. Necrodermis is a living metal capable of rapidly restoring itself when damaged, and the Reanimation Protocols of the Necrons will return you to "life" even if it seemed like you had been killed, so long as your body is mostly intact. Should you be damaged beyond the ability of the Reanimation Protocols to restore you, you will instead be teleported away to safety to recover in a stasis crypt. You can, however, still be permanently destroyed if you are damaged enough before you can teleport away.

This effect only applies in full for the duration of the jump. However, post-jump you will still have the regeneration of Necrodermis, but the Reanimation Protocols will only be able to activate once every year. If you are destroyed beyond the ability of the Reanimation Protocols to recover, you are instead teleported to a stasis crypt that will be installed in your Warehouse; this form of absolute recovery, however, can only activate once every 10 years.

Omnilingual Broadcast (Free, -100 CP to keep, Exclusive to Necron):
The Necrons have long ago mastered all branches of study beyond the conception of the races of the modern age. Linguistics was just another topic to conquer. You are able to speak in a fashion that is understood in all languages, and are equally capable of understanding whatever languages you hear.

Aura of the Pariah (-300 CP):
"Blanks" are those rare individuals who could be thought of as "negative" psykers, beings whose mere presence is destructive to the Warp and everything connected to it to the point that even ordinary people feel repulsed by their presence—psykers and daemons can be outright harmed simply by being around them, much less suffering an attack from one. In the Necron's unrelenting opposition to the Immaterium, is it any wonder that they attempted to harvest this ability for themselves? You may be an actual Pariah, or you could be modified with technology based upon their powers; if you take this perk as a human, you are instead a proper Blank. Regardless of what you are, you have the ability to project an aura that shuts down all psychic, supernatural, or extra-dimensional

phenomena, as well as inflicting potent damage on those who utilize or are composed of such energies. Unlike a normal Blank, you can turn this aura on and off.

Necron Lord Perks

Caustic Verbiage (-100 CP):
Before humanity conceived of stabbing one another with sharp sticks, the Necrons waged a war that burned a path across the galaxy. Before humanity ever imagined that it could create fire, the Necrons created weapons to sunder the very stars. And when humanity took its first stumbling steps away from the trees to stand on two feet, the Necrons destroyed their own gods and bound their fragments into unending slavery. The very thought that humans could pose a threat to the likes of you is laughable, and this young race's pathetic attempts at usurping your place on this world warrant only pity and disgust.

Your ability to insult, demean, and humiliate is far beyond anything a human could hope to achieve. You always know exactly the most cutting words to say, and can phrase even your compliments in such a way that they undermine your target's courage and pride. You stand beyond mastery of mockery, and your verbal attacks are a threat to the morale of your enemies as surely as your weapons are a threat to their flesh.

Needs of the Kingdom (-100 CP):
Dynasties need to do more than simply exterminate the lesser species like the Destroyer Cult so eagerly espouses; they need to conquer and rule them. But even a conquered people have needs that must be met, and it is the obligation of the conqueror to provide those needs, even if only so that they still have a people to rule over in the first place.

You are always aware of what is needed to keep your domain functioning. You know both the wants and needs of your populace without ever having to ask, as well as those of whatever people you have conquered or otherwise claimed as your own.

Nodal Command (-200 CP):

The vast majority of the Necrontyr population lost their sentience during the biotransference process. It is only through the directions of higher-consciousness Necrons that the Necron Warriors can be used as proper tools of war. You possess a mental connection to all those who could be considered your subordinates; through this connection, you can communicate with and send orders to those who serve you. You gain incredible ability to multitask, allowing you to direct those beneath you according to the situation at hand. For non-sentient entities such as Necron Warriors, this will result in them instantly following your orders; sentient beings have no such compulsion to obey.

However, individually commanding entire legions worth of Necron Warriors would be too much for even your prodigious mind to manage. Therefor you can grant this mental communication to those sapients who you rule by making them "command subordinates", and can assign other subordinates to be that individual's own servants; this produces a hierarchical command structure, letting you give orders to your elite servants, who in turn go on to command the rest of your forces… or, should your army grow great enough, even establish command subordinates of their own. However, no matter how many command subordinates are between you and even the least of your followers, you can always bypass the command structure to command them directly, should you so desire.

But the ability to command is meaningless without the competency to command *well*. As a veteran of the War in Heaven, you are a tactician of surpassing talent, with the experience in battle to quickly form plans to outmaneuver and overwhelm whatever enemies you face—although since the modern era is so far degraded from the heights it reached under the Old Ones, it is unlikely that you will ever face real enemies again. All that remains in this galaxy are pests to be ruled over or exterminated.

Icon of Terror (-200 CP):
A ruler should be both feared and respected. And if that is the measure of a Lord, then you are the master of all you survey. You garb yourself in authority as another might garb themselves in clothing; your right to rule is obvious to all who see you, and the wrath you can bring to bear upon those who defy you is equally apparent. Now, this won't make those of a higher rank bow to you, but you can at least be assured that you won't be dismissed or thought of as just another petty lordling.

In combat, however, this evolves to a new state; where once you invoked awe, you now invoke dread, and terror wraps around you like a cloak until such time as you cease hostilities.

Conquer the Stars (-400 CP):
Sixty million years ago, you waged war against an enemy who ruled the whole of the galaxy—and you *won*. Your people underwent the Great Sleep, but that by no means meant that you gave up the galaxy you had earned. If these piddling races think to claim it for their own, then it is your responsibility as their greater to show them the error of their ways, and reclaim the worlds you rightfully earned.

To accomplish this, you have immense knowledge of strategy and logistics, and are easily capable of coordinating wars on multiple fronts or against superior numbers. You know how best to maximize the effectiveness of the forces you have available, and how to undermine the power of those that oppose you to ensure that you always have an advantage. The size of the conflict doesn't matter; even a war that spends trillions of lives spread out across the galaxy is well within your ability to lead to victory.

But you are more than a simple conqueror of worlds, you are a *leader*. You know how to administer and rule over a nation spanning a world—or many worlds. You are incredibly effective as an administrator and have both the charisma and the skill in manipulation to make an entire royal court dance to your tune and carry out your will, without ever realizing the degree to which you are guiding their actions.

Dynastic Supremacy (-400 CP):
The Necrons are by no means a united people. The Lords of the royal courts jockey for power, in echo of the Dynasties that seek to overcome each other. Even with the return of the silent King and the reestablishment of the Triarch, the Necrons have descended into internecine quarreling. While the races of today are no true threat to your kind, the same cannot be said of the Tyranids, who by numbers alone could threaten even your mastery of the cosmos. Yet despite the Tyranid threat, the Necrons have no true unity.

But you will never suffer the bite of betrayal, for those who work under or alongside you will never turn on you for their own self-interest. Those who you ally with will remain allied with you forever, and will not betray you when it provides them an advantage. Those who you broker deals with will adhere to the agreement they made, without turning on you once you are no longer present to enforce their compliance. Your people will never revolt against you and the races you conquer will never rebel against your rulership. Once you have earned it, or even taken it by force, loyalty is eternal.

To Destroy the Gods (-600 CP):
Once, your gods dared to turn on you. You gave them bodies and gave them loyalty, and yet they enslaved you. And for that insult the Necrons *broke* them, took their gods and shattered them into a thousand pieces, now bound to your will in an ironic echo of how they once bound you and your kind. The act of destroying your own gods is not without consequence; you have been permanently marked, and will eternally be given the opportunity to perform the same feat.

Whenever you encounter an enemy who is divine, you can likewise discover a weakness to their power. When a foe possesses a "perfect defense", there will always be a flaw for you to exploit. When your opponent is unbeatable, a way will always exist to defeat them. This does not guarantee that you will find this method, but it does ensure that victory over the undefeatable will always be possible if you but discover how.

Cryptek Perks

Dance of the Cryptek (-100 CP):
Your kind has created more technology than any other species could hope to even imagine, and your sciences are so manifold that the stars in the sky are outnumbered by the wonders you have created. But your technologies are far too many and far too variegated for you to feasibly carry everything you need with you. Instead, you have learned to implant technologies directly into your body, allowing you to draw upon the abilities they provide without carrying around separate tools. And thanks to the pocket dimension technologies your kind has developed, you are capable of storing many times your body mass worth of

machinery in your own form, making you a formidable walking armory without visibly changing your form.

Universal Interface (-100 CP):
Necron technology is the shining star of the scientific world, the pinnacle of achievement against which the sciences of all other races fall miserably short. However, just because it is inferior does not mean the technology of the lesser races is without its use. As such, it behooves you to understand how to use the technology of your inferiors… even if only so you can disable it. You are capable of mentally interfacing with and utilizing any form of technology near to you, regardless of what form of interface it utilizes or whether or not you are physically, mentally, or spiritually "suited" to interact with the machine.

Harbinger of Arcane Sciences (-200 CP):
You are no Lord, who speaks and demands the obedience of multitudes. Instead, you command the very cosmos themselves, and the Materium bends over backwards to fulfill your whims. Where lesser races make do with psykers and call upon the powers of the Immaterium, the Crypteks took the physical sciences and mastered them to such an extent that you yoked your very gods to your will.

Every Cryptek makes their own progress in the sciences, and so develops their own unique knowledge base and abilities, but there are broad categories of study, known as disciplines, that loosely categorize the general focus of your techno-sorcery. Although Szaregon favors Technomancers to the point that they are the most prevalent Crypteks on Silva Tenebris, you can choose any of the cryptek disciplines to be your primary focus, gaining the technological abilities expected of a master of your craft.

You may take this perk multiple times, selecting a new discipline to master each time. All such purchases are still discounted to a Cryptek. This only establishes the foundation of your knowledge, however; with further study and research, you can branch out to learn new technologies and discover how to twist reality to suit you in different ways.

Living Metal (-200 CP):
The miraculous substance known as "necrodermis" is used almost universally in Necron construction; it is able to be adapted to serve many different purposes and

hold many different qualities with only a minor adjustment, allowing for a multipurpose material with few, if any, downsides. Your studies of this material, combined with your understanding of your current mechanical nature and of the biological form you once possessed, has allowed you to make a breakthrough in the interactions between organic and machine… one particularly suited to your nature as the Jumper. You may interchangeably treat organic materials as synthetic and synthetics as being organic; you may treat biological creatures like machines, and mechanical constructs like living beings. This applies to both your technological advancements and creations, as well as your perks and powers.

Architect of Wonders (-400 CP):
Crafting technology by your own hands is all well and good, but at the scales the Crypteks work at, there is little time for such frivolities. Whether building machines atom by atom via Nanoscarabs or larger constructions performed by slaves and Spyders, craftsmanship on the level of Necron technology is no longer something that can easily be performed on your own. As an interdimensional traveler possessed of powers of your own, outside of the paradigm of this reality, this allows you to adapt your own abilities to suit this style of construction.

Any perks or powers you possess that affect items you build or construct yourself, will now also apply to any objects you oversee or direct the creation of. Factories producing your technologies will produce devices of the same quality you could make yourself, and buildings made by your minions will be just as suitable in terms of perks as if you had made them yourself.

Innovation of the Technomandrites (-400 CP):
The Technomandrites were the greatest of the Crypteks; knowledgeable, clever, and inventive, they were responsible for creating great swathes of the Necron technology base. You have a creative spark equal to, if not surpassing, even the most innovative of the Technomandrites. You can easily dissect technology as advanced as the most eldritch of Necron tools and understand how it works, and can take the principles of anything you understand and will know how to apply it in new ways. You could design inventions that would shock even the Necron Dynasties with how advanced they are, and given time could revolutionize even a society as advanced as the Necrons'. No matter what the device is, you will always be able to improve on its design somehow (although the more advanced the machine is, the smaller the improvement will be).

Tech-Sorcerer Supreme (-600 CP):
The Necrons have mastered the Materium to a degree unseen by even the Old Ones, and can alter the fundamental building blocks of reality to twist the universe in their favor. They can see the past and the future, they can reorder the mind to fit them, and there is no aspect of the physical world that they have not earned supreme command over. But the powers you bring from other realities are not of this universe, and are beyond the reach of Necron sciences… or at least, they *were*.

By taking this, you can integrate the tech-sorcery of the Necrons with your own otherworldly abilities, allowing you to create miraculous devices that can duplicate the effects of your perks and powers.

Soldier Perks

Unflinching Resolve of the Immortal (-100 CP):
You fought in the War in Heaven. The galaxy burned in the conflict between the Necrons and the Old Ones, and you faced terrors far beyond what the modern galaxy has to offer. The scourge of the ancient Aeldari, so far beyond the feeble remnants that still plague this universe. The unending swarm of the Krorks, even the least of whom was greater than the most powerful of Ork Warbosses. And yet, you never faltered. You lost your own body and faced the worst the galaxy could throw at you, and even then, you still achieved victory.

Fear has no hold on you, and despair cannot catch you in its grip. Any injury or pain you suffer will have no influence on your thoughts, as you acknowledge its presence and simply let it slide off of you. The threat of true death does not make your heart quail, and disgust no longer affects you. No alteration to your physical or mental state is capable of impeding your judgment.

Direction of the Warden (-100 CP):
The armies of the Necron Overlords are vast beyond reckoning, and far too great in number for them to command directly. Instead, they transfer orders via their nodal command structure, empowering their subordinates, like their Royal Wardens, to direct their armies on the battlefield in their place. You would make for an excellent Warden; not only are your tactical and strategic instincts keen, but

all forces under your command will function to a superior degree than they would otherwise. Rather than slow and plodding beings with clearly artificial movement, Necron Warriors under your command might move as fluidly as if they were alive again. Though they would not regain any degree of consciousness, their aim, fighting skills, and reflexes would be more suited to a living and highly trained soldier than the cumbersome tools they have so often been reduced to.

Sign of the Deathmark (-200 CP):
Deathmarks are the elite assassins of the Necrons; normally they are not employed against a worthy or honorable foe, but where can such foes be found in a degenerate era like this? You have been given the powers of the Deathmark, and you may use them with impunity.

You may "mark" a single target you can see with an energy halo; this aura of green energy shines in multiple dimensions at once, allowing you to always be able to perceive the location of your target, regardless of distance or barriers between you. Any attacks inflicted on this target will inflict more damage than it otherwise would, even if made by people other than yourself. You can only have one person marked at a time.

Furthermore, you are capable of hiding in a hyper-dimensional pocket, a dimensional oubliette from which you can perceive the world but cannot be perceived in turn. By moving in this oubliette, you can exit into the world at a different location, making it look like you teleported.

Curse of the Flayed Ones (-200 CP, Exclusive to Necron):
You have been subject to a non-contagious version of the Flayer Curse. Yet, despite having the form of a Necron, you are in truth a being from another reality, one outside even the power of the C'tan; as such, it has only affected you in part. Your body has twisted to turn you into a predator; your fingers can now extend into long flensing blades that slice on a molecular scale, and your legs have developed an additional joint, allowing you to move faster, or even move on all fours when it may be more advantageous. You are also capable of accessing a pocket dimension, and traveling to and from it at will; while in this jump you are capable of accessing the dimension of the Flayed Ones, you are also capable of accessing an empty pocket dimension reserved solely for your exclusive use.

Additionally, new knowledge floods into your mind, giving you an instinctual understanding about how to flay the skin off of a living being. Furthermore, when you kill something, or make use of the body parts taken from a still-living being, you may will the organic materials not to rot, and for the blood not to fully dry, nor run out. The combined effect allows you to garb yourself in skin that will drip blood eternally, or at least until you decide not to preserve it anymore. When wearing this skin, you inflict terrible damage to the morale of your enemies, even those who otherwise possess the mental discipline (or lack of consciousness) that would make lowering their morale impossible. Nothing capable of processing information can avoid being horrified by the sight of you wearing the skin of a once-living being, and even the tightest degree of discipline or the mindless loyalty of the servitor falters at the sight of you.

Modifications of the Destroyer Cult (-400 CP):
The universe is vast. Vast and empty. Across all of space, a meager 0.0[…]01% of the universe consists of matter. Of that matter, only 0.0[…]01% of it is living. Life is a flaw, an abomination that goes against the fundamental nature of existence itself, nothing more than a rounding error in the span of the cosmos. A mistake… but a mistake filled with misery and suffering. You, then, must be mercy incarnate, for you are a member of the Destroyer Cult, those Necrons afflicted with a unique, perhaps C'tan-tainted madness that drives them to an unparalleled loathing of life itself. While other Necrons long for the return of their bodies and souls, and even the mindless Necron Warriors reject that which would alter their physical form—all that remains of who they once were—members of the Destroyer Cult embrace modifications to their body to make them better at killing.

You, though, have gone a step beyond that. You gain the ability to, over the course of 24 hours, integrate any item or piece of machinery into your body, and operate it as though the machine were a part of you. Furthermore, you are capable of replicating this integrated item up to six times, so long as it is still a part of your body. The precise details of how this works are up to you. For instance, you could, like a Lokhust Destroyer, work an anti-gravity chassis into your body in place of your legs to hunt down all life, or like a Hexmark Destroyer you might wield six guns at once, having copied the same weapon multiple times over to increase your killing prowess.

You are also able to separate objects from yourself should you wish them to be apart from you, but anything you duplicated simply fades out of existence. You can have a total mass of items integrated into you of up to five times your body mass.

You are not required to share in the Destroyers' hatred of life to benefit from this perk.

Rebuke of the Praetorian (-400 CP):
Triarch Praetorians are not subject to the ordinary chain of command, instead being direct servants of the Triarchs, and the Silent King in particular; their role is to be judges, to ensure the survival of the Necron people, and to keep rowdy nobles in line by making sure they keep to the ancient laws.

They are not subject to the will of ordinary Lords, or even Overlords; thus, neither are you. Whenever you exist in part of a hierarchical chain of command, the only person who will have a right to command you is the person who exists at the head of that chain; no one lesser in stature or rank has any hold over you, nor any legal or societal claim to be able to order you around.

Furthermore, so long as you can truthfully excuse it as being an attempt to enforce the law, you are exempt from punishment or retaliation for actions that you take, particularly against people in a position of power. Finally, when someone is flouting the law, protocol, or the behavior expected of someone of their rank, you inflict more damage upon people who exist in a position of power. This applies both in terms of physical and metaphorical damage; your arguments against them will be given greater weight, your insults will be taken more harshly, and your reprimands will cow them more than they would otherwise.

Aegis of the Lychguard (-600 CP):
Woe betides those who seek to achieve victory against the Necrons by destroying their Lords, for they are protected by the peerless Lychguard, guardians of the highest caliber, who can be neither bribed nor blackmailed out of their sacred duty. The only way to bypass the Lychguard is in combat, and they stand without match among the forces of the Necrons in that regard. Any attempt to attack a Lychguard—or you—will be met with a furious counterattack. You can assign a single willing individual as your "ward". Any attack directed towards your ward or

yourself, regardless of if it connects, will allow you to make an offensive strike in return. When making this attack (or moving into position to do so) you will move faster and strike quicker, and gain a resistance to all forces or attacks that would hinder your retaliation.

But more than a mere Lychguard, you gain further protective prowess suited to a Vargard—the primary protector of a Necron Lord, although you can assign your ward to be any individual you desire. While you are within sight of your ward, you can instantly transposition yourself and your ward, switching places (typically to help them escape from danger). While this may leave you vulnerable to the attack that may have targeted them, your defenses receive a substantial boost to help you survive the attack.

Finally, although Necron Lords most skilled at the games of politics, not all such Lords made it through the Great Sleep with their minds intact; however, the loyalty of a Lychguard is such that some Vargards, such as Obyron of the Sautekh Dynasty, have been forced to learn to play politics to keep their charges safe. You gain exceptional skill at piercing through the schemes and subterfuge of politicians and bickering nobles, and can easily pick out even the most subtle ringleader and predict the consequences of what would happen if you were to eliminate them. You can take apart conspiracies and put an end to uprisings before they begin. Sometimes, the greatest threat to a Necron Lord is not the rest of the galaxy, but those who ought to serve them. And a good Vargard protects against all dangers.

C’tan Shard Perks

Star God (Free, Exclusive to C’tan Shard):
Once, you were magnificent. You could consume suns and destroy worlds, and entire fleets of the greatest warriors in history were as nothing before your invincible power. It was only by betrayal and trickery that your kind fell… but fall you did, and you are now but a fragment of your former greatness. But even a fragment of a god is mighty.

Your Necrodermis vessel is by far the most advanced of its kind, requiring dedicated barrages of siege weaponry to actually injure you. More importantly, you can twist the fabric of reality to suit your desires. You can create or destroy matter, warp space and stone and flesh as you will, and summon energies from

other dimensions. Your power is not less than the greatest of psykers or Crypteks, and you can twist minds, matter, and even the basic laws of the universe with ease. You are limited by little but your own knowledge of the universe, and the scale of your powers.

Like you did when your kind feasted on stars, you can consume the energies of the universe. You can feed on thermal energy, electromagnetic forces, or even kinetic energy and the strange energies the Necrons wield for their own purposes. And though you would need to rip it from its host, you can even feast upon souls, devouring the very essence of a person. Although eating does not increase your own power, it can recharge and heal you.

In a Box for Epochs (-200 CP):
What is a mere sixty million years compared to one who has lived since the birth of the universe? Time no longer has any hold on your mind. Your memories and mental acuity will no longer fade with the passing of years, and your mentality is adapted to fit immortality, such that you can easily adjust to long periods of nothingness and inaction without feeling bored or growing weary from having lived too long. Eternity belongs to you.

Worship and Veneration (-200 CP):
Your power far surpasses that of all other races; even the Chaos Gods, mighty though they are, have power over only the Immaterium. In the material universe, the might of your kind has no match. Is it not only suitable, then, that your lessers would praise you as the gods you are?

When you demonstrate your power, those who observe you will be strongly inclined to begin to worship you, recognizing your divinity and superiority and starting up religions to pay you the homage to which you are due.

“I will never go back…” (-400 CP):
For long mega-annums you were bound, trapped within the infinite repetition of your prison. For one to whom the entire universe was once your playground, it was an unbearable torment. One you have since escaped, and to which you will never permit yourself to return.

It is impossible to keep you bound. If you are chained down, your chains will begin to wear away and break. If you are locked in a jail, the door will slowly slide open. If you are captured in a tesseract labyrinth, your container will gradually crack apart. It is impossible for any method of capturing or containing you to keep you restrained for more than a week, as the very means by which you are imprisoned is destroyed by your hatred for your confinement.

Curse of Oblivion (-400 CP):
The Necrons only killed a single C'tan; Llandu'gor, the Flayer, who in his death throes inflicted the Flayer Curse upon the Necrons. So terrible was his retribution that the Necrons did not dare to kill another of the C'tan, instead shattering them into pieces and binding them.

Now you, too, possess the ability to curse those who kill you. Should someone strike a lethal blow on you, you can lay a curse upon them, your powers temporarily boosted in the process to ensure that they suffer for their temerity. You can curse more than simply the individual who killed you, however; you can curse them, their friends, their family, their nation, or even their entire species. It won't necessarily affect *everyone* in the category, especially if it is a particularly broad one, but it will affect a large enough percentage that your wrath will be felt… and it will always successfully target the one who actually killed you.

But, more importantly than a curse you wouldn't be able to appreciate since you were dead, those who would seek to kill you are aware that slaying you would result in them and those like them being cursed. For most people, this will disincline them to slay you, instead attempting to imprison or simply inflict harm to you.

I Hunger (-600 CP):
You are so small now… such a small fragment of your once limitless power, yet still you hunger. Always, always, you hunger. In the beginning, you fed upon the very laws of the universe, upon heat and energy and gravity and space, and thought that was all there was. As long eons passed, the motes of matter gathered, and under the crushing weight of gravity the dust you once ignored condensed into stars, and your kind was delighted by the new meal you made of that churning nuclear maelstrom. You deluded yourself into thinking that's all there was, but oh! Oh, there was so much more!

Thanks to the Necrons, you discovered the small and frail world of mortals. The matter that composes them is pathetic, and they would hardly be worth the time of snapping them up… but the souls they have? The energy contained in the slightest wisp of a soul gave more energy than supping on suns for centuries at a time, and the flavor was beyond any energies the cosmos had yet to offer you.

And now you have even more reason to feast. For all the energy you consume, you grow permanently in power. This development is slow—there isn't a complete conversion of energy absorbed to energy growth—but so long as you eat, you will continue to become more and more powerful.

Given enough eons—or enough souls—you may one day reach the same level of power you had before the damnable Necrons shattered you.

Canticles of the Omnissiah

Faith is power in this universe, and outside of the Ministorum, none are so devout as the Tech-Priests of Mars. You may draw upon your faith by invoking the Canticles of the Omnissiah; by using these prayers, you can invoke special effects, but cannot invoke a single Canticle more than once in any given conflict.

You gain access to 3 Canticles, and may obtain additional Canticles at a cost of **50 CP** each. You may also upgrade Canticles to increase their effects, up to twice per Canticle. Only members of the Adeptus Mechanicus gain access to free Canticles; Necrons must pay double the points for the privilege of using Canticles.

Litany of Life:
Your prayers are filled with healing energies, and a target of your choice is healed of moderate injury.

Cant of the Craft:
The force behind your assault is amplified for a few moments, making physical blows land with more force. Has no effect on attacks that don't rely upon kinetic impacts. Also affects flamer attacks, for some reason.

Benediction of Omniscience:
The power of your tools is temporarily enhanced by the Omnissiah, and all sources of energy-based damage are increased and made more accurate. Except for flamers.

Canticle of the Iron Soul:
Your faith shields you from harm, and all forms of damage you might suffer are reduced in power. You also gain a mild increase to your own ability to inflict harm upon others.

Litany of the Electromancer:
The power of storms fills your veins, and all forms of attack you make for a short while are augmented by divine lightning that pierces through armor and shielding. The aura of electricity you generate may also cause melee attacks against you to miss due to shock-induced twitching.

Chant of the Remorseless Fist:
Destruction is a powerful tool, and you can harness it to increase your ability to destroy objects, machines, armor, and shields; even if you do not outright destroy it, you will inhibit its function.

Shroudpsalm:
You call upon the Lord of Mars for protection, and he works to hide you from sight, making you harder to hit and letting your own attacks destroy energy barriers.

Prayer of Titanium:
Invoke the resistance of metal to significantly increase your resistance against energy-based attacks (but not flamers).

Prayer of Plasteel:
Invoke the resistance of plastic to significantly increase your resistance against physical attacks (as well as flamers).

Tutelage of Momentum:
Channel the Motive Force to increase your movement speed.

Blessings of the Omnissiah:
Gain insight into the world around you; become aware of weaknesses in the enemy, realize hidden advantages the environment might hold, and also instantly recharge and reload all weapons you may have on your person.

Taming the Machine Spirit:
Improve the function of all mechanical or electronic tools/weapons you may possess, similar to a brief application of the blessings from the Machine Spirit perk.

Binaric Harvest:
The Omnissiah guides your weapons, and missing becomes almost impossible for you as your attacks are unerringly directed towards weak points and holes in your enemy's defense… holes that might not have even existed before this prayer. This Canticle cannot be taken for free, and costs twice as much as a regular Canticle.

Gear

Three faction items of each price tier are discounted by 50%. Discounted 50 CP items are instead free. You receive a **+500 CP** stipend to spend on items only. Any items that are lost, destroyed, or stolen will be returned to your Warehouse after a week has passed. Anything that uses ammunition or energy will refill or recharge after 12 hours. Many items listed here have improvements where you can pay extra to improve their functioning; these improvements are not discounted. If you make any modifications or upgrades to the machines you purchase, they are maintained by fiat and will continue to function in future jumps, and will be kept if the item is returned to you after being destroyed.

General Items

Aesthetics of the Machine (Free):
You gain a remote that allows you to alter the aesthetics of your Warehouse, as well as any of your properties and/or any objects you may own. It allows you to switch between the aesthetic appearances of the Tech-Priests of Mars (or whatever Forge World you desire), or any of the tombs of the Necrons (including switching Dynastic colors). This console also allows you to remove such aesthetics, or switch between any other aesthetic options you may have acquired over your journey.

Children of the Omnissiah (Free):
Music follows you. So long as you do not will it to be silent, your life will be accompanied by a soundtrack, as though composed by Guillaume David. This music will adjust to be appropriate to your identity in a world, the environment, and the situation at hand. Should you desire silence, then the music will still. Nobody else can hear this music unless you permit them to.

Esoteric Compounds (-200 CP):
There are a number of devices in this universe that require specialized elements, compounds, or energies that simply may not be available in future jumps. Your Warehouse gets a room added to it that has a stock of all of these unique materials, one which refills on a monthly basis. The amount of each material is determined by how rare it is. Ceramite, for instance, would be provided in far

greater amounts than adamantium, which in turn would be more common than auramite.

Workshop (-300 CP):
What's the point of a tech-priest who doesn't have any tools for fiddling with technology? This attachment to your Warehouse contains all the tools needed to build or repair anything you know how to create or fix, neatly organized so you can easily find whatever you need. It comes complete with a fabricator, but won't provide the raw materials for its use.

More importantly, whenever you work in this room your will be faster and more efficient, somehow accomplishing mechanical or technological tasks in only half the time it ought to have taken.

Adeptus Mechanicus Items

At your discretion, any Adeptus Mechanicus items purchased by a tech-priest or tech-guard can already be implemented into your form, be it attached to hardpoints or as bionic installations.

Weapons

Arc Weapon:
Powered by Mars permacapacitors, these weapons store up vast amounts of electricity, which is then released in a devastating attack. Each purchase of an Arc Weapon allows you to take one of the following:

- **Shock Weapon (-50 CP)**:
  A less lethal variation on the Arc Weapon, these use electricity to incapacitate an enemy. You can take the whip-like Electro-Flail, or a Corposant Stave. For an additional **50 CP**, you can have the Aegis Anbaric Shock Blaster Pistol, which fire electromagnetic force that cripples enemies by overloading the nervous system.
- **Arc Melee Weapon (-100 CP)**:
  A melee weapon such as the Arc Claw or Arc Maul that releases electrical energy upon contact, enough so that someone might just convulse themselves to death if their brain isn't fried out first. For an additional **100**

CP, you may have an Arc Lance, which is also capable of releasing bursts of electricity from range, and which is powered by the Mag-Inverter Shield that is provided alongside it.

- **Taser Weapon (-100 CP)**:
  These weapons use hyperdynamo capacitors to unleash fatal bursts of electricity upon solid impact; the electrothief prongs at the tip allow the user to absorb electrical energy from the bodies of those you have slain, reducing the need to recharge. You receive a Taser Goad. For another **50 CP**, you instead receive a Taser Lance, which is both longer and more powerful.
- **Arc Ranged Weapon (-150 CP)**:
  You get an Arc Pistol, lethal and efficient. For another **50 CP**, you may instead purchase the Arc Rifle, which has longer range and is more powerful.
- **Arc Grenade (-200 CP)**:
  A grenade that unleashes a powerful burst of electronic devastation, like a storm condensed into a sphere. Typically wielded by the Pteraxii and dropped on enemies from above. You receive 6 grenades.
- **Arc Scourge (-200 CP)**:
  One of Belisarius Cawl's inventions, it produces a short-range, but widespread, burst of electricity capable of ripping apart even a tank… provided you get close enough, at least. Curiously, this is considered to be a melee effect, and so any abilities you have that benefit melee combat can be applied to this weapon.

Flamer Weapon:
Flamers are weapons that release the highly volatile promethium, which ignites on contact with the air to reach superhot temperatures, and is capable of burning even in airless environments. Clinging to its targets, it is among the most lethal forms of weaponry in the Imperium. Each purchase of Flamer Weapon provides one of the following:

- **Cognis Flamer (-150 CP)**:
  A flamer with a more active machine spirit than most, the Cognis Flamer will continue to fire on an enemy of its own accord should you happen to get distracted; being a loyal machine spirit, it will not do so should continued fire be against your will. Cognis weapons are normally equipped on vehicles rather than used by personnel; you are blessed indeed to receive this sacred tool of purging fire.

- **Incendine Combustor (-300 CP)**:
  Utilizing thrice-blessed promethium and ignited with a flame lit from the Perpetual Forge, this holy flamethrower is among the most powerful flamers available, typically mounted upon Kastelan Robots.

Galvanic Weapon:
Using electro-galvanically fired projectiles, these weapons can strike with accuracy from extreme range. Each purchase of Galvanic Weapon provides one of the following:

- **Galvanic Carbine (-200 CP)**:
  The standard galvanic weapon, they can penetrate even through the canopy of a Thunderhawk Gunship's cockpit.
- **Galvanic Rifle (-250 CP)**:
  These weapons fire specialized ammunition that causes the target's potential energy to rapidly convert to electrical energy; if the impact of the projectile didn't kill them, the burst of electrical force will surely do so.
- **Galvanic-caster (-250 CP)**:
  This weapon features two methods of fire; in the first mode, it will fire bursts of razor-edged flechettes, while in the second it can fire ignis charges that will blind prospective attackers. You may alternatively exchange one of these firing modes for the ability to compress the galvanic charge to fire an armor-piercing slug.

Laser Weapon:
Although the Astra Militarum is best known for its use of lasguns, there are more powerful laser weapons out there than that given to the rank and file of the Imperium. Each purchase of a Laser Weapon provides one of the following:

- **D'Laku Crusade-Pattern Hellgun (-150 CP)**:
  While the armor of a normal Skitarii warrior can only stand to power 12 shots from this armor-penetrating weapon, yours is more efficient and can handle half again that number before it will start to consume enough power to be dangerous to you.
- **Mitralock (-200 CP)**:
  Effectively a laser shotgun, this weapon is extremely dangerous at short range, but rapidly loses power and accuracy beyond that.

Melta Weapon:

These weapons utilize sub-atomic reactions to produce a beam of tightly focused heat that sears through almost everything, including the heavy armor of tanks; in this, they are nearly as effective as plasma weapons, and their reduced range is made up for by the safety with which you can use them, as there is no risk of them spontaneously exploding.

- **Meltagun (-200 CP)**:
  A powerful short-range weapon, it can melt through armor in moments. For an additional **50 CP**, you can instead have a Multi-Melta, which is essentially a multi-barreled Meltagun.
- **Solar Atomizer (-600 CP)**:
  Utilizing a complex focusing array designed by Belisarius Cawl himself, this concentrates thermal energy and melta-waves into a short ranged, but searing burst of heat that puts Meltaguns to shame; not only is the range superior (albeit still short), but it can penetrate through anything in but an instant, not requiring even the short duration needed to melt through heavy substances as seen with normal Meltaguns.

Phosphor Weapon:
These weapons fire white phosphorus incendiary ammunition; not only are they potentially lethal on their own, but the ammunition clearly marks its victim as a target to any allies nearby, enhancing the accuracy and damage of everyone who attempts to attack the marked target. Each purchase of a Phosphor Weapon provides one of the following:

- **Light Phosphor Weapon (-150 CP)**:
  For this price, you can get a mere Phosphor Pistol or Phosphor Blast Pistol. For an additional **50 CP**, you may instead receive the heavier Phosphor Serpenta.
- **Heavy Phosphor Weapon (-250 CP)**:
  More powerful Phosphor weapons, this category includes Phosphor Blast Carbines and Phosphor Blasters. For an additional **50 CP**, you can upgrade this to a Heavy Phosphor Blaster, such as is usually reserved for the robots of the Legio Cybernetica.
- **Phosphor Torch (-250 CP)**:
  Straddling the line between a Phosphor Weapon and a Flamer, people lit up by this weapon rarely live long enough to require any follow-up attacks.

Plasma Weapon:

One of the strongest weapons available to the Imperium, and one of the riskiest Hydrogen is energized to a plasma state in the weapon's fusion core, and the energy is contained in magnetic fields before being fired via magnetic accelerator, the impact causing an explosion like a tiny sun. However, plasma loses accuracy at range, when fired at full power requires a period to cool down before firing again, and an error in the magnetic containment field could result in the gun exploding in the wielder's hands. Fortunately, yours are at no risk of such failures. Each purchase of Plasma Weapon provides one of the following:

Plasma Gun (-250 CP):
This rifle-sized gun is the standard for plasma weaponry, if such rare and valued technology can be considered to have a "standard" in the first place. For an additional **50 CP**, it can instead be a Plasma Blaster, a combi-weapon fusing two Plasma Guns together, which somehow has a lower chance of overheating.

Plasma Caliver (-400 CP):
A plasma weapon that focuses on lower powered (but still thoroughly lethal) shots that allow it to be fired in rapid succession, this weapon winds up having a terrifying rate of fire. For an additional **100 CP**, you can instead have a Plasma Culverin, which is normally mounted on Kataphron Battle Servitors. It has superior cooling, allowing for more powerful blasts still fired at a high rate.

Power Weapon:
Traditionally an axe in the Machine Cult, some (notably the tech-guard) are known to use other power weapons from time to time. Power Weapons are melee weapons that, when activated, will make a field of energy along its edge that disrupts matter, letting it tear through even the armor of a Chaos Terminator. For each purchase of Power Weapon, you may take one of the following:

- **Melee Power Weapon (-100 CP)**:
  Axes, swords, spears, gauntlets, lances, hammers… you can have any sort of melee weapon you like, augmented with power weapon technology.
- **Xenarite Power Weapon (-150 CP)**:
  A power weapon that has been augmented with Xenarite technology based on studies of Necron gauss weaponry. It projects an energy field along its blade almost, but not quite, like that of gauss weaponry which allows it to burn through molecules it touches, increasing the strength of the weapon.
- **Omnissian Axe (-150 CP)**:

Gifted only to those tech-priests who have proven themselves in battle, they are exceptional even among other power weapons, and are marked with blessed equations. They also have functions as tools for repairing or interfacing with machines, and have purposes in sacred rituals.

- **The Sufferer Shattering Axe (-200 CP)**:
  Created by a brother of the Mechanicus who listened too closely to the whisper of the the C'tan Shard known as The Sufferer, this is a Xenarite Power Weapon that has been enhanced beyond reason, and is capable of inducing a systematic molecular breakdown in targets even after they've been hit, like leaving acid in a wound to burn it further.
- **Red Axe (-200 CP)**:
  A massive Omnissian Axe built from a unique starmetal ore that causes it to emit a crimson glow. When you wield it in battle, the power of all your blows is amplified to a great extent, sufficient that even an unmodified human could use it to fling back a Necron (blasphemous though the idea of someone so unsanctified getting their hands on such a relic may be). In the hands of a properly modified warrior, it could accomplish so much more.

Projectile Weapon:
Weapons that fire a solid projectile of some sort, not counting Galvanic or Radium Weapons. Each purchase of Projectile Weapon provides one of the following:

- **Macrostubber (-50 CP)**:
  A so-called "stub gun" that simply fires ordinary projectiles. It isn't particularly fancy, but it gets the job done. You can alternatively have an Archeo-Revolver, which closely resembles a revolver from your world, if scaled up to be larger and more powerful.
- **Flechette Weapon (-200 CP)**:
  Flechette weapons fire hundreds of tiny darts instead of larger projectiles; individually they do very little damage, but in mass they are lethal… even more so because each individual dart is capable of sending off a homing beacon to attract other darts, so the first one to hit an enemy will pull all the other darts to it, making escape from further fire almost impossible. You can purchase either the silenced Flechette Blaster, or for an additional **50 CP** you could get a Flechette Carbine, which has longer range and fires more darts.
- **Maxim Bolter (-300 CP)**:

A (relatively) compact and short-chambered rotary Boltgun, it manages a higher rate of fire than ordinary Bolters can manage but have such heavy weight and recoil that only those with extreme levels of augmentation have the strength to wield it. Bolters fire self-propelled shells with hyperdense cores and diamantine tips, which explode shortly after impact to destroy the enemy from the inside.

Rad Weapon:
Rad weapons are designed not merely to kill the enemy, but to turn the terrain into a hazard. The projectiles burst to release a short, intense burst of radiation and shower the area with deadly fallout. Unlike many rad weapons, yours pose no risk of exposing anyone to radiation… until they've been fired, at least. Each purchase of a Rad Weapon provides one of the following:

- **Radium Weapon (-200 CP)**:
  The most common form of Rad Weapon, Radium Weapons fire heavily irradiated projectiles, and sustained fire can even generate a short-range rad-storm that can kill anything in the area that somehow survived the radiation itself. You may get either a Radium Pistol, but for another **50 CP** you may instead purchase a Radium Serpenta or a Radium Carbine. If you instead pay **100 CP** extra, you instead get the long-range Radium Jezzail to snipe your enemies at a safe distance.
- **Irrad-Cleanser (-300 CP)**:
  An anti-infantry weapon, it blasts an area with cross-spectrum radiation to boil enemies alive and rip them apart at the cellular level. You may optionally spend an additional **50 CP** to purchase the heavier and more powerful Irradiation Engine.
- **Saint Curia's Autopurger (-400 CP)**:
  Created by the Conclave Genocidius to honor their patron saint, this device issues forth clouds of incense that have been highly irradiated, rapidly proving deadly to any organic being in the vicinity.

Transonic Weapon:
A means of weaponizing sound, these weapons emit a constant buzz that induces nausea in those unused to it, or not enhanced to resist it (such as tech-priests or tech-guard). But while an advantage in combat, that isn't their main purpose; rather, it is their ability to rapidly adjust their sonic field to match the resonant

frequencies of the object they strike, letting you effortlessly slice through it. Each purchase of a Transonic Weapon provides one of the following:

- **Chordclaw & Transonic Razor (-100 CP)**:
  Chordclaws are a form of battle claw that function a little differently from other transonic weapons; once you penetrate the enemy, they release bursts of sonic waves that effectively liquidizes them from the inside. That said, a swipe with one would still be a mutilating injury. As transonic weapons are traditionally wielded in pairs, you also gain the short Transonic Razor. At your discretion, you may instead have two Transonic Razors or two Chordclaws.
- **Transonic Blades (-150 CP)**:
  A pair of long swords, these deadly weapons are infamous for their use by the Sicarian Ruststalkers.
- **Transonic Cannon (-250 CP)**:
  As the sound waves produced by transonic weapons rapidly deteriorate from the precise frequencies needed as they propagate through the air, this weapon is only effective at a short range. It serves as a "sound gun" that can blast people and objects apart with heavy bursts of sound.

Volkite Weapon:
Volkite weapons are poorly understood, but were once so powerful that they were the standard armament of the first generation of Adeptus Astartes. They work by deflagrating an enemy with a beam of energy, rapidly converting organic matter into fire and ash. A solid shot would make an enemy explode into a burst of flames capable of taking out their own allies. Each purchase of Volkite Weapon provides one of the following:

- **Volkite Serpenta (-200 CP)**:
  The smallest form of Volkite Weapon, shaped roughly like a large pistol.
- **Volkite Blaster (-300 CP)**:
  A more powerful form of Volkite Weapon, it releases powerful and sustained beams of volkite energy.
- **Xenarite Pattern Volkite Blaster (-400 CP)**:
  Another piece of technology that comes from fusing proper human technology with the techno-sorcery of the Necrons, it merges together the opposing effects of volkite weaponry and gauss weaponry to make a foe simultaneously disintegrate and explode; the explosion has a measure of alien energies affecting it, causing those captured within the burst to be

impeded in their movement due to the exquisite agony of the molecules on the surface of their body destabilizing below the burns of the explosion.

- **Forgefire (-400 CP)**:
  This relic of the Cult of Mars is a Volkite Blaster, but it is a masterwork with a legendary history of defending the Omnissiah's realms. While fighting a defensive battle, this weapon will inflict even more deadly wounds than it normally would, and those enemies it converts to flame will explode with even more devastating force.
- **Weapon XCIX (-400 CP)**:
  An experimental Volkite Blaster from the ever-innovative Forge World Ryza, this weapon has quite simply been up-volted; not only does this provide it with more damaging attacks, but you can charge it to even further extents, allowing its beam to damage non-organic substances as well.
- **Volkite Culverin (-600 CP)**:
  The heaviest man-portable form of Volkite Weapon, it can release its beams in rapid succession, its high level of fire reducing hordes of enemies to little more than ash in the wind.

Chain Weapon (-50 CP):
Not so common among the tech-priesthood as they are in the rest of the Imperium, chain weaponry still has its place, particularly for the tech-guard or those tech-priests too low in rank for a **Power Weapon**. You may take any single melee weapon, and have it be converted to a chainsaw equivalent. Sword, spear, axe, gauntlet—take whichever you like. Its chain and blades will never catch or break, no matter what you strike them against.

Hydraulic Claw (-50 CP):
The pistons of this hydraulic claw are lubricated with sanctified oils that are collected as residue from mighty Imperial Titans, in hopes that the strength of the mighty God-Machines within would empower this tool. Considering that the force it exerts is in excess of what should be possible even for hydraulics, the tech-priests seem to have succeeded.

Pteraxii Talons (-50 CP):
A set of razor-sharp talons to be attached to the legs in place of feet. These are altered to allow you to walk normally, but are also sharp and powerful enough to pierce through armor.

Electroleech Stave (-150 CP):
The iconic weapon of the Electro-Priests, these holy staves have powerful capacitors built along their length to allow them to absorb electricity from whatever you attack. In melee combat, it is almost certain death as all bioelectricity is absorbed. If you possess the **Electro-Priest** perk, then using this stave will allow you to absorb electricity from a short distance away.

Electrostatic Gauntlets (-150 CP):
Another weapon common among Electro-Priests, these gauntlets can channel massive amounts of electricity in a ranged burst of power. If you possess the **Electro-Priest** perk, then using these gauntlets will cause those struck by your lightning to cause a further burst of electricity targeting anyone nearby.

Breacher (-200 CP):
A drill-like device made from hyper-dense adamantium alloys and fitted with matter-wave generators that can pierce through even the strongest materials. It is particularly good for piercing through defensive emplacements and fortifications.

Sacrifactum Autorepulsor (-200 CP):
A relic of the Cult, this collection of pipes and cogged mechanisms is built around a single blessed particle of dark matter. The device channels the power of this particle to produce mighty shock waves that batter and beat back an enemy with great force.

Conversion Beamer (-300 CP):
An immensely powerful—and immensely heavy—weapon, this gun unleashes a beam which transmutes matter into energy. This sudden and volatile release of energy causes an explosion on top of the damage from losing matter, allowing it to be a useful weapon against vehicles and tanks.

Quantum Annihilator (-300 CP):
If your superiors knew you wielded this, you would doubtlessly be tried for technoheresy, for it uses tech-lore that was forbidden even before the dawn of the Imperium. This weapon harnesses the potential energy in a foe's subatomic makeup, and releases it, causing their bodies to explode.

Gamma Pistol (-400 CP):
An intensely powerful weapon given only to the truly blessed, it releases a beam of ionizing radiation that can kill almost instantly, but if its wild machine spirit can be tamed then it can even be used to slice apart enemy fortifications. However, if that isn't deadly enough for you, then with **50 CP** it can be improved to a heretical Gauss-Gamma Pistol, augmented with a pitiful understanding of Necron gauss weaponry to induce gauss-like demolecularization in targets after they've been hit.

If such heresy is not to your liking, then for **100 CP** instead you can improve your gun into the Delta Pistol, a relic weapon that normally produces the standard gamma rays used to power the Gamma Pistol, but that can be roused into more. If the Machine Spirit inside is suitably riled, then it will begin to fire delta rays, a rare radiation that will utterly destroy anything made up of metal or circuitry.

Graviton Gun (-400 CP):
This weapon has multiple settings, allowing it to be used for nonlethal, and even nonviolent, purposes; it affects the local gravitational field to make a target heavier or lighter. However, it can also be set to make it extremely heavy, so much so that organs can rupture under a creature's own weight, or armor can crush those who wear it. Obviously, this is more effective the more mass a target has.

Sollex-Aegis Energy Blade (-400 CP):
One of the most potent melee weapons in the Imperium, this is a sword that utilizes Sollex focusing crystals to produce a blade of coherent high-energy plasma. Normally, there is a risk of danger from the energy fluctuating, but your energy blade experiences no such flaw.

Photon Thruster (-600 CP):
These weapons are hardly understood, and their construction is a closely guarded secret by the tech-priests. The Photon Thruster releases a needle-thin beam of blackness that can pierce even the densest substances, and easily rips apart both men and tanks. Yours are not subject to the occasional error that would cause them to burst into black flames.

Transuranic Arquebus (-600 CP):

A precise weapon for long-range combat, it fires a shell of depleted transuranium; the resulting bullet is powerful enough to pierce from one end of a tank through to the other, and the pressure wave of its passing enough to pulp the contents of the tank into red mush.

Torsion Cannon (-600 CP):
A weapon so large it is typically mounted on Kataphron Battle Servitors, it releases a trio of synchronous gaol-fields; these fields of obscure energy hold sections of the target in place, preventing movement. Each field is connected to a section of the tri-sectional barrel. Then, the sections move counter to one another, forcing all matter captured in the fields to be ripped apart as their components are twisted in opposite directions. The advanced tech behind the functioning of this machine has ensured that it is held as one of the most holy of weapons available to the Adeptus Mechanicus.

Eradication Ray (-600 CP:
A directed energy weapon that fundamentally unmakes biological matter unfortunate enough to be caught in the cone-like emanations. Those on the periphery will find themselves slowly discorporating as their body melts like smoke; those close to the muzzle simply cease to exist. For an additional **100 CP**, you may instead purchase the relic known as the Omni-Steriliser; a modified Eradication Ray that, rather than dissolving organic matter, instead stills it, making all atoms in their makeup perfectly inert.

Phosphoenix (-600 CP):
One of the last remaining phosphex pistols in existence, it was used to execute the traitor who dared to destroy the STC information that was used to create phosphex weapons of all types. Phosphex is a rare toxin and incendiary compound that ignites upon contact with air, bursting into a poisonous liquid mist that burns with white-green flame. It ignites metal and eats into living tissue, and cannot be extinguished by anything less than a vacuum. When deployed, it would completely taint a planet, rendering it uninhabitable even more thoroughly than nuclear weapons could. In such a small volume as a phosphex pistol produces, it is not a threat to an entire planet, but it could set an area to burn forever, unless you have some means to create a vacuum over the area that was set aflame.

Equipment

Mechadendrites (Free):
The term for a variety of tendril-like mechanical limbs connected to your central nervous system. They can aid in the manipulation of objects, micro-construction, maintenance, research, and defense. You receive one mechadendrite for free, may purchase a second one at **50 CP**, and from that point on pay **50 CP** for each additional pair of mechadendrites. Mechadendrites come in many different forms; by default, yours are manipulators capable of grasping objects and making microscopically small movements at your desire, but you may also pay extra to receive one of the following forms of mechadendrite:

- **Cognition (-50 CP)**:
  These are equipped with advanced sensory tools and miniature cogitators that allow you to instantly record vast amounts of information from a variety of sources; you could interface with a machine to retrieve its data, stab a corpse to get information on it, etc. It also functions as a Prehensile Dataspike, which by stabbing into an enemy machine allows you to steal all of its secrets.
- **Xenarite (-100 CP)**:
  Created in secret, this heretical mechadendrite was supposed to be an adjustment of the **Cognition Mechadendrite** to better interface with Necron technology. The actual result is incapable of intaking sensory information, and has become a deadly melee weapon capable of causing acid-like disintegration.
- **Infestus (-100 CP)**:
  Installed with an aggressive Machine Spirit, this razor-sharp tendril will act on its own to protect you against recognized threats. For an additional **50 CP**, you can instead have the Servo-Arm that is normally reserved to Astartes Techmarines; not only is it capable of doing repairs of objects, but it is also a powerful weapon in close combat.
- **Curatio (-150 CP)**:
  Similar in function to the **Curatio Claw**, it is less effective at its job; however, the Machine Spirit within can automatically go about its task of healing and repairing the subject, leaving your mind free to focus on other things.

Personalized Cybernetics (Free):
No two tech-priests look the same. Each takes his own path towards pursuing the perfection of the glorious machine, and each determines of their own accord

what cybernetics they'll improve themselves with next. As such, you can freely determine what manner of changes you've made to your body, so long as it overall provides only a moderate increase to your capabilities beyond what a human could achieve. If you have a significant benefit, then this is worth **200 CP** instead of being free. If you receive a truly massive benefit from the bodily improvements you've made, such as with the barely-human body of Belisarius Cawl, then this is worth **400 CP**.

Servo-Skull (Free):
A skull of a human, granted the immense privilege of continuing to serve the Omnissiah after their death. The skull is fitted with a number of technologies, including an anti-gravity engine and a rudimentary Machine Spirit, that allows it to perform a number of roles for the Imperium. All tech priests receive one for free, and are easily able to hook up their senses to their skull to see the world through its sensors. Servo-Skulls can be customized in various ways to allow them to perform a given job more effectively; such modifications are listed below. You may purchase additional Servo-Skulls for **100 CP** each, which all share the purchased modifiers. You may purchase multiple options that make the skull the head of a given individual; assume the resulting Servo-Skull is in fact the skull of someone entirely different, that simply has similar features.

- **Device Integration (Free)**:
  You may include any small object(s) you have purchased here as a part of your Servo-Skull. This can include a single weapon, although it can be no larger than a pistol or serpenta.
- **Manipulators (-50 CP):**
  A pair of grasping claws capable of carrying objects for you.
- **Compact Explosives (-100 CP)**:
  Often used as part of Gheistskulls, this Servo-Skull is equipped with explosives. If your skull is destroyed by explosions, it will be reformed at the end of the day.
- **Defense Protocols (-100 CP)**:
  An augmentation that allows your Servo-Skull to project a defensive energy screen capable of providing some minor protection against damage.
- **Skull of Brantor (100 CP)**:
  The skull of a particularly talented Astartes of the Deathwatch who was an expert tracker and marksman, its anti-grav unit is almost completely silent,

and it has a number of scopes and tactical sensors allowing it to gather data at long range.

- **Scryerskull Perspicatus (-150 CP)**:
  This makes your Servo-Skull much smaller, suited to the skull of a child; it excels are reading a battlefield, and not only will it point out any pieces of advanced tech that may be around, but it will also hone in on weak points—particularly those of vehicles, and any allies attack a vehicle this skull has scanned will find their weapons doing more damage than they reasonably ought to.
- **Eye of Xi-Lexum (-150 CP)**:
  Created from the skull of a legendary acquisitor Tech-Priest who reclaimed much knowledge before being killed by an agent of the Dark Mechanicum. The skull excels at revealing the weakness of any foe, no matter what it may be, and if it scans a creature of Chaos (or similar entity in future jumps), all allied forces will deal more damage to it.
- **Shroud Equipment (-200 CP)**:
  Your skull has auspex dampers, vox-stummers, and electroshrouding incense that allows it to make an area around it effectively undetectable to scanning (although it does nothing to stop direct vision).
- **Skull of Elder Nikola (-200 CP)**:
  Your relic Servo-Skull is actually the preserved skull of an ancient, pre-Imperium master of lightning. It is filled with technology that not only allows it to function as a Servo-Skull in the first place, but also allows it to emit an electrical field that can fry the circuits of other machinery.

Pict Recorder (-50 CP):
A device which records visual and auditory input to be played back later, and is capable of projecting a hologram to do so. For all functional purposes it has endless memory.

Rod of Office (-50 CP):
A staff riddled with electrocircuits capable of awakening somnambulant or disabled robots with a single tap. However, it also serves as a signifier of your rank; while bearing the Rod of Office, people will treat you like An Important Person, and your opinions will be given more weight in conversations. The more technologically or mechanically ignorant someone is, the more important you will seem to them.

Kryopatris Field Generator (-100 CP):
Typically built into the body of Secutarii (the Skitarii-esque forces assigned to the Collegia Titanica), this produces an atmospheric impedance barrier that deflects rapidly-moving objects (like bullets), and can even deflect heavy weapons fire. However, an individual KFG is actually quite weak; it's only when many fields are present together that they will become truly powerful. Yours is special, it seems, as it will interact with any form of energy barrier to bolster its strength. You may purchase additional Kryopatris Field Generators at the cost of 2 for every **50 CP** you spend.

Noise Reductor (-100 CP):
What sonar wishes it could be, this blessed instrument releases waves of undetectable audio that, upon returning, reveals data about targets in a significant range such as armor density, ammunition count, and signs of explosive material.

Scanner (-100 CP):
A short-ranged device that detects motion, gasses, and energy emissions across a wide spectrum. Can alert you to heat, radiation, most forms of energy, and psychic activity. Not only does this allow you to get detailed information on a subject from a brief scan, but it will also reveal the location of movement in your area, letting you track enemies around you. For an additional **100 CP**, it can be enhanced into the relic known as Arkhan's Divinator, a gauntlet that has a peculiar sensitivity to technological relics, allowing you to easily hunt them down, while maintaining all the functions of an ordinary Scanner.

Servitor (-100 CP):
One of the cheapest supplies in the Imperium is manpower. This Servitor is a soulless being grown in a vat, and has never had a conscious thought in its entire existence. This heavily-augmented servant exists to carry out your will, and will do whatever you tell it to so long as that something doesn't require it to think. Besides menial labor, it's also good at protecting you—in the sense that if it is near to you, it will leap in the way of any attack that poses a threat to you. It is otherwise useless in combat except for wasting the enemy's time or drawing fire. If your Servitor dies, you get a new one after an hour. You may purchase more than one, providing you with additional Servitors that can serve you at once.

Should you dislike the thought of a Servitor, or are simply opposed to their aesthetic, then after the jump your Servitor(s) are replaced with machines that are identical in function and behavior.

Spot Light (-100 CP):
A spotlight to bring the light of the Omnissiah into the darkness. It can be overcharged to produce agonizingly bright light that will sear the eyes and risk temporary—and in some cases permanent—eye damage.

Cognitive Canister (-150 CP):
This is a brain, sustained in a jar of preservative fluids and fed nutrients to keep it alive. It has no consciousness, and is instead used to boost the processing and cognitive power of the one using the device, making them far more intelligent and allowing them to process information on an enemy and determine their weaknesses more effectively. It can also be used to offload mental strain, letting you focus on multitasking and directing your troops more precisely.

Omnispex (-150 CP):
A device carrying a raptor-class Machine Spirit that allows it to read heat emissions, data signatures, and biological waveforms at extreme distance. Through processing this information, you can easily pinpoint an enemy's weakness and you become more adept at avoiding attacks… that you're aware of, at least.

Sanctus Canister (-150 CP):
This piece of equipment contains special fluids that pulse with light when you chant your devotions; this inspires greater strength from nearby war machines. They often contain the addition of anti-agapic elixirs, allowing you to slow your aging to a bare crawl.

Beta-Wave Generator (-200 CP):
A small device that also uses beta-waves to induce aggression in biological and cybernetic minds, increasing the damage they inflict and allowing them to move faster.

Cog Occultaris (-200 CP):

This is a device meant to replicate the **Infiltrator's Neurostatic Interference**, and provides you the effect of that perk for a few seconds at a time; not so useful for infiltration, but in a combat scenario it makes you effectively impossible to target for a brief while.

Control Stave (-200 CP):
More like a short rod than a staff, this is a tool and a weapon both; it can both be used as a bludgeon, and also allows its user to more easily interface with their Skitarii warriors. Yours has been further modified; while using the Control Stave, all of your followers in the current battle with you will be able to receive your orders immediately, and you can direct the actions of your followers with the precision of a surgeon.

Curatio Claws (-200 CP):
An attachment that contains a number of biological and mechanical repair mechanisms, perfect for healing a tech-priest injured in combat. It does require some focus and time to use, and is unlikely to completely heal a target of wounds without more extensive time to work, but it could make the difference between life and death in the field.

Energeia Enhancer (-200 CP):
A machine that generates super-charging bursts of energy that travel through the body of nearby tech-priest to empower any energy-based weapons they may be using.

Power Field Generator (-200 CP):
Resembling a sphere covered in glowing blue bulbs, this device will provide energy to all devices within its range. With a bit of fiddling, however, you can allow it to also empower kinetic energy, boosting the force of attacks made via projectile or melee weapons.

Skitarii War Plate (-200 CP):
This armor is designed to be worn for years at a time, with a superdermal layer of recombinant cells that take excess moisture from the wearer and transmute it into a gelatinous unguent that prevents the slow abrasion of the armor on the wearer's body, and also provides some protection from the hostile energies a Skitarius is often exposed to.

Conversion Field (-300 CP):
A device that generates a protective energy field; when struck, this barrier converts the energy of impact into light, making a blinding flash when it stops an attack. The field can even protect against plasma blasts; however, it can only withstand so many attacks at once, so can be overloaded.

Numinasta's Casket of Electromancy (-300 CP):
A relic created by Electromagos Dominus Numinasta, it gathers data-ghosts of the Motive Force. By reversing the polarity of the Casket, a burst of electrogheists and voltaic wraiths will burst outward to destroy the machines of the xenos and the heretic. The result is that machinery caught up in this onslaught will be incapable of functioning again, as electricity simply no longer functions for that machine. Only technology which makes no use of electricity could hope to escape, and even then the rage of the data-ghosts is such that the function of the machine will still be temporarily halted. In future worlds where there might not be data-ghosts, the Casket will produce them as needed.

Omniscient Mask (-300 CP):
An ancient relic of great veneration to the Machine Cult, this mask grants the ability to perceive the souls of men. Not only can you see souls while wearing it, but you can understand the true nature of those whose souls you see. You can instantly pick out a good man, a loyal man, or someone who is traitorous in their heart, all from a single glance.

Transonic Emitter (-300 CP):
A device that adds transonic properties to projectiles fired in an area around it, turning all projectile weapons significantly more lethal.

Voltagheist Field (-300 CP):
A nimbus of pure energy surrounds you when this is activated, forming pockets of electromagnetism that hover above you. When incoming projectiles or energy threatens you, these tiny voltaic ghosts will leap in the way, shattering the threat into burning ozone, while also weakening the ghost until it can recharge. When you close into melee range, the voltagheist's surge into an enemy with electrical force. Needless to say, this device is a favorite of the Electro-Priests.

Anzion's Pseudogenetor (-400 CP):
Resembling a cluster of mechadendrites, these aren't intended to be attached to anyone. Instead, the tentacles will, when activated, act of their own accord to dissect—or vivisect—a nearby living organism, rapidly paralyzing them before peeling skin from muscle and muscle from bone. It can even do this in the middle of combat. Typically, the Pseudogenetor would only target non-humans, but yours is capable of targeting anything you wish, so long as it is something that can be deconstructed into component pieces.

Autocaduceus of Arkhan Land (-400 CP):
A blessed rod which contains a tip with special properties; anything metallic that you strike with vigor will stitch itself back together on the spot, as though repaired by expert hands.

Dragon Scale Armor (-400 CP):
A form of power armor unique to the Adeptus Mechanicus. Made from hand-forged adamantine and ceramite plating, this armor is micro-etched with fractal incantations of protection; like all power armor, it provides outstanding defense and augments the wearer's strength. This suit of armor is designed to directly interface with your cybernetic body, and will draw upon your Potentia Coil to power itself indefinitely without you needing to stop and recharge.

For an additional **100 CP**, you may enhance your purchase into the Raiment of the Technomartyr, a set of Artificer Power Armor that is absolutely filled with dozens of Machine Spirits, which buzz like insects within its fiber bundles. Annoying… but you can release the Machine Spirits to let them fly out and inhabit allied machines, drastically boosting the functioning of all allied mechanical or electrical devices that are anywhere near you.

Omnissiah's Grace (-400 CP):
A heavy cog-toothed amulet, this relic machine will project a crackling field of energy to protect its bearer, and the Machine Spirits within will serve to enhance the effects of any other protective devices you may have on your person.

Refractor Field Generator (-400 CP):
Not as energy-intensive as a Conversion Field, it functions by refracting the impact of an attack across the entire shield; in addition to having a larger area, letting you

protect allies, it is more resistant to sustained attacks, in exchange for being more vulnerable to massive amounts of force.

If you'd prefer, you can instead take a Repulsion-Shield Dome, a device which projects an energy field that reduces the impetus of any projectile to pass through it. It doesn't provide as universal protection as a Refractor Field Generator, but is especially effective against projectiles and cannot be overloaded.

Cantic Thrallnet (-600 CP):
Once installed, this relic becomes a direct data-link to the will of the Omnissiah (though not the Omnissiah Himself). It allows for hyper-optimized combat cogitation, sufficient to turn even an untrained fool into an engine of death, and doing far more to those who actually know what they're doing. It not only grants combat prowess, however, but tactical and strategic benefits, allowing a commander to make the optimal move with what information they possess.

Pater Radium (-600 CP):
This relic rad-pack holds the heart of the first nuclear reactor built upon Mars, and is capable of releasing waves of radiation that cause the bodies of nearby enemies to simply… crumble apart. As a sign of the blessing of the Omnissiah, this radiation will harm neither you nor any allies you possess.

Solar Flare (-600 CP):
A unique teleportation device that safely translocates someone through the Warp, and causes a blinding flash of light upon arrival.

Vehicles

Abeyant (-100 CP):
A throne-like device used as a means of conveyance by high-ranking tech-priests, its levitation suspensor field allows it to hover above the battlefield for a superior perspective. It hooks up to your cybernetic augments, allowing you to direct it as easily as you do your own body.

Galvanic Servohauler (-100 CP):
An ancient device which is a relic of the Dark Age of Technology, these are not actually used directly in combat. Instead, it is a construction and logistical vehicle,

notable for its tank treads and the massive grasping claw attached to the top of the vehicle. Even if picking up loads that should be heavy enough to unbalance it, it will remain upright and mobile so long as it is able to pick it up in the first place.

Sydonian Ironstrider (-150 CP):
A type of light, bipedal walker, these these vehicles (Sydonian Dragoons) are powered by the Ironstrider Engine, a powerful device that nearly violates the laws of thermodynamics be having an almost perfect energy conversion with virtually nothing lost to heat energy, allowing them to continue functioning nonstop so long as their machinery holds out. They are ridden like cavalry, and have incense exhausts that emit a psychotropic mist that disorients and confounds enemies. The gas hangs low enough to the ground that the rider, mounted on his Ironstrider, is unaffected. For another **100 CP**, you may instead purchase an Ironstrider Bellistarius, which is almost exactly the same except it has either a set of twin-linked Autocannons or Lascannons.

Serberys Cyberbeast (-200 CP):
A horse-like animal which has been heavily cybernetically augmented in both mind and body to become a fighting machine, whose hooves have been replaced with metal claws and with combat training to wield their new limbs with fury. As its rider, you will be mag-locked into a gyro-stabilized position to ensure that you remain stabilized as it moves. For an additional **50 CP**, you may instead have a Sulfurhound Cyberbeast, which despite the name remains the same creature as before; this one instead has been further altered to be able to breath forth a great gout of sulphureous flame.

Archaeopter (-300 CP):
A fixed-wing aircraft, it is typically piloted by a Pteraxii who is hardwired into the vehicle; yours, however, permits an ordinary pilot to control the vehicle. The nano-carbon fibre-weave of the wings is capable of morphing into different configurations, allowing it great maneuverability and letting it take the wing shape that most suits its current needs in flight—a trait shared with Pteraxii wings. The vehicle is considered so holy that its ancient design was permitted to be given sub-roles, allowing for several variants of its form. The Transvector is a troop transport with extra carrying space. The Fusilave is a bomber, with ground-penetrating tectomagnic bombs that cause seismic shock waves. The Stratoraptor is a ground attack aircraft that is the most heavily armed, not only using the Cognis Heavy

Stubbers of the other models, but also equipped with Heavy Phosphor Blasters and twin Cognis Lascannons.

Black Widow (-300 CP):
A designation from Cadian soldiers, this armored reconnaissance walker's true name can only be spoken in the Lingua Technis. It walks on spidery legs, and is small and agile. Although lightly armored, it is heavily armed with anti-infantry weaponry, as well as weapons designed to be used against light vehicles.

Macrocarid Explorator (-300 CP):
A class of heavy vehicle originally used during the Great Crusade, it is actually a broad classification of heavily armored, environmentally sealed vehicles for combat, command, and exploration. They all look unique, and you can outfit them with a variety of weapons meant for vehicles.

Skorpius Dunerider (-300 CP):
A scarcely-understood armored troop transport that moves via anti-gravity machines, it is armed with Cognis Heavy Stubbers to support personnel once it unloads them onto the battlefield. For another **100 CP**, you can upgrade this to a Skorpius Disintegrator, which is equally fast but focused on offense rather than troop transport; it has either Ferrumite Cannons (solid projectiles that become molten spears on impact to flash-heat the target) or Belleros Energy Cannons (a projectile of super-heated, hyper-reactive gas that explodes in a colorful burst on impact), as well as Cognis Heavy Stubbers and a set of Disruptor Missiles.

Krios Battle Tank (-400 CP):
A tank that looks a lot like a cannon on wheels, it is heavily durable and protected by interlocking energy fields. They are armed with Lightning Cannons, although you may optionally instead purchase a Krios Venator, which is armed with a Pulsar-Fusil, which launches bolts of energy that cause explosions. The system is a relic of the Dark Age of Technology, and its secrets are jealously guarded.

Atrax Siege Walker (-600 CP):
An eight-legged combat walker of vaguely arachnid appearance, it is a particularly large heavy vehicle (although not super-heavy class) operated by the Ordo Reductor, the Machine Cult specialists in siege warfare. Although it has other weapons, the most immediately noticeable is the truly massive energy cannon

mounted on its “abdomen”, a gun which is nearly half the size of the entire rest of the vehicle put together.

Onager Dunecrawler (-600 CP):
Based on the Mars Universal Land Engine, but converted into a weapon of war instead of a tool of transport and exploration. It absolutely bristles with weapons, not only employing Eradication Beamers (a thin yellow beam that atomizes enemies), Phosphor Blasters, Neutron Lasers, and Heavy Stubbers, but it also has the Icarus Array, a potent anti-air package of Autocannons, a Gatling Rocket Launcher, and a Daedalus Missile Launcher. Normally it would require a crew of two to pilot it, and it would inevitably be eventually fatal; however, you are able to safely pilot it solo, without the need for additional people and without the Dunecrawler draining you like a battery.

Triaros Armored Conveyer (-600 CP):
Using a number of unique technologies never divulged to the greater Imperium, this vehicle is designed for use in hostile environments. It has multiple galvanic traction drives and has defenses of, not only heavy armor, but also layered techno-cant wardings and interlocking energy shields. It has a number of independently animated Weapons Servitors installed on it, using Volkite Sentinels and Mauler Bolt Cannons. It can be hermetically sealed to allow it to be used in a vacuum or on lifeless worlds, and its internal bay is fitted for recharging, cold-sleep storage, and servicing sufficiently small Automata. Its front is protected by a reactor-fed Shock Ram, which can be used to shatter and incinerate anything it hits.

For an additional **100 CP**, you can instead have a Karacnos Assault Tank, a variant that is dedicated to assault. Almost all space given to transportation is given over to weaponry, particularly the Karacnos Mortar Battery that fires radioactive missiles to wipe out all organic life nearby. It also has Hunter-Killer Missiles, and is more heavily armored than the Triaros, especially against radiation.

Necron Items

You won’t find as much on offer here as with the humans. Unlike the foolish younger race, the Necrons have not split their attention up among a thousand different weapons, instead focusing on bringing their technology up to the absolute peak possible. Necrons do not possess 50 CP items.

Weapons

Enmitic Weapon:
These weapons are another example of the destructive power of Necron technology, and the arcane forms it takes; these weapons create pulses that cause the victim's atoms to violently repel one another, making the target to be literally blasted apart. Suitable to such a cruel means of ending a life, it is a favored type of weapon by the Destroyer Cult. Each purchase of Enmitic Weapon provides you with one of the following:

- **Enmetic Disintegrator Pistol (-150 CP)**:
  The lightest version of the Enmitic Weapon, it is typically used by those Deathmarks who have succumbed to the Destroyer Cult, known also as Hexmark Destroyers.
- **Enmitic Annihilator (-200 CP)**:
  A heavier form of the weapon, it is the largest that can be wielded by a bipedal Necron.
- **Enmitic Exterminator (-400 CP)**:
  The largest and most powerful form of Enmitic Weapon short of those found on vehicles, it is so long that it can only be used by Lokhust Heavy Destroyers, whose large bodies provide the counterweight needed to actually lift and move the weapon.

Gauss Weapon:
A weapon that causes the target to break into its component particles layer by layer, with the molecules attracted back to the gun at incredible speed. This creates a flaying effect that can vaporize the most heavily armored Space Marine or blast a hole in a Land Raider in a single blast. Even the common Necron Warrior is a force of destruction unmatched by the rest of the galaxy. Each purchase of Gauss Weapon provides you with one of the following:

- **Gauss Flayer (-200 CP)**:
  A single-barreled rifle version of the Gauss Weapon, it is the basic weapon of the Necron Warrior. However, it cannot be fired while moving.
- **Gauss Blaster (-300 CP)**:
  At first it only looks like a larger, double-barreled version of the Gauss Flayer, but it is superior in many ways. It does more damage and rips

through armor faster, but also has a greater rate of fire and can be fired on the move.

- **Gauss Reaper (-300 CP)**:
  A close-range weapon, it rapidly loses energy after traveling a short distance, forcing it to be used at a closer range than the Gauss Blaster or Flayer; however, it does significantly more damage and has incredible stopping power.
- **Gauss Cannon (-400 CP)**:
  Typically used by Destroyers because of its size, it has four barrels and an astounding rate of fire; it also has greater range.
- **Heavy Gauss Weapon (-400 CP)**:
  You may take either the Gauss Destructor or the Heavy Gauss Cannon, two weapons that both have a large single barrel and boast astounding range and damage, at the cost of fire rate.

Hyperphase Weapon:
These melee weapons are among the most iconic tools of the Necrons, and among the most lethal weaponry in the history of the galaxy. They not only vibrate, but vibrate across the very dimensions themselves, giving them cutting power outmatched only by fractal-edged weapons. Each purchase of Hyperphase Weapon provides you with one of the following:

- **Light Hyperphase Weapon (-100 CP)**:
  You are equipped with an ordinary weapon such as a Hyperphase Sword. “Light” is, of course, an extremely subjective term here, as most humans would be unable to wield it effectively. For an additional **50 CP**, you may instead have a set of Hyperphase Threshers, a weapon which is typically wielded in pairs, and is attached to the arms to be used in a vaguely similar manner to a tonfa. Destroyers are known for actually replacing their limbs with them.
- **Hyperphase Reap-Blade (-150 CP)**:
  A Hyperphase weapon based on the Threshers that is meant to be wielded with two hands, to the point that it actually attaches to both arms for stability. It is truly massive, suitable to the desires of the Destroyers who are so enamored of ending life.
- **Heavy Hyperphase Weapon (-200 CP)**:
  The Hyperphase Glaive is effectively a larger Hyperphase Sword that has been mounted on a lengthy pole. The Hyperphase Harvester, on the other

hand, is the largest Hyperphase Weapon on offer, and is typically only wielded by Skorpekh Lords, who are large enough to manage the weapon.

Particle Weapon:
These weapons emit a stream of anti-matter particles that detonate on contact with matter, blasting almost anything to bits. It barely requires energy, just using a small amount to maintain a containment field preventing the antimatter from detonating the weapon itself. Each purchase of particle weapon provides one of the following:

- **Particle Caster (-150 CP)**:
  An almost pistol-sized weapon mounted to the arm, it is the weakest form of Particle Weapon… although that isn't saying much.
- **Particle Beamer (-250 CP)**:
  The largest particle weapon able to be carried by individuals, it is still more often mounted on Canoptek Spyders than used by hand.

Tremorstave (-100 CP):
A weapon designed for terrestrial warfare, this staff has a degree of control over the earth, allowing for bursts of rocks and shards of earth to leap forth to attack, as well as reshaping the terrain.

Ether Crystal (-150 CP):
This device animates the air, causing intense buffets of pressure waves or the spontaneous development of lightning bolts.

Flensing Claw (-150 CP):
A brutally efficient weapon, it is wielded by the members of the Destroyer Cult known as Skorpekh Lords. It is a large clawlike weapon that, upon contact, strips flesh from bone of any organic being.

Aeon Stave (-200 CP):
Tipped with a sapphire, this weapon can release a massive chronal charge that will trap a target in a bubble of slowed time.

Eldritch Lance (-200 CP):
Also called a Plasmic Lance, this weapon unleashes powerful bursts of plasma at will.

Entropic Lance (-200 CP):
This weapon releases bursts of temporal energy that rapidly age a target.

Gauntlet of Fire (-200 CP):
This gauntlet emits glowing green flame; via sub-mechadermal filaments, this fire can be controlled as easily as your own hand. It burns to a vastly hotter degree than the promethium the humans are so enamored of. For an additional **200 CP**, you may instead have the Gauntlet of the Conflagrator, which uses interdimensional energy-exchangers to open microscopic conduits to the heart of a star, causing superheated plasmic flame to burst out through a cone of hyderdense gravitons, a brief moment of stellar fury.

Staff of Light (-200 CP):
A weapon used by high ranking Necrons, as well as Crypteks, it is notable for not using any form of Gauss or Hyperphase Weaponry, instead pulling energy from the air to fire lightning bolts. As an effect of this, it also steals thermal energy to convert to lightning, which rapidly drops the temperature around the staff—to the point that a human engaged in melee combat against a wielder of the Staff of Light might just have their limbs freeze solid. The wielder is never negatively affected by this feature. Finally, the Staff of Light is often customized by the Necron Lord who owns it, and may have additional features; some are listed below.

- **Gauss Flayer (-50 CP)**:
  A full Gauss Flayer is embedded in the Staff of Light to give it a ranged attack.
- **Gauss Flux Arc (-100 CP)**:
  A three-barreled Gauss Weapon normally attached to Necron Monoliths, this is an extremely powerful method of assault. Requires Gauss Flayer.
- **Necrontyr Sigils (-100 CP)**:
  Sigils in the ancient language of the Necrontyr mark this staff, the arcane technology behind it empowering the staff to fire off gauss blasts. How is this different from the other gauss options? Well, for one thing, you don't have to aim the Staff; simply hold it forth and desire to fire, and it will attack where you will it.
- **Skinning Blades (-50 CP)**:

Blades are attached to the Staff of Light, able to flense flesh and slice through armor.

- **Reaping Blades (-50 CP)**:
  Additional blades are added to the Staff, designed to counter the armor of vehicles and allowing you to easily tear open a heavy tank. Requires Skinning Blades. Incompatible with Warscythe Blades.
- **Warscythe Blades (-100 CP)**:
  An alternative improvement to the Skinning Blades, these also focus on piercing through armor, but by adding a pair of Warscythe Blades to the end of the weapon in place of the Skinning Blades. The effect of the Warscythe's energy field renders the Staff effectively indestructible. These Warscythe Blades are, however, not actually fractal edged. Requires Skinning Blades. Incompatible with Reaping Blades.
- **Fractal Edged Blade (-100 CP)**:
  An improvement upon either the Reaping Blades or the Warscythe Blades, this makes the weapon infinitely sharp; fractal edged blades are capable of cutting through absolutely anything, from the most powerful energy shield to the hardest armor to the very flesh of the toughest beasts of Chaos. Only the edge of another fractal edged blade (such as C'tan phase blades) could avoid being cut… unfortunately, the unique metals of fractal edged blades is also part of the construction of the Necrodermis armor of the C'tan, so any attempt to use this weapon on a C'tan Shard would simply see it be absorbed into their body (treat it as being destroyed in terms of getting the weapon back).
- **Empathic Obliterator (-200 CP)**:
  A piece of Old One technology is contained within this Staff; should you kill a living, thinking entity, a psionic shockwave rips forth, striking down anyone nearby with a similar mind and purpose.

Thermal Cutting Beam (-200 CP):
Normally attached to Canoptek Acanthrites, you have an isolated beam. It releases extreme heat in a narrow beam for purposes of carving apart and deconstructing solid objects… including people.

Solar Staff (-250 CP):
It burns with the light of truth, and in its presence all falsities are driven away. Set loose, it will blaze with light as though a new sun was born, driving away darkness

and blinding whoever was unfortunate enough to be looking that way… or even be looking at anything at all while nearby. Less aggressively, people in the presence of the Solar Staff are incapable of lying. It functions via the use of the Solar Pulse technology.

Synaptic Disintegrator (-250 CP):
A sniper rifle used by Deathmarks, this weapon is notable for firing a compressed leptonic beam that destroys the synaptic tissue in the brain upon contact anywhere on the body.

Tesla Carbine (-250 CP):
The only infantry-sized Tesla Weapon, this large gun fires arcs of living lightning that leaps to other foes from the target, searing flesh and melting armor. The tesla bolts feed off of the energies released in destruction, so every consecutive attack becomes even more dangerous.

Abyssal Staff (-300 CP):
A tool used that emits psychotropic mists that drive those who inhale it into deep insanity.

Atavindicator (-300 CP):
A device that looks into a target's mind to pull forth their most primal fears, it induces horrible visions of great nightmares, driving almost anyone to either attempt to flee, or to attack an enemy that isn't present. Alternatively, you may pay an additional **50 CP** to purchase a Nightmare Shroud, which does not allow you target specific enemies, but in exchange will automatically affect anyone who attempts to attack you. Furthermore, it passively induces a lesser level of fear in any enemy who beholds you, testing the courage of those who would oppose your will.

Rod of Covenant (-300 CP):
Resembling a fancy spear, it is capable of releasing a blast of eldritch energy from its tip that can melt even a Necron in a single blast, and reduce an organic being to nothing but ash. It also generates an energy field that allows it to be used in melee similar to a Power Weapon. A favored weapon of Triarch Praetorians.

Voltaic Staff (-300 CP):

This staff allows you to summon and manipulate lightning.

Chronotendrils (-400 CP):
A weapon resembling a skirt of mechanical tentacles, Chronotendrils are far more dangerous than their appearance belies; with a thought, you can start to age anyone who touches one, and in moments a once-hale human can be brought into the infirmity of old age. Alternatively, you could slow down time for the target to such a tiny amount that they are effectively placed in stasis.

Harp of Dissonance (-400 CP):
A weapon and instrument both, plucking these electrum strings will transform objects—not changing their appearance, but making them brittle. You can affect anything that is within range of your sound waves, or even affect everything; you can freely choose. This discord can turn even adamantium plating as fragile as glass.

Staff of Stars (-400 CP):
The staff of stars closely resembles a Staff of Light, but has no ability to absorb energy or fire lightning. Instead, it unleashes flurries of neutron-orbs to decimate enemies.

Transdimensional Beamer (-400 CP):
Normally used to get rid of debris or failed experiments, this weapon quite simply shifts the target into another dimension. Without Necron technology, there is no method of returning from this dimension, essentially making it a death sentence.

Voidblade (-400 CP):
Another weapon enjoyed by Triarch Praetorians, it vaguely resembles an elongated shield mixed with a double-bladed sword; the accursedly sharp edge flickers in and out of existence, and causes molecular bonds to disintegrate on contact.

Warscythe (-400 CP):
Not only is the Warscythe another fractal edged blade capable of slicing through any known material, this vertically-aligned blade has heavier mass and produces an entropic energy field, causing it to inflict more damage apart from the perfect cut. Furthermore, a side effect of the entropic energy field has turned the

Warscythe itself effectively indestructible, requiring the absolute extremes of force to so much as scratch it. For another **50 CP**, you can have the Pariah model of the Warscythe, featuring a built-in Gauss Blaster.

You may also opt to spend another **200 CP** to turn your Warscythe into the Scythe of Dust; simply touching an enemy with this blade is enough to reduce them to a pile of scorched particles. If you wish, instead of the Scythe of Dust, you can instead turn it into the Voidreaper, which doesn't only cut the body, but also tears the soul of those it hits. A single hit will rip out the target's soul and shred it apart, leaving their body to drop as an empty husk. As yet another alternative, you could turn it into the Blood Scythe, an artifact forged of a sanguiphagic starmetal alloy, that allows a single cut from it to cause a torrent of blood to rip its way out of the victim's body. Your version will require you to activate the effect.

Lightning Field (-600 CP):
This device creates a static field around the user's body, giving them a blue haze from the sheer amount of charged electricity surrounding their body. But when someone identified as an enemy approaches you, or if you simply will it to do so, the energy field will produce bolts of emerald lightning to decimate your opponents.

Sceptre of Eternal Glory (-600 CP):
This staff contains within it a shard of the C'tan known as The Burning One… or rather, the Silent King Szarekh's does. Yours, however, is just as capable of releasing bursts of almighty flame on a grand scale, but is curiously empty—no doubt a trick of your Benefactor. However, if you encounter a being capable of being confined like the C'tan were, and manage to force it into the Sceptre, then you will likewise be able to draw upon its power to your own whim.

Tachyon Arrow (-600 CP):
A wrist-mounted energy weapon, it transmutes a sliver of inert metal into an unstoppable thunderbolt that can pierce through a mountain. Normally they can be fired multiple times, but you may for an additional **50 CP** purchase a Single-Shot variant; they only have a single piece of ammunition, but in exchange are so powerful that a single shot could take an Imperial Titan out of commission.

Equipment

Scarabs:

Scarabs are small, and the most numerous Canoptek Construct available to the Necrons due not only to their size, but their sheer versatility and usefulness. They have dozens of variants for combat, scientific, and engineering purposes, of which a few are available for purchase here. Of note is that your Scarabs do not require interstitial carrier waves to be controlled, and will operate according to your will; you don't have to worry about the signal being jammed and causing them to consume everything to endlessly create more Scarabs. Each purchase of Scarabs provides one of the following:

Flensing Scarabs (-100 CP):

A form of Scarab specifically designed for combat, they have no ability to construct or convert matter to energy; in exchange, they have some combat "instincts" allowing them to avoid attacks, and a swarm can strip all the flesh off a human in mere seconds. You have 5 such swarms of 4 each.

Bloodswarm Nanoscarabs (-200 CP):

These cruel nanoscarabs, stored in small vials until needed, dig their way into a living body to emit a special signal. This calls to the Flayed Ones from their bizarre pocket world, and will summon a pack of them to their location to kill the target and anything nearby before returning home. This will summon Flayed Ones even in a universe where Necrons don't exist, but will not otherwise permit them to access another universe outside of this specific purpose. These summoned Flayed Ones cannot transmit the Flayer Virus. You have enough to summon 5 packs.

Canoptek Scarabs (-200 CP):

By far the most common and versatile Scarabs, about the size of a human head, they are not only used in construction but as weapons of war. They are able to break down matter into raw energy, and later convert this energy back into a different form of matter; this allows them to deconstruct enemies and fortifications, and then use that energy to build weapons and vehicles, or even more Canoptek Scarabs. You receive 20 such Scarabs (five swarms of four), and receive another 20 for each additional **50 CP** that you pay. During this jump your Canoptek Scarabs can reproduce any piece of Necron technology or architecture; however, after the jump ends they will be able to produce any technology you know how to make or have

schematics of (however, they will no longer be able to freely create any form of Necron tech, unless you already know how to make it).

Countertemporal Nanomines (-200 CP):
A set of four hive-gems, these release a nanoscarab swarm that converts itself into microscopic temporal charges on the ground in front of you; anyone moving into this area will find local reality shattering and glitching around them.

Mindshackle Scarabs (-300 CP):
A specialized, smaller form of the Scarab designed to control the lesser species, it buries into the victim's minds to bypass cerebral functions, effectively turning them into a puppet under your control. You have enough Mindshackle Scarabs to control a group of 10. For each additional **50 CP** you pay, you receive another 10 people worth of scarabs.

Alternatively, you can turn some or all of these mind-altering Scarabs into Cortical Subjugator Scarabs, which are normally dormant and do not affect the victim once implanted; however, when needed you can activate them, overriding their thoughts with the singleminded urge to protect you.

Reanimation Nanoscarabs (-400 CP):
Vials of nanoscarabs that already have a charge of energy, which they use to rapidly repair allied structures and units, be they mechanical or biological. If the allies are deceased or destroyed, they will be able to return them to life or functionality, but in exchange that specific vial of nanoscarabs will not be returned to you until 10 years pass or you move on to another jump, whichever is sooner. If they only need to fast-act someone's Reanimation Protocols, however, that will not trigger the 10-year wait. You get 4 vials of these nanoscarabs, each containing a single short-lived swarm. Returning someone to life consumes the swarm.

Destroyer Body (-100 CP):
A large slab equipped with antigravity technology, it is typically used by Lokhust Destroyers, integrated into their body in place of legs. Yours, however, can be ridden like a vehicle if you don't want to integrate it. Not only does it allow for

flight, but it also has a generator in it to produce more power—useful for the heavier energy draw of the weapons such Destroyers favor.

Canoptek Cloak (-150 CP):
Resembling streamers of interlocking plates, this is in reality a complex Canoptek device allowing for rapid flight, typically used by Crypteks to rapidly relocate during combat.

Dimensional Sanctum (-150 CP):
This device is keyed to a small pocket reality, and allows the user to retreat into it to heal, enhance themselves, or simply hide until danger has passed. Or whatever other use you may have for your own personal bubble of reality.

Dispersion Shield (-200 CP):
It looks like a physical shield, but it doubles as an energy barrier capable of repelling most attacks.

Gaze of Flame (-200 CP):
This Necron tool makes your eye sockets blaze with a bright white light, and anything your eyes fall upon has part of its momentum stolen from it, and is struck by fear.

Gravity Displacement Pack (-200 CP):
These ribcage-like devices utilize gravitational techno-sorcery to enable aerial mobility by the Necrons, allowing you to hover, levitate, and descend at will. This isn't true flight, and is closer to a superior version of the jump pack utilized by Astartes and the Sisters of Battle.

Canoptek Control Node (-250 CP):
Used by Technomancer to remotely augment their Canoptek minions, this one has been improved to enable it to enhance the function of any form of machine. Guns fire more powerfully, shields guard against more, robots move faster and hit harder, and devices that recharge do so at twice their normal rate.

Cryptogeometric Adjuster:
A tool designed to inhibit your enemies, it senses when enemies are present and triggers vertiginous responses in any form of sensory apparatus, be it biological,

mechanical, or functioning by some other method; regardless of details, the subject's perception of space and time are warped, making accuracy all but impossible.

Dimensional Destabilisation Matrix (-300 CP):
Normally attached to Canoptek Wraiths, it allows the user to skip in and out of reality, normally for the purpose of reaching into a machine and repairing it without needing to take it apart. However, it is also very good at cutting into enemies through their own armor, or for traveling through solid objects. For an additional **100 CP**, you can upgrade this to a Phase Shift Generator, which can allow for reactive phase shifting of friendlies within an area of effect. You can still intentionally phase shift, but your allies will only be able to do so in response to attacks. Nobody can stay out of reality like this for long, meaning that being out of phase has a duration, and a cooldown period where you need to stay physical.

If you so desire, either version can also be a Phase Shifter, which will be installed into your body and become a part of you.

Disruption Field (-300 CP):
The body of a Necron equipped with this item will glow with unearthly energies that will twist and warp materials it comes into contact with, be it flesh or machine.

Monomolecular Proboscis (-300 CP):
Normally a tool attached to the Plasmacyte construct, you have obtained a Proboscis that has been isolated from the Plasmacyte and adjusted for use by an ordinary Necron. It comes with three containers of liquid, each of which refills at the end of the day. One vial is full of infectious, sentient energy that invokes a nihilistic urge for destruction into those injected with it (and those allies who are nearby), but also makes the infected very, very good at killing things… for a short while, at least. The second vial will boost the mental processing speed of those you inject it into. The third vial has rapid-repair enabling fluids that will fix up anything it's injected into—living or machine, Necron or ordinary object.

Necron Death Mask (-300 CP):

A mask that allows you to perceive the unseen, seeing through everything from illusions to invisibility to camouflage to mundane attempts at hiding to seeing through attempts to cloud your vision.

Photonic Transubjector (-300 CP):
A rather simple device, it generates hard-light holograms that, using the most magnificent of personality simulations, will act according to how you would in any situation in order to help bewilder your enemies. Being made of hard-light, they are even capable of a degree of offensive capability, although nothing compared to your actual body.

Sempiternal Weave (-300 CP):
This is a set of clothing of your own design, threaded with filaments of phase-hardened amaranthite and adamantium to vastly increase your ability to resist damage.

Chronometron (-400 CP):
An advanced piece of equipment typically reserved for Necron Lords, it allows you to move slightly out of time, giving you a ghostly image and letting you act as though you were going normal speed while the world around you moves slower.

Gloom Prism (-400 CP):
A piece of advanced techno-sorcery specifically built as part of the Necron's war against the Warp itself, it creates a zone that negates the powers of the supernatural, such as the abilities of Daemons and Psykers.

Heart of Darkness (-400 CP):
The ability of necrodermis to self-repair is already impressive, but the Heart of Darkness will advance it to an entirely new level, allowing you to appreciably regenerate during even a brief pause in battle.

Phylactery (-400 CP):
A Phylactery is a small item containing a number of Canoptek Scarabs that focus on repair; these highly-specialized machines will emerge when you are killed and fix up your body. No matter the composition, size, or nature of your form, or how you died, the Scarabs will still repair you, building an entirely new body atom by

atom if necessary. However, they can only bring you back once every decade, or once per jump, whichever comes first.

Quantum Shielding (-400 CP):
A more powerful form of shielding than anything the Imperium has available to it, Quantum Shielding can block a vast amount of firepower before being overwhelmed; furthermore, it is completely undetectable until the moment it deflects something.

Resurrection Orb (-400 CP):
One of the most iconic tools of the Necron Lords, the Resurrection Orb is a small sphere that replicates the fusion reactions of a sun in miniature, harnessing this power to enhance the regeneration of nearby necrodermis; furthermore, by activating the Orb, all destroyed machines nearby will reactivate themselves, pull themselves back together, and return to their previous functionality before they were broken. However, this active ability of the Orb needs time to recharge, and so can only be used once per day.

After this jump, it will allow all nearby machines to regenerate from damage. However, if you don't want to wait then for another **100 CP** you can improve it into being the Orb of Eternity, the first Resurrection Orb ever created, and one capable of restoring any sort of technology. Furthermore, it heals at a faster rate than the Resurrection Orb does, and its resurrecting abilities only require 12 hours to recharge.

Seismic Crucible (-400 CP):
Utilizing this tool of Geomantic techno-sorcery allows you to induce tremors in stone, in metal, and even the air itself, with sufficient power to decimate buildings and make enemy formations crumble.

Timesplinter Cloak (-400 CP):
A defensive tool of the Chronomantic discipline, this cloak encases you in shards of crystallized time; each of these splinters will completely stop any attack not landed during the split-second formed in another moment. Essentially, it requires any attack that would destroy the shard to hit it during a different moment than the attack would normally land, making a defense not only immune to mundane attacks, but also rendering the user unable to be harmed by temporally-altered

attacks unless the attacker knows the exact moment in time that the Timesplinter Cloak is keyed to. However, maintaining this defense is highly energy-intensive, and it cannot be kept on at all times.

Triarchal Menhir (-600 CP):
Do keep that you have these secret, will you? They're supposed to be reserved to members of the Triarch. These large floating pillars hold large green spheres, the uppermost one of which is an Annihilator Beam that can completely remove a target from existence. They have a limited artificial intelligence that ensures that they act according to your will and desire.

Veil of Darkness (-600 CP):
Along with the Phase Shifter, this is one of only two Necron artifacts that will become a part of your body once installed and cannot be removed. In terms of results, it is very similar to the teleportation technology sometimes used by the Imperium or Eldar; unlike theirs, it is genuinely instantaneous, and functions by summoning darkness that twists space itself to deposit you and your nearby allies in another location.

Vehicles

Ghost Ark (-200 CP):
A troop transport of the Necrons, this anti-gravity vehicle is even capable of flight through the void, and is used as a boarding craft. It can carry up to 10 Necron infantry, and allows them to fire freely, in addition to the two Gauss Flayer arrays, making it a highly mobile method of bombarding enemies. It is also equipped with repair stations, allowing it to repair the wounded and more swiftly carry out the Reanimation Protocols. For an additional **100 CP**, you may instead have a Doomsday Ark, which has the same basic appearance, but sacrifices troop transport space and repair abilities for a Doomsday Cannon, which is so powerful that only the void shields of a Titan could hope to withstand its full power.

Catacomb Command Barge (-300 CP):
A simple vehicle armed with a single Tesla Cannon, it is nonetheless of vital importance to the Necron army as it is the personal conveyance of Necron Lords and Overlords. A light anti-gravitational skimmer, it is equipped with carrier-wave generators allowing an Overlord to instantly deliver commands to any nearby

troops, letting them directly control their underlings in a way that the nodal command structure of the Necrons would normally make difficult. It is piloted by a pair of Necrons hard-wired into the vehicle; yours, however, will lack personality and individuality, being "NPCs" that exist for no other purpose than to pilot the Command Barge.

For **50 CP**, you can upgrade it to an Annihilation Barge, which replaces the seat of the Lord with twin-linked Tesla Destructors, which fire devastating arcs of lightning. It's primarily an anti-personnel weapon, but can take out all but the heaviest armored vehicles. However, they are also slow; they don't do well in keeping up with the rest of the army, and are instead primarily used in defensive strategic positions.

Tomb Blade (-400 CP):
Originally a space fighter, it was so successful in the War in Heaven that they modified it for planet-side battles, resulting in something akin to a Jetbike… although certainly not in form. Without the need for a canopy or pressure sealing, and eschewing the arrow-straight vectors of other Jetbikes, this half-wheel shaped vessel utilizes dimensional repulsor engines that ensure that gravity and friction have little to no effect on its frame; as a result, it is capable of bizarre corkscrewing maneuvers that no other vehicle could replicate, and can perform maneuvers requiring hyper-fractal equations to pull off that would knock out or kill any organic pilot merely to perform. Normally these hyper-fractal equations would handle piloting entirely, leaving the Necron Warrior pilot to only handle the guns, but yours allows you to take manual control whenever you desire. It is equipped with twin-linked Tesla Carbines, Gauss Blasters, or a Particle Beamer. You will also receive one of the following, although you can pay an additional **100 CP** for both.

Nebuloscope:
A device allowing the Tomb Blade to track a target across dimensions, ensuring that no distance, no form of travel or teleportation, no invisibility, and no tricks will ever allow your target to escape from you. It also improves the accuracy of the Tomb Blade's weapons.

Shadowloom:
This device projects an aura of darkness that makes the Tomb Blade difficult to track and target.

Triarch Stalker (-400 CP):
Resembling an enormous mechanical spider, it is a walking vehicle rather than an anti-gravitic one, due to the traditions of the Triarch Praetorians who typically pilot them. They are much faster than they look, and can cover all terrains. They are dedicated tank-hunters, able to outflank enemies and utilize its Particle Shredder or its Heat Ray (which utilizes the power of fusion reactions to unleash devastating beams or cones of heat) to take out other vehicles. Its limbs are also excellent should enemies get within close range, being razor-sharp and capable of tearing through most armor. It can also transmit targeting data to allied forces to increase their accuracy, making it more effective when working together with other units.

Tesseract Ark (-600 CP):
One of the most powerful Necron engines, it is built around a contained singularity torn from the heart of a dying star, and it siphons power from this source to unleash devastating attacks from its Tesseract Singularity Chambe, using Particle Hurricanes, Seismic Lashes, and Solar Flares in abundance. Besides this, it wields either two Tesla Cannons, Gauss Cannons, or Particle Beamers, and is protected by Quantum Shielding.

Companions

Machine Brethren (-50 CP):
You may either import an existing companion or create a new one. You may freely pick their origin, so long as it is a part of your faction, and they receive 600 CP with which to purchase perks and items, and receive the freebies, stipends, and discounts as appropriate. If you wish to import more than one companion you may; if you spend 200 CP, you may import/create a full set of 8 companions.

If you so desire, you may sacrifice your own CP to grant all of your companions additional CP at a 1:1 ratio.

Canon Companions (Free):
If you can convince anyone in this universe to join you on your jumpchain, then you may take them as a companion at the end of the jump. Even if they die after agreeing, they will be returned to life to partake in your chain.

"But I am already saved." (Free):
An unusually-chatty Servo-Skull made from Magos Dominus Reditus. It retains a sense of identity, responds to its name, and can take actions of its own initiative. This has been attributed to a particularly energetic Machine Spirit, as Reditus was far too widely admired to have *possibly* ventured into tech-heresy and turned himself into one of the Silica Anima. Truly, it is unthinkable. It has no particular modifications made to it, and is free for you to augment as you desire. However, no actions you or anyone else take is capable of damaging the machinery of this Servo-Skull.

Retinue (-150 CP):
This is a collection of weak-but-useful subordinates appropriate to your origin. An Advanced Tech-Priest might have some lesser tech-priests whose purpose is to help you with forging new tools; a Necron Lord might have some simpering aides; a Skitarius would be accompanied by rank-and-file Skitarii; a Cryptek would have their Apprenteks. You receive 6 such subordinates, all of whom share a single Companion slot.

Magos Psychologis (-50 CP):

A recently-promoted Magos who engages in the study of the mind, they have always had a fascination with machines—the more complex, the better. But when they realized that not all machines are made of gears and cogs, their perception of the world expanded, and they knew that the Omnissiah wanted them to study the most complex machine of all; humanity itself. But they had no interest in the viscera of the flesh, so has engaged in extensive study of the mind, recording data from both augmented and un-augmented humans, keeping track of what changes in Skitarii as brain tissue is replaced with cybernetics, and examining emotional responses, particularly of those who are supposed to be "free" of such influences in the first place. They have a particular interest in the mental functioning of those who have neurological modifications or who are otherwise artificially enhanced—or artificially reduced—compared to baseline humanity.

The Biological Machine (-50 CP):
Where the Magos Psychologis has no interest in the body, this Enginseer is actively trying to earn their promotion to Magos Biologis so that they can freely research the flesh. Everything that exists is made up of orderly systems. A machine is simply a physical system that uses power to apply forces. By this definition, the human body is simply another machine, simply a squishier one. They've intentionally taken the least invasive cybernetics they could find, and went out of their way to make aesthetic changes so that to a layperson, they might not appear to be in the Machine Cult at all. They want their body to be as "normal" as possible… mostly so they can study the "abnormal" in comparison. They want to study organs, implantations, and non-cybernetic, non-genetic methods of altering the body. The power of the Adeptus Astartes is all the proof that is needed that the flesh can hold as much power as technology, they just need to find a way to apply it.

Skitarii Praetorian (-50 CP):
An elite, heavily-modified Skitarii warrior, they have been augmented to the point that they're fully as large as a Space Marine, and with the combat drugs rushing through their system they might just beat one, too… or they would, if they weren't so bad at acting outside of orders. Still, they're damn near impossible to put down for good; if they ever do take serious injuries, then they'll automatically be upgraded into a Sicarian Ruststalker, and become even more viciously dangerous. Still won't be all that smart, however.

A Xenarite Blasphemer (-50 CP):
It's not like they *think* they're blaspheming. It's just that… in the Golden Age of Technology, humanity knew everything that was worth knowing. The STCs held all information, and made new schematics based on the needs and resources of those requesting help and information. If they already knew all knowledge, and created new schematics based on needs, then wouldn't it be possible for an STC to also have created schematics for technology identical to what the xenos use? So it's not like the deconstructed T'au Pulse Rifle in their room is the result of studying the alien. It's just… studying a path humanity *could* have walked down, but didn't. A complete STC could definitely make a T'au rifle, which means that deep down, it's actually a completely human thing to study. Yes. Definitely. They have no relationship to the Necron-obsessed Xenarite faction that will be having an uprising on the *Caestus Metalican*, and aren't even aware there are other Xenarites on the ship in the first place.

Loyal Lychguard (-50 CP):
This is a Lychguard who has been assigned specifically to protect you. They are absolutely loyal and faithful… in part because the capacity for disloyalty was something deliberately abandoned when they underwent biotransference. They have otherwise retained almost all of their mind despite the Great Sleep, and are an excellent combatant. Despite wielding weapon and shield in combat, they are most proficient at unarmed fighting, and were among the greatest of martial artists among the Necrontyr. Since inhabiting their necrodermis chassis, the power behind their blows has only grown even stronger.

Technomancer Loner (-50 CP):
This Cryptek has always held a fascination with Canoptek Constructs. People never really made sense to them, always having their own interests or behaving in ways they couldn't predict. But machines? Machines were steady. Machines were steadfast. Machines didn't change on their own. Machines became their closest friends, and they learned to excel at augmenting and repairing such devices to a degree even other Technomancers couldn't approach. They were even able to create their own artificial intelligences and network it into their constructs. Alas, with the Great Sleep their programming grew flawed, and they had reverted to factory settings by the time this Necron awoke.

Not a Destroyer (-50 CP):

At first glance (and second, and third), it would be easy to mistake this Necron for an Ophydian Destroyer. This would probably be because they've modified their body in the exact same Wraith-like design as the Ophydians. But it's not because of any sort of desire to kill better, or hatred for life like you see in the Destroyer Cult. No, they've just always been a weirdo who's obsessed with the idea of having a non-humanoid body. This was an understated interest when they were Necrontyr, but after undergoing biotransference and enduring the Great Sleep, it has become a large aspect of their remaining personality, and they revel in having a body so far outside of the bipedal expectations for their species. That they've become more efficient in combat is just a fortunate side-effect.

The Artist That Was:
Once, when they were Necrontyr, they had been renowned across the noble courts for their artistry. They took to battle, of course, as every Lord was obliged to do, but it was in times of peace that they made beautiful paintings, so valued that many a noble held them in positions of pride in their collections, when they deigned to sell their creations in the first place. But that was before biotransference. That was before the Great Sleep. That was before the Destroyer Cult. Art means nothing to them now; they want only to reap lives, to bring the universe one step closer to blissful oblivion. This Lokhust Destroyer Lord does, from time to time, show sparks of who they used to be; glimpses of yearning, moments of appreciation for the landscape, and in the time when you interact with them, an echo of who they used to be shows through. But inevitably, the veil of the Destroyer Cult overtakes them. But they seem a little bit more like themselves every time you talk to them… perhaps continuing to try might make a difference?

Drawbacks

If you find your resources insufficient, you may make your journey more difficult by taking Drawbacks here in exchange for additional CP.

I've Been Here Before (0 CP):
Have you? If you select this then you must have. If you've been to any Warhammer 40k jumps in the past, then you may have your actions and history in those jumps carry over into this one.

"For the Machine is immortal" (+50 CP):
The Necrons are undying. The tech-priests are so heavily modified that it can take them centuries, or even millennia, to die—the oldest is over 10,000 years of age. The difficulties of travel and the lengthy duration of planning mean that many events will not be over within a measly 10 years—hell, bad luck in a Warp jump could result in a member of the Machine Cult being in transit through the Warp for the entire decade you stay here. Clearly, the only answer to this is to extend the length of your stay. For each purchase of this Drawback, extend the length of your stay by 10 years. You may only obtain a maximum of **+1000 CP** in this manner.

Awakening Levels (+100 CP):
Necron Tomb Worlds wake up slowly, although it grows exponentially faster as time progresses. But to start with, the Tomb World will be barely functional. So is it with you. At the start of this jump, you and your companions are reduced to your Body Mod, losing even the perks you purchased here. Over the course of the next 264 hours, you will slowly obtain your perks from this jump, first in a weak form and then accelerating in a form of exponential growth. Once these 11 days have passed, you will regain access to all of your abilities from past jumps. However, while this only lasts for 264 hours, it is in the middle of a war of extinction between two factions which will take no prisoners.

Emotional Amplification (+100 CP): [Mutually Exclusive with **Emotional Muffling** and **Emotional Excision**]
Instead of taking the more common route of removing or containing your emotions, you instead intentionally increased them all to make sure you never lost touch with the organic part of you. As a result, you are prone to wild mood

swings, and have difficulty controlling your emotions to any significant degree. Expect to be rash, honest, and quick-tempered. Any form of neuro-vault containment will be completely ineffective.

For an additional **+200 CP**, you may instead not only amplify your emotions, but sacrifice all degree of self-control over them. You will act according to whatever emotion(s) you happen to feel at the moment, and you will *always* be feeling something. You are at best able to direct your actions, as you will have very little control over yourself. You may end up being confined for the sake of your own well-being, at least if your superiors care about you enough not to summarily execute such a burden.

Emotional Excision (+100 CP): [Mutually Exclusive with **Emotional Muffling** and **Emotional Amplification**]
Critical emotions have been removed from you. You can no longer experience them at all. You may choose from the following: two positive emotions, a mixture of 3 positive and negative emotions, or all negative emotions. But don't think losing your negative emotions is a good thing; that only means that your only emotional response to things is positive. For instance, if you sent an entire squadron of your men into combat and they all died horrible deaths, you'd experience only joy that you have received more combat data on the enemy.

For an additional **+200 CP**, you may instead lose all of your emotions, leaving you as a cold machine operating solely off of logic. You will retain your survival instinct even though you lack emotional motivation to live.

Emotional Muffling (+100 CP): [Mutually Exclusive with **Emotional Excision** and **Emotional Amplification**]
Whether a result of the neural cybernetics or an effect of the biotransference, your ability to feel is reduced. All emotions you feel are muffled, subdued, and strangely hollow, more like the echo of emotion than the real thing.

For an additional **+200 CP**, you have instead had all of your emotions completely negated; apart from your desire to survive, you are reduced to a logical machine of a person, bereft of motive or emotion, although you retain your survival instinct.

“[[[ERROR]]] Damn not found” (+100 CP):
You are stubborn. Your way is always right, to your mind, and you will not change your opinion for anything less than a total catastrophe. The loss of life doesn’t matter to you, as long as you achieved your desired goals to at least some extent. Advising you is useless.

History Repeats (+100 CP):
Wherever you go, every year you are destined to enter into conflict against the same faction. Necrons will continue to encounter tech-priests invading their Tomb Worlds, and wherever you go as a member of the Adeptus Mechanicus, you either encounter a Necron fleet or accidentally awaken another Tomb World. Note that you don’t need to always win, or always stay and fight, but you will encounter them persistently over your stay here.

Imperial Pride (+100 CP):
If there’s one thing the Machine Cult and the Necrons have in common, it is their undying belief in the superiority of their own species and technology. You are now incapable of assuming an alt-form outside of the body you have obtained in this jump document, and lose any shapeshifting powers that may have let you appear as or otherwise become a different species. The only exception to this is if, as a Necron, you are somehow able to perform biotransference into a living body again.

The Need to Feed (+100 CP): [Mandatory and “Free” to C’tan Shards]
You’re hungry. You’re always hungry, all the time. It isn’t so painful as to be actually starving (unless you’ve gone without food long enough to starve for real), but you’re always filled with the urge to eat. Consuming food only satisfies this craving for a few moments. But know what does satisfy it, for a whole day even? Souls. The souls of sapient mortal beings. But after a day of blissful satiation, you grow hungry again, so that means harvesting more… unless you can put up with hunger pains for a decade or more. The more you eat at once, the longer the urge to eat is satisfied.

Praise the Machine Spirits (+100 CP):
The Machine Spirits are a bit more active now… and universally present in all forms of machine. Even if in some cases, they only seem to exist for you. If you are “disrespectful” to the tech you use, it will simply not function. If you insult it, it will

backfire. If misused, it may glitch or revolt against you. You will need to appease the Machine Spirits with prayer and ritual, which will be time-consuming. And sometimes money-consuming, as well.

Quite Thoroughly Mortal (+100 CP): [Requires some form of 1-Up or resurrection] You can now die. Any form of resurrection or reanimation or other method of bringing you back from the dead now ceases to function. This is worth another **+100 CP** to a Necron, who could normally rely on regular revivals via their Reanimation Protocols.

"The strength and surety of steel" (+100 CP):
The shared qualities of the Machine Cult in the Necrons have already been mentioned, but have not both been addressed as Drawbacks. That error is now corrected. Due to your belief in the superiority of your own species' technology, you are incapable of using or building technology outside of the paradigm of your faction.

Necrons cannot use or build technology not of Necron design, and humans cannot use or build technology that does not follow human design principles. This means that neither faction can use the Xenarite technology that is based on the fusion of the tech bases of humanity and the Necrons.

Unknown Complications (+100 CP):
There is now a 5 day difference in how long it takes the opposing faction to win. If you are a Machine Cultist, then in only 6 days the Tomb World will be fully operational and be able to support hacking programs capable of taking over the *Caestus Metalican*. If this happens, you fail the jump. If you are a Necron, then the awakening of your Tomb World is slowed enough that the prospective 11 days to victory are now 16 days. If Szaregon is killed before then, you fail the jump.

A Man of Faith (+200 CP):
You are genuinely devoted to the Machine God… and if you're a Necron, you know that the God of Mars is actually an aspect of the C'tan known as the Void Dragon, and you don't care—you worship it anyway. As a member of the Adeptus Mechanicus, this requires you to obey the strictures of the faith. You will reject alien technology, believe that only the Omnissiah can bestow souls, will hate artificial intelligences, hold the surety of knowledge of the past over the potential

knowledge of experimentation, will hate the weakness of flesh and crave the cybernetics of the machine, and will only use technology in conjunction with the "correct" rituals to do so. As a Necron, you will instead do everything in your power to wake the Void Dragon in the Noctis Labyrinthus of Mars, and will strive to increase its influence over the rest of the universe. You will receive neither reward nor favor for this, and everyone you know and care about will be consumed by the Void Dragon… and you will not give a damn.

"An echo in the noosphere" (+200 CP):
For whatever reason, sensory and communications equipment you use is particularly vulnerable to a particular type of interference, picking up long-lost messages, typically intended for other people. These will almost universally be pointless, and if they *do* hold meaningful information, it will be hopelessly out-of-date by the time you receive it.

Expendable (+200 CP):
Your superiors don't consider you to be particularly important, and regardless of any charisma, status, or rank-affecting perks you may have, will not hesitate to sacrifice you if they see some benefit from it. Even Faustinius, who is typically abnormally considerate of the lives of his forces, will expend your life in an instant if he felt it was useful. Although he might permit himself to experience regret over it afterwards. Overlord Szaregon won't even do that much, and might sacrifice you for the most minor of advantages.

Flayer Virus (+200 CP): [Provides **+100 CP** if taken with **Curse of the Flayed Ones**]
You have been afflicted with a variety of the Flayer Virus. It is not able to spread to other people, but it will affect you regardless of your own species or what immunities you should have had against it. You are mad, afflicted with the urge to flense the flesh off of living beings and garb yourself in their skin. You will want to consume the flesh of the dead—even as a Necron, who has no mouth with which to eat, you will smear the viscera around your face in a mockery of eating. It is possible to resist this urge, but the more you fight against it, the harder it will be to oppose your desire. And should you give in, it will feel so *good*, so *right*, that you may very well become addicted to it. This variety of the curse provides none of the benefits normally afforded to the Flayed Ones.

In the Far Future, There is Only War (+200 CP):

And so you will encounter war, again and again throughout your stay. Not a single year will pass without you being embroiled in some large-scale conflict. Although you are not guaranteed to be on the battlefield every time, you will be involved in the war effort itself to one degree or another.

"You will beg my kind to save you" (+200 CP):
You are incapable of winning a fight on your own. You will always need assistance from someone else. If you are the commander of an army, your people will always lose against an enemy that even remotely poses a threat, unless you have assistance from an outside source.

"The crude biomass you call a temple will wither" (+300 CP):
Be it due to degeneration of the flesh and cybernetics you possess, or some form of flaw in your necrodermis body, your body will progressively deteriorate over the course of this jump. Your health and physical abilities will steadily decline. This will never be enough to kill you directly, but by the end of your stay you will definitely be incapable of participating in combat. Hopefully you have some good friends.

Attentions from On High (+300 CP):
The leader of your faction knows what you are, Jumper. And they are very, very interested in you… and neither the Fabricator-General of Mars nor the Silent King Szarekh are known for their mercy, nor their unwillingness to exploit any resource they can find. And they don't want you to use your powers for them, no—they want to take them from you for the benefit of their faction.

The leader of your faction will turn part of the forces of the Adeptus Mechanicus or the Necron Dynasties towards your capture, where they will slowly vivisect you to find out how your powers work, before draining you dry of all your abilities, which will kill you… and all your 1-Ups will already be stolen by that point. Don't let that happen. The amount of force they bring to bear is based upon how powerful you are, and more powerful jumpers will find themselves facing proportionally more enemies (although they do not increase in strength beyond the norms of this setting).

As a small mercy, they will not learn your location until a year after the resolution of the war of Silva Tenebris.

Machine Spirits Hate You (+300 CP):
No form of mechanical or electrical device will function properly for you when you try to use or otherwise control it. It will fail to work, and in the worst cases may backfire in some way to harm you, or maybe even explode.

Pacifist (+400 CP):
You can no longer bear to bring harm to any sapient entity, even to protect your own life. In a world as filled with violence and warfare as this, it is only a step away from signing your own death certificate.

The Sufferer Suffers No More (+600 CP):
The greatest secret hidden in Silva Tenebris is the shard of the C'tan known as the Sufferer. But now, it is no longer a mere shard. A full, intact C'tan was somehow imprisoned in that tesseract labyrinth, and it is slowly wearing away at its prison. On the 11th day after the jump begins, it will break free (if it is not released earlier), and will field its full might against everything that lives. This is an enemy capable of destroying stars, that was only destroyed through trickery and the advanced weapons of a fully awakened Necron Empire at the peak of its power, one infinitely more unified than today's disparate Dynasties. If you try to run, then rest assured that it *will* be able to find you, for it sensed your presence and knows that you have the most delicious, most variegated, and most exotic soul it has ever encountered. And it **hungers**.

Scenarios

You may take those scenarios you qualify for; if you succeed at one, then you will gain an appropriate reward. If you fail, there are no consequences to your chain. If you do not take a scenario, then the changes it describes in the universe will not occur.

Eleven Days on Silva Tenebris

Requirements: None. Provides **+200 CP** to spend before beginning play if you have the Advanced Tech-Priest or Necron Lord origin. Any powers or items you may have that allow you to destroy a planet are negated for the duration of this scenario.

This scenario will have different requirements depending on your faction.

> **Adeptus Mechanicus**:
> You are the Magos Dominus in charge of this operation, with Faustinius assigned to you as Sub-Dominus alongside Sub-Domina Khepra. The forces of the *Caestus Metalican* are yours to command—and you will need to, soon. You must eliminate the Necron presence on Silva Tenebris. No matter what you do, the first attempts to explore the tombs on this world *will* trigger the acceleration of the Tomb World's wakening; from that moment onwards, you have only 264 hours before the Tomb World will be sufficiently awake that it can breach the *Caestus Metalican's* information moat and logic walls, taking over the ship remotely. Should they do so, even if you survive, you will have lost the Scenario.
>
> You will need to direct your forces across the surface of the planet in order to keep the ever-returning hordes of the Necrons at bay while you send strike teams to accomplish critical goals. You will need to identify the location of the tomb of Overlord Szaregon, and then send a kill team to take him out, which will cripple all forces on the Tomb World. However, he will not be unguarded; unless you take them out first, he will summon his servants during combat, including Grand Architect Neftusk, Void Admiral Agrolekh, Royal Vizier Mhelob, Lord Astronomer Ekropis, and Ubjao the Flayer King, all of whom are particularly powerful and will make exterminating him almost impossible. So practically speaking, you need to

identify their tombs, kill them, and only then it will be feasible to take out the Overlord himself, which will complete the scenario.

All of this is made harder by the fact that the individual tomb complexes will awaken half again as fast once you enter them; although this won't make your defeat come any sooner, it will make it more difficult to advance as the Necrons you face become more and more competent and powerful, posing difficulties to both your strike teams and the Skitarii forces that are keeping the endless waves of Necrons from interfering with their missions.

Necron:
You replace one of the subordinates of Overlord Szaregon; Neftusk, Agrolekh, Mhelob, Ekropis, or Ubjao. You may give yourself a suitably grand title. You have command of all the military forces assigned to you—roughly a sixth of the Necrons on the entire planet—but you yourself have not fully awakened, and are as of yet unable to leave your tomb complex. The subordinate you replaced is your minion for the rest of your time in this jump.

You have 264 hours to go until the Tomb World is sufficiently awake to hack into the ships above Silva Tenebris, achieving certain victory. Yes, *ships*; in addition to the *Caestus Metalican*, a full-fledged Explorator Fleet has arrived to invade your world. You will need to coordinate with the other subordinates of your Overlord to mount an effective defense; you are no longer trying to wipe out the human forces, but survive until you can take out the fleet. You will not be active enough to leave your tomb until 3 days have passed, and even then, you will be weaker than you should be until 7 days have passed. You will need to work through the medium of your army, which can freely range outside of your tomb complex.

If the humans succeed at killing Szaregon before the 11 days are over, you fail the scenario; success merely requires that he survive until then.

Rewards:

Adeptus Mechanicus:
Regardless of whether you heeded the advice of Tech-Acquisitor Scaevola and preserved the planet to plunder its secrets, followed the will of Lector-

Dogmatix Videx and called in a fleet to render the planet to dust, or chose to leave the decision up to your superiors on Mars, your reward is the same. You receive your own **Skitarii Legion**, fully equipped with Rangers, Vanguards, Sicarians, Pteraxii, Sagitarii, Balisteria, Cataphractii, Praetorians, Serberys units, and more. You additionally have access to all the vehicles which might be expected to be part of a Skitarii Legion, including super-heavy vehicles.

You additionally receive the ***Caestus Metalican*** as your own private vessel—it has had many names in the past, so feel free to rename it. An Ark Mechanicus, it is the most technologically advanced voidship in the Imperium, as well as one of the largest. It holds enough manufacturing power to match even the greatest of hive cities, and its engines alone are larger than most voidships… to say nothing of its vast arsenal of weaponry. It is a ship so advanced that in the modern era nobody has any idea how to make one, or even how they actually work—if they did, the priests of Mars wouldn't have to look so hard for STC fragments. Each Ark Mechanicus holds a complete Standard Template Construct (aka the Holy Grail of the Machine Cult) within its workings, which the Adeptus Mechanicus is simply no longer advanced enough to find. Unfortunately, critical damage in the past has damaged your STC, rendering it useless.

However, recognizing that you are not a normal tech-priest, the "Machine Spirit" of the vessel (actually a fully sapient artificial intelligence of astonishing age and power that has been hiding its presence to avoid being purged) will contact you, and, apart from the destroyed STC, will make the full potential of the ship available to you. Which includes activating all the automated systems that the Adeptus Mechanicus used raw manpower to operate. There is one remaining piece of the STC left—a prototype artificial Navigator, a construct that would allow a ship to travel through the Warp even without having an actual Navigator on board. Combined with the A.I., this would allow the ship to operate completely autonomously, without any need for a crew at all.

Necron:
Overlord Szaregon is so pleased with your performance that he has seen fit to elevate you above other Lords, and gifts you with the entire planet of

Silva Tenebris to personally rule over (if you're a C'tan Shard, then you probably manipulated his consciousness to make him think of you as just another Necron). As far as Szaregon is aware, this just means that you're managing the planet for him… but in reality, the loyalty of all Necrons on the planet will be attuned to you above all others, and the planet, its tomb complexes, and its population of Necrons will follow you on your jumpchain. Just be aware that the Necrons of Silva Tenebris do not count as Followers, and as such will not be returned to you if they are permanently destroyed.

However, if you do want Followers, then you may appreciate that you also receive your own **Necron Legion**. In addition to a great number of ordinary Necron Warriors, you also have a number of commanding Necron Lords, several types of Cryptek and their accompanying Apprenteks, as well as Immortals, Deathmarks, Lychguard, Destroyers, Flayed Ones, and an entire host of Canoptek Constructs, including Serapteks, Acanthrites, Spyders, Scarabs, and Wraiths… and that's only the beginning of your units. They also come with a goodly number of vehicles, although you can sacrifice half of your vehicles to get access to a single super-heavy Necron vehicle, such as an Abattoir or Æonic Orb; alternatively, instead of a super-heavy vehicle you could get a single C'tan Shard. Such Followers *do* get replenished when destroyed… although considering that you also receive a collection of stasis crypts in your Warehouse attuned to recall heavily damaged Necron Followers, it is unlikely that they will be truly destroyed with particular frequency.

Let it be noted that your Necron Legion is entirely devoted to you; at your command, even Destroyers and Flayed Ones would stay their hand. Neither form of normally-viral insanity among your followers is contagious.

Jumper's Adventures on a Moon of Death

Requirements: Adeptus Mechanicus faction. Provides **+200 CP** to spend before beginning play if you have the Machine Cultist origin. Any spaceships you may have are impounded in your Warehouse for the duration of this scenario.

Sometime after leaving Silva Tenebris, you will be assigned as part of an Explorator Fleet (particularly heavily-armed in light of the threats posed by the Great Rift),

searching out lost human colonies in search of archaeotech and STC fragments. Partway through your journey, during a Warp jump your vessel will experience a fluctuation in the Warp, and will exit the Warp backwards in time, arriving 3 years before the rest of the fleet would get there.

An engine error upon reentry into realspace will result in you flying directly into the third moon of a gas giant. A last-minute patch managed to fix the engines, but not before crash-landing on the moon was inevitable; all the repairs managed to do was slow the landing enough that only 25% of people on board died, mostly crew and higher-level members of the Machine Cult. By tragic coincidence, you find yourself the highest-ranking survivor of the crash.

Upon counting those still living (numbering well into the thousands), you exit the ship to find yourself upon a moon that would certainly receive the “Death World” classification as soon as the Administratum heard about it. Almost every plant is either toxic or carnivorous, and the pseudo-reptilian fauna is extremely aggressive, attacking even groups many times their size without heed for their own life.

Packs of xenoraptors prowl the ground, pteravulgs fly through the sky in search of anything that moves above the jungle canopy, and one of the massive carnoroxes could take out an Imperial Titan, although fortunately it’s never-ending search for sustenance means it typically only hunts larger prey. And to succeed in this scenario, you and at least 10% of your people must survive on this moon for 3 years, until the rest of the Fleet arrives and rescues you.

The good news is that you won’t be wanting for spare parts due to all the equipment stored on the ship. The bad news is that you aren’t the only ones on this moon, which it turns out is somehow an Aeldari Maiden World, and is populated by Eldar Exodites. Well… “populated” might be a strong word for less than a thousand individuals, but they are there nonetheless, and none too happy with the machine-men who crashed a ship on their moon. They are potent warriors; even if their technology is lacking, they have all the grace and psyker potential of the Eldar and the muscle, grit, and combat prowess of the Catachan Jungle Fighters, and have harnessed many of the local creatures as beasts of war.

If you for some reason engage the filthy xenos in discussion, you may learn that the moon used to be an idyllic paradise, and that centuries ago an artifact of unknown origin arrived on the moon they called “Haecham III”. It slowly terraformed the moon, somehow corrupting the World Spirit the Exodites used to protect their souls after death. Having lost much of their technological prowess, they no longer understand enough to disable the artifact, as physical attacks fail to harm it.

Rewards:
For leading the survivors for 3 years in this hellhole, you receive your own **Battle Congregation**, who will be Followers who are loyal to you even over the Omnissiah Himself. Your Battle Congregation will be fully equipped with members from both of the Electro-Priest cults, a wide variety of Combat and Battle Servitors (ranging from Herakli to Arco-Eviscerators to Kataphrons), and a number of Cybernetica Datasmiths, each leading a proper maniple of Cybernetica Automata, such as Kastelan, Colossus, Cataphracts, Thanatar, and Vultarax robots. Besides these, you also have a wide variety of combat-oriented members of the Machine Cult, from Arcuitor assassins to Magi Domini to the Tech-Priest Auxillia, to say nothing of your Maniples, Myrmidons, Ursarax, and Secutors. Support from the Ordo Reductor also provides you a wide variety of super-heavy vehicles suited to sieges or the slaying of even enemies as large as Titans.

If you did the morally just thing and either slaughtered or subjugated the Eldar xenos on the moon, then you will receive the entire **Explorator Fleet** as followers. This includes 4 Adeptus Mechanicus Cruisers, 4 War Barges, 3 Adeptus Mechanicus Light Cruisers, 2 Lathe-class Light Cruisers, 2 Secutor-class Light Cruisers, a Megiron-class Forge Vessel, 2 Heavy Transports, as well as 12 Mechanicus Escort voidships of your choosing. Upon leaving the jump, you can either keep the crew members as followers, or replace them with automata that can do their jobs more efficiently. Replaced crew members will be subtly relocated in this universe, history changing to support that they were never a part of your ships in the first place, as far as local history is concerned.

If you instead made some sort of peace with the Eldar or even just didn’t kill all of them, then you may take the entire moon called **Haecham III** with you on your jumpchain. You can keep it as an attachment to your Warehouse, or import it into any existing moon you want. Regardless, the wildlife will now be tame (towards

you), and the World Spirit is cleansed of the influences of the artifact. In gratitude for this, the surviving Exodites will join you as followers. They have a large number of the creatures they call “dragons” tamed as mounts of war, which have become even more dangerous with the terraforming of Haecham III, in addition to having trained the local beasts for battle.

If you successfully disabled it, then you may take **The Artifact** with you, enabling it to turn other planets into Death Worlds over the course of a century once you place it upon the world’s surface. Not much use in most jumps, but in some it could prove useful. If you also made peace with the Eldar, you also discover a hidden function on the device which will convert even something like a Death World into an environmental and ecological configuration better suited to a Pleasure World, again over the course of a century.

Return of the Technomandrites

Requirements: Necron faction. Provides **+200 CP** to spend before beginning play if you have the Cryptek origin.

The Technomandrites of Magistrakh were once a powerful brotherhood of Crypteks, whose technological advancements were of such great value that they had all but complete control over the Necrontyr Dynasties, who sought to curry their favor to be permitted to use their weapons and technology. Knowing they were a threat to his power, the Silent King marched to war and destroyed them; but some survived, and swore vengeance. Now that the Great Rift has opened, the remaining Technomandrites, themselves having become Necrons, seek to reestablish their former dominance over their species.

The Silent King seeks blackstone to establish the Pariah Nexus, an area free of the influence of the Warp, made possible by a vast network of blackstone pylons that are placed across the galaxy. Established in patterns of non-euclidian fractal crypto-logic rather than the geometries mortals could understand, once complete this blackstone array wouldn’t merely shut off the Warp from a small region of space, but from the entire galaxy

The Technomandrite survivors seek to prevent this from happening, and so are obtaining all the blackstone they can to ensure that the Silent King’s desires are not fulfilled. But they could not have created the majority of modern Necron

technology if their plans stopped there; no, they have a use for blackstone, a purpose for it that would place them back at the top of the Necron Hierarchy.

Your goal is twofold; to discover their plans, and to ensure that they never come to pass—either by completing the Pariah Nexus, or by killing the Technomandrites (or otherwise making their aims impossible to fulfill).

But be wary, for most Necron technology is of Technomandrite design, and they understand it—and its flaws—like no other. They can see through the optics of machines from half a galaxy away, can disable technology with a wave of their hand, and since their downfall have put their effort into designing tools of war that put their older works to shame. They are geniuses and manipulators of the highest order, and have stayed hidden in Necron civilization ever since their downfall, accruing influence and favors that ensure that no one, on any level of Necron society, is beyond their reach.

Reward:
For overcoming the wiles of the Technomandrites of Magistrakh, you receive a **Mnemetic Crystal** containing the combined knowledge of the rest of the Necron race and the Technomandrites themselves. Knowledge in every field of science and engineering, taken to a reality-warping level that could be confused with sorcery were it not for the fact that it is all based firmly in the physics of the material world.

You also receive an entire **Necron Legion** of your own to serve as your Followers, fully outfitted with a wide variety of units and vehicles. If you already received a Necron Legion as a reward, then you are fortunate enough to have command over more than one, all of which will serve you loyally. Your Warehouse is modified with an attachment to contain the stasis crypts of your Necron Followers.

Gathalamorians 97.14

Requirements: Adeptus Mechanicus faction. Provides **+200 CP** to spend before beginning play if you have the Heretek origin.

“He who aids the blasphemer, even through ignorance, has the blood of the faithful upon his hands!”

It finally happened. The Inquisition has learned of the attempted insurrection aboard the *Caestus Metalican*, and knows that the Xenarites present intended to perform the biotransference procedure on all of humanity to make them as "immortal" as the Necrons. In response to this blasphemy, the Ordos Hereticus and Machinus have collaboratively declared the entire Xenarite faction to be guilty of tech-heresy, and are to be purged from the Adeptus Mechanicus.

Mars has erupted into a civil war, one in which the Xenarites and other radical factions are very much in the minority. You were still onboard the *Caestus Metalican* when the purging began. Through simple proximity to the problem, and by sin of not having corrected the issue quickly enough, everyone aboard the voidship was declared to be Hereteks, and issued the death penalty. That the void shields survived long enough for you to Warp jump out is a testament to the power of an Ark Mechanicus.

By the time the ship arrived at Stygies VIII, the central planet of the Xenarite faction, the internal civil war on the ship had concluded with the deaths of both Scaevola and Videx. Faustinius decides that his crew still has much to offer the Machine God, and that being declared Hereteks by the Inquisition does not change that their ultimate loyalty lies with the Omnissiah, not the tech-priesthood itself. They can be judged when they die; until then, they must survive and continue the Quest for Knowledge. With assurances from the Fabricator-General of Stygies VIII that Epsilus Dammek-Yoth's desire to convert humanity into an imitation of the Necrons was not shared by the rest of the faction, the Magos Dominus elected to side with the Xenarites.

If you completed the **Eleven Days on Silva Tenebris** scenario, then there will be no civil war aboard your vessel, and the decision on what to do will ultimately lie upon you; however, continuing with this scenario still requires you to throw your support behind the Xenarites of Stygies VIII.

Stygies VIII has long been the heart of the Xenarites, and until this point has only been permitted to continue by virtue of the vast quantity of vital war materiel it provided to the surrounding systems. The most efficient means to eliminate the heresy and avoid having to fight the local Titan Legion would be to subject the world to Exterminatus, but the manufactora of the planet are ultimately deemed too valuable to the Imperium.

A combined force of the Astra Militarum, the Adepta Sororitas, and both the Collegia Titanica and the Skitarii Legions of Mars will soon arrive to invade Stygies VIII. But they will underestimate the reach of the Xenarites, who issued a recall to bring back all Xenarite-controlled forces (and who are aided by some of the other radical factions of the Machine Cult, who fear they may be next to be declared Hereteks). While Xenarite forces remain at a disadvantage, and without your help will definitely lose the planet, it will still be a war that would last years.

But the Xenarites of Stygies VIII have long expected that the Imperium might turn on them, and began a grand project in secret; building the foundations of Warp Engines in the crust of the planet, and establishing a series of Gellar Field Generators across its surface. Now, however, they can abandon secrecy and work at breakneck speed. You need only hold off the invading forces for 2 years, and the engines will be completed, warping the planet to an uninhabited system that the Imperium would have no reason to search. The death toll from the jump would be catastrophic… but the Xenarite's collection of knowledge and alien artifacts would be intact, and most of those who would die would probably have been purged for their proximity to heresy anyways.

Reward:
Your reward for surviving the wrath of the Inquisition and the Adeptus Mechanicus is an ironic one; you receive a fully-functioning, non-corrupted, and completely updated **Standard Template Construct**, with blueprints for all human (including abhuman) technology ever created in this universe, and sum knowledge of everything humanity has ever learned. Not just what was discovered at the time of its construction, but even the most recent advancements made by mankind, limited though they are. More than simply a repository of knowledge, an STC also an artificial intelligence, capable of wielding its vast quantities of information with reason and creativity to create new solutions to problems it has never encountered before, and excels at providing schematics on technology that can be easily followed even by people uneducated in engineering. Yours is additionally adjusted so that it can incorporate any sort of blueprints or knowledge you provide it, even if they don't follow the paradigm of this universe's physics, such as magic or the Force.

In addition, you may select one non-Necron xenos society, such as the Aeldari, the T'au, or one of the minor xenos races; the STC is now updated with a complete listing of all of the **Xenos Technology** that species has to offer, along with their scientific knowledge.

It's Not Easy Being Green

Requirements: Necron faction. Provides **+200 CP** to spend before beginning play if you have the Necron Soldier origin.

Soon after the resolution of the conflict on Silva Tenebris, you will be assigned a mission by your superior (either Overlord Szaregon or, if he died, Phaeron Imotekh of the Saurekh Dynasty) to wake the nearby Tomb World of Ka-Hathap, that would have been under Szaregon's dominion. When you arrive, however, you find that the Tomb World has already been half-plundered by Orks. You will need to hasten the awakening of Ka-Hathap, and fight to protect the surviving Necron Lords; you have been given command of a sizeable military force, but will need to collaborate with, or directly assume the leadership of, the local Necron legions.

Of course, if that was the only problem, it would hardly be a challenge. Not against these degenerate echoes of the heights the Krorks once reached. But these Orks have already found the primary vehicle storage units of Ka-Hathap, and quickly proceeded to Loot them, decorating them with Orky spikes and weapons and suborning their programming via the unusual powers of the WAAAGH!. This has provided them with quite a lot more firepower than even Orks could normally bring to bear, and makes their attacks an actual threat to the Necrons.

The scenario will be complete once you have scoured the Ork threat from this world. You need only kill the full-fledged, living Orks; the local Destroyer Cult will ensure that all Ork spores are found and destroyed, along with all other life on the planet.

Rewards:
You receive your own **Necron Legion** as Followers, as well as a Warehouse attachment containing stasis crypts for them.

Additionally, you are gifted with a **Necron Fleet** by the one who sent you on this mission, to follow you on your jumpchain as followers. Your fleet consists of 2

Cairn-class Tomb Ships, as well as a total of 8 ships chosen from the following list: Scythe-class Harvest Ships, Shroud-, Khopesh-, Cartouche-, and Sekhem-class Light Cruisers. You also have 4 each of Dirge- and Jackal-class Raiders, along with a Taweret-class Light Assault Carrier. It also contains a Megalith, a massive mobile fortress capable of traveling through the void, a heavily-armed bastion of power that contains a veritable swarm of Necron Monoliths to unleash upon an unsuspecting world. Necron Monoliths are themselves mobile weaponized buildings, each containing an Eternity Gate—a captive wormhole that can connect to the planets and vessels owned by the Monolith's master. That would be you. In future jumps, you can establish the other end of your Eternity Gates at any property you own, or in your Warehouse, allowing instant travel for your forces.

Bug Stomping

Requirements: Adeptus Mechanicus faction. Provides **+200 CP** to spend before beginning play if you have the Skitarius origin.

Following your Magos Dominus as you ought to, you accompany Faustinius on a new assignment, coming to the rescue of a Forge World (known as Belicosus) projected to be in the path of a Tyranid splinter fleet broken off of Hive Fleet Kraken. This splinter fleet is small, but more than capable of decimating the planet.

Fortunately, you won't be fending it off alone. Besides your Skitarii brethren, Belicosus is also home to the *Legio Labrys* (aka the "Void Cutters"), a Titan Legion of the Collegia Titanica. Considering that there appear to be some Bio-Titans among the Tyranid fleet, they will be desperately needed. Unfortunately, the Princeps of one of these Titans was recently assassinated, and due to an unfortunate dearth of viable candidates, the Titan in question has gone unpiloted. Until now.

When you arrive, the increasingly-desperate tech-priests of the Collegia Titanica will conduct a survey of all crew of the *Caestus Metalican* to determine if any have the potential to be a Princeps. Congratulations—you're the only candidate, and by their authority you are transferred into the local Collegia Titanica academy, where you'll be rushed through the relevant classes while the rest of the Forge World prepares for war.

Normally Princeps have minimal cybernetic augmentations to ensure that they retain their mental self-image as a “human”, which helps prevent themselves from being subsumed into the awareness of the god-machine within the Titan… but they only need you to live long enough for one war, so are ignoring the long-term risks of having someone with your level of cybernetic augmentations as a Princeps. Don’t worry, the god-machine you’ll connect to has a surprisingly mild personality, so the greatest risk that comes with piloting is the possibility that you’ll get addicted to it.

You’ll receive the required modification to your nervous system to allow you to connect to the Mind Impulse Unit to pilot your machine in the first place—a Reaver-class Battle Titan. Eventually, however, you will have no more time for preparation as the splinter fleet arrives.

If the Adeptus Mechanicus is forced to abandon the Forge World, or subject it to Exterminatus in order to kill the Tyranids, then you will have lost the scenario. Victory requires you to repel the Tyranid invaders, which will likely require killing them all.

Reward:
For successfully warding off the Tyranids, you receive your very own **Titan Legion** as Followers, complete with needed princeps and moderati to pilot them, and a number of servants needed to operate the body of the titan itself. In addition to the actual Titans, this also includes the Secutarii, Magi Autokratoris, and a complement of units from a Mechanicus Knight House to support the actual Titans.

Furthermore, you may obtain **Any One Titan** to be your own, of any type. It does not have to be an Imperial Titan, either; any sort of Titan would qualify. Regardless of the type of Titan, it will be completely safe to interface with, and will be adjusted to allow for a single person to pilot it without requiring cybernetic implants. Your Titans will not feature anyone condemned to fates worse than death, with advanced synthetic replacements taking the place of anyone who would otherwise be needed; if you were to take a Psi-Titan, for example, it would feature devices replicating the abilities of the Psykers that would normally fuel the

machine. This would still allow you to use the Titan's stolen Psyker powers, but would involve no unnecessary suffering.

If you take a Gargant or Stompa, your Titan will continue to function even without the gestalt psychic field of the Orks. If you select a Chaos Titan, the daemon bound to it will be one that follows your desires and direction, rather than the will of the Chaos Gods, and you will not be integrated into the body of the Titan. If you select a Tyranid Bio-Titan, then it will not be connected to the Tyranid Hive Mind, and will be completely obedient to your will. It will even have a "cockpit" organ that would allow you to interface with it to take manual control of the Bio-Titan, if you don't want it to just do its own thing. Other unusual Titan types are similarly adjusted to be "tame". Regardless of what type of Titan you have, you will receive an attachment to your Warehouse to store your Titan, with a host of nameless, mindless NPCs who only exist to repair, refuel, and care for your Titan.

Make Us Whole

Requires: C'tan Shard origin. Must have taken at least 10 jumps before this one.

Like the C'tan Shard you imported into, you have been broken apart into many component pieces. You are reduced to your Body Mod and the purchases you made in this jump, and your Warehouse has been emptied of everything except for the items from this jump.

For every jump or gauntlet that you have been to, there is now a separate shard of yourself that you need to obtain; these shards contain your purchases from that jump, and obtaining these shards will allow you access to everything from that jump, and will fill in your Warehouse with the items from the jump in question. However, they do more than that; each of these shards also contains a portion of your power as a full-fledged Star God.

These jump-shards are scattered throughout the galaxy, often being used as power sources or held by those who seek to study them to learn about the powers held within. The understanding of jump fiat is beyond them and they will be unable to copy or use anything you've purchased, but they will be able to use the jump-shard as a source of power or energy.

Contained within tesseract labyrinths, these shards are your goal in this scenario. You must find them, and absorb them, until you have fully regained your powers from the jumpchain. With every one you absorb, you also become closer to a full-fledged Star God. Because it is improbable in the extreme that you would be able to find these shards on your own, you will be provided with a rough sense as to the location of the next jump-shard, starting with the first jump in your chain and continuing onward jump by jump. Be aware that should you not collect all of your jump-shards by the end of your time in this universe, all your lost powers will be returned to you, although you will fail the scenario.

Although the location of some of your shards may be a mystery, there are a few whose locations you will know right off the bat… although apart from the first one, it is strongly suggested that you wait until you have built up a decent amount of power before going after most of them. Other shards would be a safer bet.

- Your first shard is located in Szaregon's tomb on Silva Tenebris, kept close to his throne.
- One of your jump-shards is stored within the collection of Trazyn the Infinite, in the Solemnace Galleries.
- Szarekh the Silent King, leader of the Necron Triarch, holds one of your shards.
- Hapthatra the Radiant, known also as the Phaeron of the Stars and a member of the Triarch, holds another shard.
- Mesophet of the Shadowed Hand, the Phaeron of Blades and member of the Triarch, holds yet another shard.
- Abaddon the Despoiler brings a jump-shard along with him on the 13th Black Crusade.
- A shard rests within the Black Library, the hidden fortress of knowledge secreted away in the Webway by the Harlequins of the Aeldari.
- One jump-shard is a vital component of the Golden Throne upon which sits the decaying God-Emperor of Mankind.
- One shard is nestled within Hive Fleet Leviathan, used as an energy source to spawn biomass from nothing… albeit at an extremely inefficient conversion rate.
- Another is a trophy of Ork Warlord Ghazghkull Mag Uruk Thraka, prophet of Gork and Mork.

Reward:

Your reward is the very thing which you have been working to obtain; the power of a full-fledged C’tan, a Star God capable of twisting reality to your whim, able to destroy and rebuild planets with a thought, and a force unmatched in the Materium.

Ending

Your stay in this universe is complete. You are cleared of any mental or physical influences on your mind and body, and your mechanical body (be it due to cybernetics or necrodermis) becomes an alt-form. You now have a choice. Do you

Go Home?
This universe is dark and wretched, so it is of little surprise that you yearn for the comfort of home after your stay here. You may take an additional **1000 CP** to spend in this document before returning home, but otherwise your chain is over. If you died for good during your stay here, you are locked into this decision.

Stay Here?
Although it's an awful place to live, perhaps you found something—or someone—worth staying for? Or maybe you think you can fix the place up? Good luck with that; take an additional **1000 CP** to spend on the document before finally staying here, abandoning your jumpchain.

Next Jump?
This was but one link in a lengthy chain, and if it has an end you have yet to find it. Take everything you've purchased here, along with anything you've stored in your Warehouse, and move on to the next jump.

Notes

Take note that the descriptions are heavily biased by flavor text, which makes the assumption that you are a member of the relevant origin. You can freely take perks that belong to the other faction, just focus on what the perk actually provides and ignore the flavor.

It started off more based on the game, but the rest of the Warhammer 40k universe just sort of took over. I don't know if I have the energy in me to redo the whole thing, though.

I had some intentions of doing an Army Builder, but honestly, I have no idea how to balance that. I don't like that I have three rewards that are basically the same thing… but with the Admech military split into three parts, *not* splitting the military rewards into three for them felt wrong, and it didn't feel fair to give one faction the opportunity for 3 armies and not give the Necrons the same chance.

As for your Followers, they are by default identity-less NPCs created ex nihilo, and aren't really "people"; however, if you want to you can import individual Followers as Companions, which will give them free will and an identity. If there's something about a specific type of Follower you dislike, you can adjust them so it's alright with you or remove them entirely. Your Servitors could all have always existed like that instead of being condemned criminals; or perhaps you have that their possible in the first place, and turn them into mindless machines instead. Your Destroyer Cult won't kill what you don't want them to. Your Flayed Ones aren't contagious. That sort of thing. When your followers are slain, you get more at after a week has passed to make up for the missing numbers.
You have followers in approximately the listed amounts, although the exact composition of your army is up to you:

- **Skitarii Forces**: Roughly 10,000 Infantry, 1,000 Cavalry, 500 Armor Units, 10 Super-Heavy Vehicles.
- **Battle-Congregation**: Roughly 15,000 Combat Servitors, 500 Cataphron Battle Servitors, 2,000 Tech-Priests of various kinds, 200 Cybernetica Automata, 500 Armor Units, 10 Super-Heavy Vehicles
- **Titan Legion**: 50 Titans, 20 of which are Warlords-class or smaller, and the remaining 30 are Scout Titans. Alternatively, you may exchange 15 of your Warlords and 15 of your Scout Titans to have an Emperor-class Titan or

smaller. Either option also comes with a force of roughly 3,000 Secutarii, and 80 Knights.
- **Necron Legion**: Roughly 5,000 Infantry, 3,000 Canoptek Constructs, 400 Vehicles, 1 Super-Heavy Vehicle. Apart from the Titan Legion, that still makes them the deadliest of the army types provided.

In case it's not obvious, I have no idea what I'm doing with these numbers. If the scale is too ridiculous for you, feel free to divide all the numbers by 10. Or just rebalance them entirely to what you feel is appropriate; I only ask that you fanwank responsibly.

For those of you looking for information on the techno-sorcery of the Crypteks, I've got a short list for you.

- **Psychomancer**: Controls minds and psychology.
- **Plasmancer**: Controls raw energy.
- **Chronomancer**: Controls time and perceives the future.
- **Geomancer**: Convert matter into different types and animate the inanimate.
- **Ethermancer**: Control lightning and the weather.
- **Observationer**: Astronomical interpretations, possibly cross over with the Astraturges who observe the stars to accurately understand the future.
- **Technomancer**: Augment and repair other Necrons and their constructs. The only type of Cryptek actually found in the game.
- **Voidmancer**: Master of space and black holes.
- **Dimensionalist**: Controls alternate dimensions.
- **Datamancer**: Focuses on command codes, electronics, hacking, and encryption. The masters of information.

Changelog

- Version 1.0
  - Spelling and grammar corrections
  - Made the table of contents into links.
  - Gave some details on the Datamancer (thanks to Jarosław Jarmuł) in the Notes
  - Gave some explanations on Followers in the Notes, including a rough suggestion on army size.
  - Included a continuity drawback.

    - Let you import existing cybernetics into your Admech body.
    - Gave the Explorator perk some additional sensory abilities.
    - Created the Workshop general item.
    - Added in the Chain Weapon Admech weapon.
    - Created the Personalized Cybernetics Admech Equipment.
    - Created the Servitors Admech Equipment.
    - Created OC Companions, as well as the Retinue.
    - Clarified that you can take any type of Titan as your reward for the Bug Stomping scenario. Also weakened the Titan Legion reward; now you have to sacrifice a significant portion of the Legion if you want to have an Emperor-class.
    - Added a proper ending to the jump and let you take your cybernetic or necrodermis body as an alt-form.
- Version 0.5
    - Created Jump