Warhammer 40K: Navigator

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In the grim darkness of the far future, there is only war.

But amidst the chaos, you are among the most vital and privileged of humanity's servants: a Navigator. Blessed and cursed with the Warp Eye, you are one of the precious few who can guide ships through the Immaterium, making interstellar travel possible for the Imperium of Man. You will spend the next 10 years navigating the treacherous currents of the Warp, playing the deadly political games of the Navigator Houses, and ensuring the Imperium's fleets reach their destinations. You will face many dangerous things, looking into the madness of the Warp and dealing with assassins, scheming rivals and political traps. Here, take these **1000 CP**, and good luck.

Starting Date

Dark Age of Technology / Set in the 15th to 25th Millennia
During this time humanity reached a height of technological might and interstellar expansion. Countless incredible technologies were built, and advanced artificial intelligences built vast networks of automation across the galaxy. But no one could predict that they would eventually revolt and destroy humanity's golden age.

Age of Strife / Set in the 25th–30th Millennia
The collapse from the Dark Age catapulted humanity into a nearly 5,000-year dark age. Warp storms isolated every human world, and many worlds reverted to barbarism. Entire societies collapsed and savage warlords and techno-barbarians rose amid the ruins.

The Great Crusade / Set in the early 30th Millennium
Out of the darkness emerged the figure of the Emperor of Mankind, who united Terra under his rule. Under the aid of his genetically-engineered sons called the Primarchs and their Space Marine Legions, he launched a massive reconquest of lost human worlds.

War of the Beast / Set in the late 32th Millennium

Shortly after the rebirth of the Imperium, a massive Ork WAAAGH! threatens the future of Holy Terra. Entire star systems are engulfed in fire as Ork hordes crush worlds and fleets alike.

Horus Heresy / Set in 014.M31

The Great Crusade ends as the Warmaster Horus Lupercal, once the Emperor's most trusted son, falls to the whispers of the Ruinous Powers and betrays his creator. Brother turns on brother, Space Marine legions split, and the galaxy plunges into civil war.

Age of Apostasy / Set in the 36th Millennium

Centuries after the Heresy, the Imperium faced internal decay. Political corruption, religious fervour, and power struggles among its rulers destabilized the realm.
At the heart of this turbulence was a tyrant, Goge Vandire, who manipulated his way into control, becoming both Ecclesiarch and Master of the Administratum. Under his rule, the Reign of Blood unfolded: wars of faith, purges, conspiracies and widespread suffering.

The 41st Millenium

War. Endless wars rage across the galaxy. Humanity spans millions of worlds yet they are threatened at all sides by Xenos, demons and the insidious corruption of Chaos. The Imperium of Man still persists as a vast and decaying empire, ruled by a Corpse Emperor who sits immobile upon the Golden Throne.

The 42nd Millenium

Set in the 42nd Millennium and beyond, the Imperium teeters again on the edge of collapse. After the turbulent events at the end of M41, including the opening of the Great Rift, the Imperium enters a new phase. Fragmented communications and supply lines strain Imperial governance, while xenos empires and Chaos forces exploit every weakness. Worlds teeter on the brink of rebellion, fleets face relentless warp storms, and the survival of countless human civilizations hangs by a thread.

Origins

Any Origin can be taken as a drop-in

Magisterial House
Your House is one of the great established Navigator dynasties with centuries of history, fixed estates, and exclusive contracts with powerful organizations. You have resources, political influence, and the weight of tradition. Your House values hierarchy, proper procedure, and maintaining the family's reputation. Houses like Benetek and Vor'cle fall into this category. Take one negative mutation that gives CP for free

Nomadic House
Your House operates without fixed territory, traveling the void constantly. Nomadic Houses bond closely with specific Rogue Traders, merchant fleets, or exploration ventures. You have freedom and adventure but limited resources and political influence. Your House values flexibility, experience across diverse routes, and personal skill over political maneuvering. Houses like the Term'L, Xan'Tai and Aleene fall into this category. Take one negative mutation that gives CP for free

Shrouded House
Your House once held pride of place within the Imperium, but great loss, scandal, or downfall has driven it to the margins of known space. Now you survive on the outer edges, clinging to the remnants of former status. Though rich in skill, lore, or secret knowledge, a blight in your past has cast your lineage into obscurity. Your House values cunning, opportunism, and the relentless drive to reclaim lost honour, rising slowly from ruin despite the scorn of more fortunate dynasties. Houses like Modar, Yeshar, the Rey'a'Nor triumvirate, and the infamous Cedd fall into this category. Take one negative mutation that gives CP for free.

Renegade House
Your House has broken from Paternova authority, been declared heretical, or operates outside traditional Navigator society. Perhaps your House experiments with forbidden techniques, deals with xenos, or has been excommunicated for crimes real or imagined. You have freedom but are hunted, marked, and denied traditional privileges. Your House values survival, innovation born of necessity, and independence. Houses like the Gazmati and the Nostromo fall into this category. Take two negative mutations that gives CP for free

Mutations

All origins are forced to buy mutations that give **CP** for free. CP gained with mutations can be used at the **Navigator Powers** section. Some mutations cost **CP** because of their benefits. Post-jump you can deactivate or activate these mutations at any time.

Two-Jointed Limbs [+50]
Your arms and legs bend in too many places, granting you unnatural flexibility and the ability to contort yourself into impossible angles. Unfortunately, this same mutation twists your gait into a jerking, marionette-like lurch that unsettles nearly everyone who sees you.

Humps [+50]
Bulging, asymmetrical growths protrude from your back and sides, working as organic reservoirs that store oxygen and nutrients for void travel. This survival adaptation is effective, but the swollen, shifting humps are visibly revolting and often ooze thin, milky fluid when pressed.

Void Eyes [+50]
Your eyes are black, bottomless pits that allow you to see comfortably in even the deepest darkness. Bright lights, however, cause searing pain, and many find your empty, lightless stare deeply unnerving.

Flesh Folds [+50]
Your body is covered with heavy, swollen folds of thickened flesh. These grossly bloated layers absorb shock and blunt impacts with surprising efficiency, but they distort your movements and weigh you down so much that you can no longer run.

Taloned Hands & Fang-Mouth [+50]
Your fingers have hardened into curved talons and your teeth have grown into pointed, animalistic fangs. They serve well as natural weapons, but you can no longer hold firearms, fine tools, or conceal the monstrous condition of your mouth.

Needle-Thread Hair [+50]
All your bodily hair has become a curtain of ultra-thin, flexible filaments that sense Warp vibrations like delicate antennae. They tangle endlessly, catch on anything they brush against, and leave your scalp and your skin in a state of constant irritation.

Warp-Leaking Skin [+50]
When your Warp Eye stirs, shimmering patterns ripple across your skin like iridescent oil on water. The hypnotic glow can sway weak minds, but in the Warp, this same radiance acts like a beacon, drawing attention you may not want.

Maw-Thread Eye [+50]
Your Warp Eye is a ghastly, ever-open maw of sight, with its lid permanently split into three fleshy petals like the lips of a vertical mouth. It increases the clarity of your Warp Eye and your ability to correct your course, but it is impossible to hide and causes revulsion in nearly all who look upon it.

Stalk Ear [+50]
One of your ears has elongated into a fleshy auditory stalk that twitches and pivots to track sound with uncanny accuracy. Its worm-like motions are grotesque and disturb most who witness it.

Warp-Coral Growths [+50]
Colorful, stone-like formations erupt from your ribcage. These coral-like masses absorb stray psychic vibrations, sharpening your focus, but they grow jagged and porous, with sometimes sprouting new nodules overnight that crack the skin and bleed.

Horror Aura [+100]
A warped psychic presence radiates from you like pressure in the air. Living creatures feel dread, nausea, or crawling skin in your presence. While it greatly enhances intimidation and your ability to cause fear into others, it makes social interaction nearly impossible.

Flesh Wings [+50]
Two ragged, membranous wings of raw flesh sprout from your back. Though useless for flight in an atmosphere, they are perfectly adapted for life in weightlessness. In zero gravity, they spread and stiffen like organic solar sails, allowing you to swim or fly through the void with astonishing grace. The wings bleed easily, smell faintly of copper, and twitch even when you sleep, leading some to whisper they are listening to voices from beyond.

Shark Face [+50]
Your face is lined with a fine network of magnetosensitive organs, similar to those of a shark, granting you the ability to sense magnetic fields and electromagnetic activity. However, any type of strong electromagnetic emitter such as a vox-caster, auspex scanners, augmetics or other devices will cause you constant irritation and discomfort, forcing you to avoid these areas or endure the nagging sensation.

Grox Nose [+50]
Your nose has grown truly large, dominating your face no matter the angle. It grants you an exceptionally powerful sense of smell, allowing you to detect scents at extreme distances or distinguish the scents of chemicals. However, your sense of smell is easily overwhelmed by any type of strong odor, chemicals or foul stenches, which will leave you dizzy, nauseated and with the urgent need to retch.

Macrocephalic Cortex [50]
Your skull has grown disproportionately large, expanding to house an overdeveloped brain. This enhances your intelligence and spatial intuition, including inside the Warp, but it taxes your body heavily. Prolonged stress, overuse of psychic abilities or extended Warp calculations will cause crippling migraines, nosebleeds and sensory overload.

Skin-Sight [50]
Your eyes have vanished, replaced by a network of photo-sensitive skin that blankets your body. This skin perceives light, movement and shadow in every direction at once, granting you a 360° situational awareness around you. However, this leaves you highly sensitive to touch and temperature, and clothing obstructs your perception and irritates your skin, making minimal clothing the natural choice.

Slime-Skin Adaptation [50]
Your skin exudes a constantly regenerating viscous layer of protective slime. This biofilm offers exceptional resistance to heat, flames and corrosive substances, causing them to slide harmlessly across your body. In the void of space, the slime hardens into a translucent, airtight shell that seals your body from vacuum. However, it emits a persistent, pungent odor that makes anyone notice it immediately.

Warp Tongue [50]
Your tongue is long, dark, and serpentine. When extended, it flickers in the air and reveals the safest route forward, like a divination rod. Unfortunately, all food tastes wrong, being muted at best and spoiled and nauseating at worst.

Fluoroantimonic Stomach [50]
Your digestive system has radically mutated to the point it produces fluoroantimonic acid, one of the most corrosive substances known to humanity. The acid can be expelled with terrifying force, allowing you to vomit a controlled stream of the substance up to 30 meters. It melts through most metals, stone, and organic matter almost instantly, making it an extraordinarily dangerous biological weapon. However, your stomach tissue is extremely sensitive, and overuse can cause severe internal burns, nausea and temporary digestive failure. The fumes are corrosive to your own respiratory tract, and producing the acid requires significant consumption of food, making you always feel hunger.

Titanic Frame [50]
Your body has swelled to Ogryn proportions, with your muscle and bones thickened into a framework of raw power. Your limbs can crush or lift as easily as a normal human would hold a weightless object. Yet the cost is clear: your mind no longer matches your body's scale. You are incredibly stupid, with complex reasoning, abstract thought and other mental functions taking longer and being worse. Your size also makes narrow spaces confining, delicate tasks frustrating and stealth nearly impossible.

Hyper-Regeneration [200]
Beneath your skin, writhing threads of mutated tissue stitch injuries together almost as quickly as they are made. Bones crack back into place with wet, grinding pops. To fuel this obscene healing, your body demands immense quantities of food, and starvation symptoms appear in hours rather than days.

General Perks

The Navigator's Gene [Free]
Few in the Imperium bear a burden as sacred, and perilous, as the navigators of the Navis Nobilite. Born of ancient lineages, their lineage grants sight into the realm no mortal mind was supposed to witness. You possess the Navigator gene, including the Warp Eye that allows you to perceive the Immaterium directly. You can guide ships through the Warp, seeing the currents and eddies of the Sea of Souls. You are also immune to the negative effects of viewing the Warp.

The Navigator's Education [Free]
You received comprehensive education in your House's schola. You know the sciences of astronomy, astrophysics and void navigator. You memorized the ancient star-charts, learned how to interpret the movements of astral bodies and calculate ship trajectories. You were also taught about the history of void travel, the lore of the Navigator bloodlines and knowledge on the Warp and its inhabitants.

The Navigator's Rank [Free/100/200/400]
For **Free**, You have just completed your training, having minimal experience but the ability to work on any ship. You stand as a junior member of your House with everything to prove, watched closely for your first true accomplishments. For **100 CP** you have a decade of Warp travel behind you, having completed multiple successful passages and survived lesser Warp storms. You have the reputation of a reliable, competent guide, and you occupy a mid-level position within your house. For **200 CP** you are a skilled and experienced Navigator with decades of successful journeys, with your name being known in many Navigator circles. You hold significant standing in your House. And at last, for **400 CP**, you are among the most powerful Navigators alive in the universe. Your bloodline is exceptionally powerful, and your Warp Eye can pierce things no other Navigator can do. You could navigate through the worst possible Warp Storms and evade the greatest Warp predators without falling.

Eidetic Memory [100]
You have perfect recall and storage of everything important to remember as a Navigator, such as every route you've navigated, every star system you've visited and everything you have seen with your Warp Eye. You could reconstruct detailed star charts from memory and never forget the way back from anywhere you've been.

Composed Mind [200]
Your mind is a fortress against the tides of the Warp. Terror, madness and psychic influence break upon your will like waves against stone. You can endure exposure to the Immaterium far longer than most, and your reinforced psyche offers strong resistance to psychic attacks and daemonic corruption.

The Web You Walk [200]
Your reputation and careful diplomacy have woven a quiet empire of favors across the stars. From Navigator enclaves and Rogue Trader dynasties to naval captains, Administratum adepts, and even the occasional wary Inquisitor, every port, fleet or planet knows your name. Whenever you require a favor such as a lead, transport or help, you will find someone. Their aid is never guaranteed, but they'll at least hear you out.

Daemonbane [600]
Your warp sight does more than perceiving the Immaterium, it is also a weapon of searing purity. Whenever you open your third eye upon a daemon, your sight scorches them like the divine light of the God-Emperor himself. Mere exposure to your sight sears their very being, unraveling their form and driving agony through their minds. Any Warp power you wield against them is amplified tenfold, with your psychic might magnified by the righteous fury that radiates from your vision.
Be careful though, for this power also makes you a priority target for the Ruinous Powers.

Magisterial House Perks

Aristocratic Education [100]
You received the finest education money and influence could provide. You are fluent in High Gothic and Low Gothic, possess comprehensive knowledge of Imperial History and you know how to navigate the complex web of etiquette, politics, and protocol that governs the Imperium's nobility. You know when to bow, whom to address first, and how to navigate the treacherous waters of high society without giving offense.

Master of Tradition [200]
You carry within you the impeccably preserved traditions of the Navigator craft, such as ancient techniques refined across millenia of warp travel and psychic discipline. You have achieved flawless precision over your Warp Eye, letting you shape its powers exactly as you intend to. Additionally, something that is also impressive is your ability to pass these teachings, letting you train other Navigators with remarkable speed and effectiveness. Any Navigator House fortunate to claim your service gains no small measure of prestige from receiving such teachings.

Mutation Control [400]
The Magisterial Houses have perfected the ancient art of restraining the malignant mutations that haunt Navigator bloodlines, and you have inherited that mastery in full. With focus and discipline, you can suppress the physical signs of your heritage, masking yourself in the guise of an almost pure, unaltered human. However, this concealment is not effortless. The more mutations your body carries, the greater the strain required to suppress them and shorter the time you can maintain the illusion. Minor abnormalities vanish for hours, while major or grotesque mutations burn through your focus quickly, revealing themselves as fatigue and stress builds.

Bloodline Paragon [600]
Your lineage is among the purest and most exalted of all Navigator bloodlines. The Warp has touched your ancestry with stability and power, making all of your navigator's powers exceptionally powerful and your Warp eye perception have the highest clarity. This purity grants you remarkable longevity, with your body aging with no negative effects and your natural lifespan extending beyond five centuries. Additionally, all the Navigator Houses regard your progeny as priceless, for any children you bear will be of pure stock and have the Navigator's gene.

Nomadic House Perks

Void Born[100]
You were born in the cold between stars and it shows. Zero gravity is as natural to you as walking, with you being able to maneuver in it without a hint of disorientation. Life aboard a ship also forged your endurance, making you able to survive cramped quarters, recycled air, harsh diets and endless days without sunlight with ease. You also endure long journeys without any type of void sickness or discomfort.

Navigator Primaris [200]
Your mind is a structure of focused will, capable of dividing its attention to multiple things at the same time. While most Navigators struggle to guide even a single vessel safely through the Immaterium, you can direct the passage of multiple ships at once, tracking their positions and course with no mental strain. Few Navigators possess the ability and sheer mental endurance required for such a feat, and those who witness it speak of your guidance with awe.

Fleet Lorekeeper [400]
Your House has preserved centuries of travel stories, warnings and hard-won experiences across generations, from star charts to the whispered superstitions of voidsmen who did not live to repeat them. You carry such memories, and whenever you encounter unknown void phenomena, such as derelict cruisers, impossible sensor readings or spatial anomalies, you will remember something that will tell exactly the nature of what you are seeing. By remembering a tale, a rumor or a word of warning, you will recognize the danger and the history before anyone else.

Living Legend of the Stars [600]
Your name is known throughout the void. Tales of your navigational triumphs drift from port to port to port, whispered in cantinas, shouted over voidship vox channels, and traded as lucky omens among voidfarers. Captains vie for your services, each one hoping to claim the Navigator whose voyages are said to skirt disaster with grace. All of this because of your extraordinary luck. Wherever you travel, the stars themselves shift in your favor. Warp storms peel apart before you approach, pirate fleets veer away as if sensing a great danger and you always find a path through the worst Warp storms, no matter how impossible it may be.

Shrouded House Perks

Frontier Skills [100]
Life on the edge of the Imperium has taught you more than just navigation. Out beyond stable borders, luxuries vanish and survival demands a unique type of flexibility that would never be taught inside Magisterial Houses. You've learned to negotiate with xenos, read the currents of frontier politics and survive in hostile environments with minimal support. You're adaptable and resourceful in ways that no pampered Magisterial Navigators could never be.

Cunning of the Desperate [200]
Your house's fall has taught you skills that comfortable nobles never face, or survive. First, you are excellent at stretching resources, scraping value from the thinnest margins. Second, you know how to make every contract, pact or promise favor you, finding loopholes, leverage points and understanding the smallest clauses. And third, you've learned to wield any weakness of yours into an advantage, making sure others consistently underestimate you. Rivals see you as a failure, nobles patronize you, and enemies assume you are harmless.

Paranoid Survivor [400]
Your house has survived when others would have been destroyed, and you've inherited that resilience. First, you have the unnatural ability to detect any type of poison in your vicinity, be it tainted food, drink or air. Second, your senses also remain attuned to danger at all times, giving you advance warnings in minutes of ambushes, assassinations and betrayals. And third, you're skilled at escaping dangerous situations, with your mind subconsciously tracking escape routes and you having a talent for disappearing when needed.

Phoenix Rising [600]
Your house will not merely survive the long night, it will blaze anew. Once per decade, whenever you or your House faces a catastrophe that would spell permanent ruin, such as the annihilation of your house, you dying or total financial collapse, the disaster will twist, turn and reshape itself into opportunity. Apparent enemies will become allies, new resources will come out of shattered fortunes and a new advantage that could only be gained through loss will appear. What should have ended your rise will instead become the very fuel that accelerates it. In addition, your house begins a slow, unbreakable upward trajectory that will make each decade see measurable gains such as more ships, stronger alliances and rising prestige. Your dynasty is destined to climb to the top with the passing of time.

Renegade House Perks

Imperium's Ghost [100]
Your house has perfected the art of moving unseen and unnoticed in its endless quest to evade the Paternova agents. You are skilled in generations-old techniques to mask your presence, obscure your movements and slip through any place, be it a crowded port or a tightly controlled installation. You are not invisible, but your movements leave few traces and your very existence seems invisible wherever you go.

Gene-Craft Knowledge [200]
You have inherited the rare and dangerous knowledge of manipulating life itself. You can analyze bloodlines, predict genetic patterns and design breeding programs to cultivate exceptional abilities. With the proper tools and facilities, you can even alter genes directly, sculpting mutations or enhancing potential where others would see only limits. This is both science and art, a discipline your House pursues despite the strict taboos of the Navis Nobilite. Be warned: the Inquisition kills for less.

Master of the Flesh [400]
Your house has long defied the rigid traditions of the Navis Nobilite. Cast out from the gilded halls and free from the scrutiny of rigid laws and watchful eyes, your house has learned to bend the very nature of a Navigator. You can refine and develop any mutation you possess, enhancing its strengths while minimizing or even eliminating its drawbacks. A mutation that once hindered your movement or caused you pain can now have these negative effects reduced while another mutation that gives you a combat ability can be sharpened to new levels of lethality. Over time, your mutations evolve to serve you rather than burden you.

Perfected Evolution [600]
You are the pinnacle of your House's genetic research, being a new strain of Navigator that surpasses the original in power. Genetic enhancements have given you superior physical and mental abilities that completely surpassess other navigators in all aspects. But the most important aspect is your superior Warp Eye: You are now capable of using multiple Navigators powers at the same time without strain, and even modify aspects of those powers, giving you a versatility no other Navigator can match.

Navigator Powers

All of these powers can be developed naturally, though buying them gives you a decade of mastery.

The Lidless Stare [Free]
The most basic and devastating use of your Warp Eye. When you fully open your third eye, anyone gazing into its depths witnesses the mind-breaking unreality of the Warp itself. They are forced to see the chaos boiling beneath the skin of existence, which can kill, drive mad, or leave them catatonic.

Void Watcher [100]
By gazing into the void while aboard ship, you can perceive hidden dangers in the space around your vessel. This reveals concealed ships, void creatures, mines, asteroids, debris, and other hazards. With practice, your void sense can become amazingly precise and reach across millions of kilometers, making ambushes nearly impossible and navigation through debris fields trivial.

Gaze into the Abyss [100]
You can see a creature or object's reflection in the Warp, learning things hidden from the material universe. This is invaluable for unmasking psykers and daemons, reading residual psychic taint on objects, and tracking powerful psychic entities. The Warp reveals truths that the physical world conceals.

Cloud in the Warp [200]
You can hide your presence from those who would detect you through the Immaterium. While this doesn't mask you in realspace, it shields you from psyker detection and confuses daemons and other warp entities. As you grow in power, you can extend this protection to others standing nearby, making your entire group of allies invisible to warp-sight.

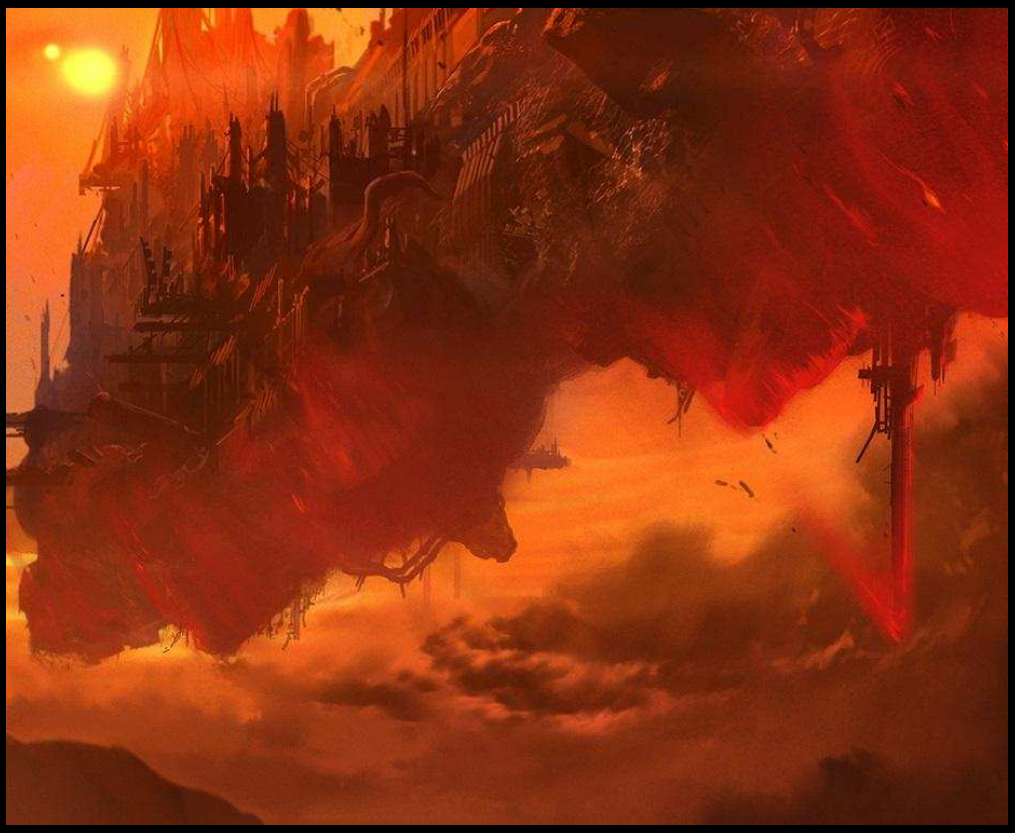
Foreshadowing [400]
Your Warp Eye filters small secrets from the near future, allowing you to make slight adjustments to avoid harm and manipulate events. You gain a subtle precognitive sense that warns you of immediate danger and suggests optimal courses of action. This ability is limited to the timespan of an entire week. Be careful not to dig too deep, for the Warp's lies can trap those who seek too much knowledge of what's to come.

Held in My Gaze [400]

Your unflinching stare locks a creature in place, with your gaze piercing flesh and bone to see their immaterial essence. This renders psykers effectively powerless, preventing them from using their abilities. Against daemons, the effect is even more spectacular and devastating, potentially banishing or destroying them outright.

Tides of Time and Space [400]
By examining the Warp's flow around you, you can anticipate actions moments before they occur and move outside the normal flow of events. You slip between strands of reality, gaining superhuman reflexes and the ability to be exactly where you need to be. This is dangerous, for losing control can have disastrous consequences as timelines collapse around you.

The Course Untravelled [600]
Time is not a straight arrow but a tangled web of moments and possibilities. You can step fractionally from one moment to another, altering your position in the physical world by choosing alternate futures. This allows you to teleport short distances, dodge attacks that have already hit you, or appear where you could have been but weren't. This is extremely dangerous, for you're not physically traveling but rather choosing to inhabit different futures. You risk injury, madness, or becoming unstuck from time entirely. Masters of this power can reshape reality itself within limited scope.



Items

You have a **300 CP** stipend to spend here. You can freely import items. Items destroyed repair themselves in three days. You have a blueprint of anything bought here. You can discount two items per price tier except the **800 CP** tier, in which you have only one discount. Discounted **50 CP** and **100 CP** items become free. All items here have an infinite battery.

Navigator's Robes [Free]
Traditional robes worn by members of the Navis Nobilite, richly decorated with your House's colors and symbols. They include a hood and veil to conceal your third eye when necessary. The robes are surprisingly durable and self-cleaning.

Warp Eye Bandanna [Free]
A simple but essential piece of equipment, being a strip of cloth or specialized visor to cover your third eye. Opening your Warp Eye unshielded can have devastating effects on those around you, so this protective covering is vital. It automatically adjusts to contain the energies when you open your eye slightly.

House Signet Ring [Free]
A ring bearing your House's seal, proving your identity and authority. This ring is recognized throughout the Imperium and grants you access to House resources, Navigator sanctums, and certain restricted areas. It's also a master key for House facilities.

Navigation Chamber [Free]
A personal navigation chamber equipped to your specifications. This includes a throne with neural interfaces, holo-projectors for displaying Warp currents, life support systems, and protective wards. The chamber can be installed on any ship you serve on.

Bionics [50/100/400]
Through the Imperium of Man, there is quite a selection of bionics, from crude augmetics to rare premium-grade replacements that blur the line between flesh and artifice. Those exalted augmetics, reserved for highborn scions and those with enough wealth to bend entire forge worlds to their needs, are complete improvements upon human biology. For **50 CP**, you can replace any organ in your body with a superior augmetic version, such as eyes that see at far distances and perceive light beyond human limits or lungs that filter toxins. For **100 CP,** you can replace entire biological systems, such as upgrading your nervous system with reflex-boosting data-lattices, sheathing your bones with ceramite or replacing your blood with synthetic fluids that withstand environmental dangers. For **400 CP,** your augments approach the divine craftsmanship of the Adeptus Mechanicus, replacing at least 80% of your body with superior augmetics that turn you into a superhuman. All the augments don't require maintenance and repair themselves over time.

Conversion Field [100]
This rare personal shield is a marvel of esoteric engineering, often reserved for the most important members of the Imperium of Man such as the Inquisition, Ecclesiarchy of powerful general officers of the Astra Militarum. The Conversion Field generates a protective energy barrier around the user that absorbs kinetic damage and converts it into a burst of blinding light. For **200 CP** it becomes a Rosarius, protecting the user from physical and psychic attacks.

Janus Simulacra [100/200]
A set of twelve exquisitely crafted Janus Simulacra servitors, which are the pinnacle of forbidden luxury. Crafted for the whims of the wealthiest nobles, they skirt the edge of techno-heresy with their minimal living cortex and Cogitator-assisted mental functions. Often fashioned as gilded works of art—human-sized dolls, animated statues, or elaborate effigies, They move, respond, and mimic human behavior in uncanny ways, giving the impression of life without truly being alive. All of them are perfectly loyal to you. For **200 CP,** you can instead have one hundred and twenty servitors instead.

Imperial Luxuries [100]
This lavish chest, eternally attended by servitors, is a testament to the wealth and taste of its owner. Within its compartments rest the finest luxuries the Imperium can provide: bottles of the finest Amasec, vintage Wine of Quaddis and the rarest drugs in the galaxy, from Lho-Sticks and Obscura to combat drugs such as Klays and Spooks. Each item is perfectly preserved and when one is consumed, a fresh replacement appears.

Navigator Stipend [200/400/600]
You receive a generous personal stipend from your House, ensuring wealth and influence far beyond the ordinary nobility of the Imperium. At the most modest level, your stipend allows a comfortable and influential lifestyle, enough to maintain a small cadre of retainers and a well-appointed household. For 400 CP, you gain a mid-tier allowance that can support fleets, rare equipment and ambitious ventures. For **600 CP,** you gain a stipend that grants the means to fund large-scale expeditions or wield political influence across multiple sectors, making your financial reach almost legendary.

Noble Estate [100]
Your House maintains a grand ancestral estate on any civilized world of your choosing. The manor itself is a sprawling complex of elegant spires and walled gardens, with a traditional Imperial architecture of grandeur and luxury. A permanent staff tends to your every need: cooks, scholars, handmaidens, groundskeepers, tutors and discreet attendants, all trained to handle Navigator matters. Security is handled by a contingent of household troops along with military equipment and concealed turrets between the estate. The true heart of the state has chambers for Warp eye training, treasures and even laboratories where your House conducts whatever rites or studies they prefer not to share with outsiders.

Digital Weapon [100]
A digital weapon is a highly advanced ranged weapon of either archeotech or xenos origin, often being disguised as a ring, glove or cybernetic implant. It is nearly impossible to detect until it's activated, and despite its size it can unleash devastating firepower equivalent to a full-sized weapon. You can choose to buy a digital version of either a Flamer, Inferno Pistol, Lasgun or Needle Pistol, and different from common digital weapons, your version has unlimited uses.

Genealogical Map [100]
The Genealogical Map is an illuminated codex of living data that analyzes your bloodline, revealing every mutation, recessive trait and hidden potential in your genome. But its most important function is the ability to chart future bloodlines between two people, showing if it's going to be a good combination, and plan the traits of your descendants, choosing the best ones. The map offers predictions, warnings and optimal pairings, sketching the path to perfect Navigators... or monsters, depending on the choices you make.

Merchant Charter [200]
This elegantly inscribed dataslate bears an officially sanctioned Merchant Charter: an Imperial license that grants its bearer the right to conduct interstellar trade, negotiate shipping contracts, and operate commercial vessels across multiple sectors. This charter in particular is an Hereditary Free Charter: a rare and coveted form passed from generation to generation, granting your House perpetual commercial rights.

Warp Sextant Chamber [200]
This immense immersion chamber is a masterpiece of esoteric engineering, a sensory throne crafted for those who steer ships through the madness of the Immaterium. Suspended in a vat of mind-clarifying alchemical fluids, those that use the chamber are feeded information from a ring of auspex arrays and rune-etched sensors that constantly monitor the Immaterium around the ship, detecting its currents, eddies and storms. Every flicker of data is processed by cogitator banks, refined and then bled gently into the mind of the user, augmenting the perception of the Warp Eye of the Navigator around the warp. This chamber can easily be installed and moved to any ship you desire.

Gene-Matrix [200]
This special drug was made for one purpose alone: to secure the purity and continuity of your Navigator lineage. Once consumed, for an entire month it harmonizes the volatile Navigator genome within your body, smoothing out its instability and anchoring its most precious traits. With it, the passing of your Navigator gene to future offspring is no longer a matter of chance, genetic drift or the intermarriages among the Navigator Houses.

Ancient Star Charts [200]
A collection of navigation charts dating back thousands of years. These include routes through regions of the galaxy that are now considered impassable, secret paths known only to your House, and warnings about permanent Warp storms and hazards. These charts are priceless to any Navigator.

The Emperor's Tarot [200]
The Emperor's Tarot is a deck of ornate cards, each etched with sacred glyphs that resonate with the presence of the God-Emperor of Mankind. Revered as a divine instrument, the deck allows its user to perceive the currents of fate and see the future.This particular pack is attuned for use by a Navigator, and carrying these cards commands prestige and respect.

Perfect Heir [200/400]
You have a loyal heir whose bloodline carries the rarest and purest navigator heritage, along with any beneficial characteristics of your body and bloodline. Even in their infancy, they show heightened warp sensitivity, rapid development of their third eye and an innate understanding of navigation. Over time, they will mature into navigators of exceptional power, embodying the genetic legacy of your house. For **400 CP**, you can have a dozen heirs instead.

Displacer Field [200]
A rare and temperamental relic, the Displacer Field is a teleportation device used as a form of personal defence by important Imperial agents and those that can afford it. The moment a lethal blow is about to land, the device rips you out of harm's way by hurling you through the Warp for a micro-second. You reappear somewhere nearby, always somewhere safer though never where you intended, as the field chooses your destination for you. Once used, the device recharges a minute later. Different from other Displacer Fields, this device in particular has been blessed, teleporting yourself without dragging you into daemonic jaws.

Rejuvenat Treatments [200]
A precious and highly coveted resource among the Navis Nobilite, Rejuvenat treatments are a supply of rare, life-extension compounds capable of sustaining a human body far beyond its natural limits. These compounds heal metabolic toxins, repair tissues and maintain neurological integrity, making a human capable of living for centuries. With careful use, a Navigator can retain both physical vitality and cognitive sharpness, outliving most peers.

Astropathic Choir [200]
A complete Astropathic Choir, consisting of dozens of trained psykers linked through a hive-mind-like psychic network, dedicated to transmitting and receiving messages across interstellar distances. These choirs are the lifeblood of Imperial communication, capable of sending entire fleets' worth of messages through the Warp almost instantaneously, deciphering cryptic signals, and even intercepting transmissions meant for others. When deployed aboard your vessels or within your House's facilities, the choir allows instantaneous communication no matter the distance to any other choir in the galaxy.

Hunting Rig [200]
The Hunting Rig is a living arsenal, forged from unique technologies rare even in the Imperium. When you step inside, it melds seamlessly with your body, linking to your nervous system and enhancing every physical attribute such as reflexes, strength and agility. The rig sustains you as well, recycling air and waste so that hunger and fatigue are little more than distant concerns. Its most remarkable feature, however, is its adaptability: the more you use it, the more the rig learns, anticipating your movements and refining its systems to match your instincts. You may choose from four specialized patterns: **Orrus,** built for brutal, overwhelming attacks; **Jakara**, deadly in close-quarters combat; **Malcadon**, perfect for stealth and ambush; and **Yeld**, granting aerial maneuverability.

Personal Voidship [200]
A vessel crafted to carry a Navigator with dignity, authority and comfort. This personal voidship is small by Imperial standards yet unmistakably noble in design. Its hull bears your House's colors and sigils, and its interior is furnished with private quarters, a meditation chamber, and an efficient bridge. While not on the same size and power as bigger ships, the ship is fully crewed by officers and voidsmen loyal to you personally. The ship is always ready to launch and always prepared for your command, though it should not be expected to handle extended voyages.

Warp Compass [400]
Few artifacts inspire reverence among the Navis Nobilite like the Warp Compass. Forged by a forgotten master of the Immaterium and refined over generations, the Warp Compass is a rare and invaluable device for any Navigator, designed to aid orientation within the Warp. Even when the Astronomican is distant, obscured or difficult to perceive, this device allows you to determine the correct direction with remarkable accuracy.

Warp Observatory [400]
This is a specialized installation dedicated to the study of the Warp, the training of young Navigators, and the observation of Immaterium phenomena. The facility may take the form of a space station or a fortified planetary academy. It is equipped with everything necessary to educate apprentices in the arts of navigation, from libraries to educational chambers, and its sensors and instruments can collect data on anomalies, currents and potential threats in the Immaterium.

Merchant Fleet [400]
You have a small fleet of merchant vessels under your House's control. Crewed by voidsmen loyal to your lineage and commanded by seasoned captains, they provide a steady profit for you and employment for junior Navigators. But it has a most important function: whenever your ships travel, they slowly accumulate influence over local trade routes and forge alliances with independent captains, expanding your fleet ship by ship. This expansion is slow, but in a decade you may see your fleet expand tenfold. And when the jump ends, every ship drawn into your fleet follows you onward.

Psy-Jammer [400]
A rare and arcane device of techno-arcana, the Psy-Jammer is a protective amulet designed to suppress psychic energy, shielding its bearer from psychic detection and psychic assault. When activated, any psyker attempting to sense you only feels empty static, and even daemons struggle to focus on you. Its field nullifies psychic wavelengths such as mind probes or psionic attacks, warping them to harmless distortion.

Rogue Trader Warrant [400]
This is an authentic Warrant of Trade, a document granting its bearer the authority, privileges, and legal protections of a Rogue Trader within the Imperium. While you, as a Navigator, cannot personally wield its power, the Warrant can be bestowed upon another individual, instantly elevating them to Rogue Trader status and granting them access to the extraordinary rights and immunities such a title entails.
Post-jump, this limitation disappears.

Dauntless-Class Light Cruiser [600]
Your Dauntless-class Light Cruiser is a living testament to your House's wealth, power and reach. The ship is crewed by hundreds, even thousands, of loyal personnel that serve under your command, maintaining the vessel and executing your will. Its corridors and chambers radiate prestige and luxury, featuring areas of leisure outfitted with the finest comforts and entertainments that a Navigator House can provide. Fully self-sufficient, the cruiser can endure decades of travel and sustain extended campaigns without resupply. Its armaments are fearsome: macrocannons and torpedo tubes can annihilate crippled battleships, while escorts are shredded by the ship's prow lances. The vessel is both a palace and a weapon of war, projecting the might of your House across the stars.

Halo Device [600]
One of the strangest and most desired artifacts in the galaxy is the Halo Device. Appearing as a small talisman or an orb, the device bonds to your flesh and causes profound transformations that completely change your nature. Your body is restored to your youth, all wounds regenerate almost instantly, lost limbs regrow and you acquire an immortal nature. However, these transformations come at a cost, warping the user's mind and making him unrecognizable from before. Unlike other Halo Devices, this version preserves your mind entirely, leaving your thoughts, memories and personality untouched.

STC [600]
An artifact so valuable that wars have been fought, planets burned and forge-worlds pledged in fealty for even a fragment of its data. This sealed cogitator-core contains a fully intact Standard Template Construct of your choosing. It might hold a revolutionary void shield, the fabled Panacea or simply an agricultural terraforming system that can make dead worlds bloom, either way the STC is complete, functional and perfectly readable by any device.

Paternova Servo-Skull [600]
Crafted from the gilded, preserved skull of a departed Paternova, this is an artifact so blasphemously sacred that only the highest circles of the Navis Nobilite would dare to authorize its use. Having all the normal functions of a Servo-Skull, its true value lies in the psychic resonance bound into the bone. When near it, the Paternova's lingering Warp essence flows into your third eye, sharpening every Navigator talent you possess. The skull also projects a faint but constant psychic ward, shielding your mind from Warp predators and daemonic whispers.

Planetary Government [600]
Though Navigators traditionally hover above the petty burdens of mortal administration, you have been granted the mantle of a planetary governor of a single Imperium world of your choosing. This mantle is hereditary and it grants you all the benefits of such a position: the military forces of the planet answer to you, its nobles bow to you, and its tithes flow according to your will. Also, every department, guild and bureau operates under ministers of exceptional competence, handling all the boring paperwork and making sure you are only called to act on important decisions.

Navigator House [800]
You command a full Navigator House, an ancient and prestigious lineage whose members have guided the Imperium's fleets through the Warp for generations. The House maintains vast fleets of starships and state-of-the-art laboratories for monitoring and enhancing Navigator mutations, controlling bloodline traits, and performing advanced genetic programs. Your House also possesses dozens of estates across civilized worlds, each lavishly outfitted with training halls, submersion tanks, psychic attunement chambers, and luxurious accommodations for your family, retainers, and visiting dignitaries. Politically, your House carries immense clout, wielding enormous power among the Navis Nobilite and noble councils. Commercially, your House has investments along countless trade fleets and resource networks, granting income and influence while providing employment for junior Navigators. But be careful, for many enemies covet or fear the power concentrated in your House.

Companions

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends or Ship Builder

Lyra [50]
Lyra is your younger sister by seven years, born from the same breeding program that produced you. Where many Navigator siblings develop intense rivalries competing for House favor, Lyra has always looked up to you with genuine admiration and loyalty. She was only twelve when you completed your training and left for your first assignment. She spent those years perfecting her skills specifically to follow in your footsteps, studying the routes you pioneered and the techniques you developed. When she finally earned her Navigator's License, she immediately requested an assignment to serve alongside you. Lyra is serious, dedicated, and intensely protective of you despite being younger. She also likes to keep meticulous records of every journey and meditate rigorously before every navigation.

Epsilon-7 [50]

The being known as Epsilon-7 was once human, long ago. Now, after decades of augmentation and replacement, they're approximately 60% cybernetic. They maintain a humanoid form primarily because it makes others more comfortable, though they sometimes forget which appendages are currently attached. Epsilon-7 became fascinated with Navigator genetics forty years ago when studying mutation patterns in psykers. They petitioned the Mechanicus for permission to study Navigator Houses and, remarkably, received it. They've since become one of the Imperium's foremost experts on the Navigator gene, though their work is considered borderline heretical by more conservative tech-priests. They find you particularly fascinating , with your bloodline purity and

successful mutations make you an ideal study subject. They've asked to document your genetics extensively, and in return, they help you understand and potentially control your Navigator gifts. Epsilon-7 is clinical, curious, and utterly amoral in the pursuit of knowledge. They don't understand why people get uncomfortable with genetic experimentation and view flesh as merely another machine to be optimized They're enthusiastic about their work to an almost childlike degree, becoming animated when discussing genetic sequencing or mutation patterns. Sometimes they forget to use names, preferring genetic designations. They also personally like to call you Specimen Alpha.

Helena Nostromo [50]

Helena is from House Nostromo, a Major House with ancient lineage and strong Warp sight. Your marriage was arranged by the House Matriarchs to unite bloodlines, but it's proven to be more than political convenience. Helena navigated for fifteen years before the marriage, earning a reputation as one of the finest Navigators of her generation. She's cool under pressure, brilliant at reading Warp currents, and possesses a level of Warp sight that rivals your own. Her physical mutations are more pronounced than yours, with her having beautiful amber eyes that glow even when they are closed and skin that has an almost translucent quality. She was initially resentful of the arranged marriage, viewing it as ending her career, but she's come to respect and even care for you. Helena is confident, intelligent, and direct. She doesn't play political games subtly, for she's more likely to confront problems head-on. She also has a sharp wit and sharper tongue, which sometimes gets her in trouble with traditional House members. She likes competing with you and loves to debate your House's genealogies and genetic compatibility, seeing these exchanges as a kind of courtship.

Severina [50]

Severina survived the Black Ships, survived the training, but was never Soul-Bound. She's rare among sanctioned psykers, being powerful enough to be useful, controlled enough to be trusted, but not suitable for astropathic training. Instead, she was trained as a combat psyker and assigned to Inquisitorial service. She served an Inquisitor for twenty years before that Inquisitor died facing a daemonic incursion. Severina survived (barely) and was reassigned. She requested assignment to Navigator duty, claiming she wanted to understand Warp navigation from those who mastered it. The truth is more complex. She's seen terrible things in Inquisitorial service and wants to understand the Warp from a different perspective. She sees Navigators as people who enter the Warp daily and remain sane, and she desperately wants to understand how. She approached you because your reputation suggests you understand the Warp deeply. She wants to learn from you, and in exchange, she offers psychic support and perspective no Navigator has. Severina is intense, focused, and haunted by what she's witnessed. She has nightmares constantly, but she never admits aloud, for the screams she smothers in her throat during sleep say enough. Yet despite the torment that follows her into every hour of rest, her determination never wavers. She is relentless in her pursuit of understanding Warp navigator, and will press you with question after question, always hoping to learn more.

Hadrian Corvax [50]

Captain Hadrian Corvax inherited his Warrant of Trade at age twenty-eight when his mother was killed by Ork pirates during a trade expedition to the Eastern Fringe. Young, ambitious, and hungry to prove himself, Hadrian took command of the family ship and immediately began seeking the finest Navigator he could find. He found you. Hadrian recognized that to truly succeed as a Rogue Trader, he needed not just any Navigator but one willing to push boundaries, chart unknown routes, and navigate where the Astronomican's light grows dim. He offered you terms most Navigators would consider insane: a full partnership rather than employee status, profit-sharing on all ventures, and complete authority over navigation decisions.What makes Hadrian different from typical Rogue Traders is his genuine respect for expertise. He understands that he's a talented merchant, diplomat, and ship captain, but most importantly: he's no Navigator. He trusts your judgment on Warp matters absolutely and has learned that listening to your warnings has saved his life more than once. Hadrian is charismatic, pragmatic, and possessed of the particular madness required to be a successful Rogue Trader. He has a gift for reading people and situations, making him an excellent negotiator with both Imperial authorities and xenos traders. He's surprisingly egalitarian for Imperial nobility, judging people by competence rather than birth. As a result, his crew is fiercely loyal because he remembers their names, shares dangers with them, and ensures they're paid and treated fairly.

Drawbacks

In the Far Future... [Free]
Perhaps you've walked the grimdark galaxy before. Choosing this option allows you to connect your past adventures to this jump, changing the history of the setting.

AU [Free]
The universe of Warhammer 40k is vast, sprawling across novels, games, movies and more. With this option, you have the power to pick and choose what counts as canon.

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Stay Extender [Free]
You can stay as long as you want past your initial ten years, leaving at any time you prefer once that first decade has concluded. For **200 CP**, you are forced to stay here for fifty years.

Superstitious Crew [+100]
Any crew you are assigned to believes you're cursed or a bad omen. They are reluctant to serve under your command, and will perform superstitious rituals to shield themselves from your ''Evil Eye''. This will complicate every mission, slowing operations and increasing the chance of mistakes.

Genetic Dead End [+200]
You're sterile or your genetics are incompatible with producing viable Navigator offspring. In a society obsessed with bloodlines and breeding, this makes you nearly worthless to your House beyond your navigation services. You'll never have biological heirs.

Radical Mutations [+200]
Your body is slowly succumbing to the insidious influence of the Warp. Mutations appear unpredictably, emerging every few years such as extra eyes, limbs sprouting in impossible places and stranger transformations that defy reason and biology. Each change makes you less human, and each glance in the mirror reminds you of the abyss encroaching upon your flesh. Even your House regards you with suspicion, questioning whether your mind remains intact and whether you can be trusted with the responsibilities of your lineage. Survival will demand much of you.

House Rivalry [+200]
Another Navigator House has marked yours as enemies. They will work against you politically, try to steal your contracts, and will eventually attempt assassination. You can take this drawback multiple times, but you will only gain **100 CP** instead of **200 CP,** and you can only take this four times.

Rip and Tear [+200]
Early in your jump, you and your ship become trapped in a Warp storm. You'll spend months or even years fighting to navigate free, facing daemonic incursions, dwindling supplies, and the madness of your crew. This is a trial by fire that will test your skills to their limits.

Failed Heir [+200]
From birth, you were heralded as the scion who would elevate your House to greatness, but reality has not lived up to the prophecy. Your talents are middling at best, and your failures are a constant source of disappointment. You must continually prove your worth through deeds, victories or cunning, lest you be cast aside as breeding stock.

Social Outcast [+200]
Even by Navigator standards, you're considered strange. Perhaps your personality is off-putting, you speak of taboos openly or your habits simply defy the rigid expectations of your House. Either way, fellow Navigators will keep their distance, whisper of you behind doors and you are seldom, if ever, invited to gatherings or ceremonies. You will be constantly isolated and without allies among the Navis Nobilite.

Slow Learner [+200]
You learn new Navigator techniques and Warp phenomena understanding much more slowly than your peers. What takes others weeks takes you months. You'll eventually master skills but at a significant time cost.

Poor Navigator [+200]
You lack the financial resources typical of Navigator nobility. Your House stipend is minimal, you have no personal wealth, and you must actually work for your money like a common Navigator-for-hire. If you have items which give you money, they will be disabled.

Gene-Curse [+400]
A terrible mutation runs in your bloodline, a dark gift from the warp that has haunted your ancestors for generations. Its nature is unpredictable: it may twist your mind with creeping madness, corrupt your body into grotesque or unnatural forms, or whisper to you the seductive call of Chaos. You are never free from its influence, and each day it grows stronger. To find a cure, suppress its influence or even to master it, will require constant effort, immense willpower and perhaps sacrifices you are not yet prepared to make.

No One Expects the Inquisition [+400]
An Inquisitor has taken an interest in you or your House. They suspect heresy, Chaos corruption, or forbidden genetic tampering. For now, they have not struck, but their eyes watch and probe, always hoping to see you slip. One misstep could ignite their wrath, and the consequences would be swift and absolute.

Chosen of the Warp [+400]
One of the Ruinous Powers has set its gaze upon you. Perhaps your Warp Eye drew their attention, or perhaps you unwittingly trespassed where mortals should not tread. Whatever the cause, their influence now coils around your life. You will face daemonic harassment, prophetic nightmares are constant temptations in moments of weakness. Resist their lure and maintain your free will, or surrender to the ruin they promise and become another pawn in the eternal war of the Warp.

Slaanesh's Whisper [+400]
The Prince of Pleasure has blessed you. Every sight, sound and sensation becomes more intense and more intoxicating, and you will feel yourself drawn to darker appetites that you would have never imagined before. You will have to steel your mind and resist the seductions of excess, knowing that one misstep will leave you enthralled to Slaanesh forever.

The Great Rift [+600]
Your jump plunges you into the moment the Cicatrix Maledictum tears the galaxy asunder. You will witness firsthand the greatest Warp catastrophe since the Age of Strife, and you will start up on the wrong side of the rift. And if you already are in the Age of Strife, the rift will compound the horrors you know all too well. Entire star systems will vanish from Imperial Records, worlds will be torn into chaos and the fabric of reality itself will fray under the pressure of the Immaterium. Surviving will demand cunning, courage and sacrifices that will haunt you for a lifetime.

Doomed Bloodline [+600]
The blood of your Navigator House runs thin and sickly, and the signs of decay are impossible to ignore. Mutations grow more frequent, psychic abilities falter, and heirs are born stillborn or twisted by the warp. The elders whisper of doom and the Imperium's scrutiny looms over your failing line. You have but a single decade to uncover a cure, secure forbidden knowledge, or find some terrible means to preserve your House, or else watch it crumble into extinction.

Exiled [+600]
Your Warp Eye cannot perceive the Astronomican. Where other Navigators see the Emperor's holy light guiding them through the Warp, you see nothing. Because of this failure, your House has deemed you unfit to serve and cast you out, stripping you of title, station and all support. You now wander the galaxy completely alone, utterly vulnerable and seen as a prey by everyone else.

Marked for Death [+600]
The Officio Assassinorum has marked you as a target. Who ordered it, and why, remains a mystery, but one of the Imperium's deadliest organizations has sent its operatives to eliminate you. Callidus, Vindicare, Eversor... any of them could strike at any time, blending into crowds, stalking from a distance, or striking with unimaginable speed and precision. They will not rest, and failure is not an option, for either you die, or the client does.

Genestealers [+600]
A Genestealer Cult has burrowed its tendril deep into your house. The cult is multiple generations deep, with dozens of infected members including some Navigators. They're waiting for the Hive Fleet while spreading infection. You know about them, but you don't know who they are, and if you reveal the infection, you might be accused of being infected yourself. You cannot trust your family, because any of them may carry the Alien Gene, and to survive this you will need to use all your cunning and caution, for the enemy is everywhere and nowhere at once.

Black Specters [+600]
In the Imperium of Man there are the Black Ships: vessels that ferry psykers to Terra for the Emperor's Soul Binding. Though you are a Navigator by birth, they have identified you as a psychic anomaly, too dangerous to remain free. You will have to evade them during your stay here, but the most dangerous thing of it all is not the ships themselves, but the Sisters of Silence aboard. These women possess special powers that nullify psychic abilities, and they are completely relentless. There is no room for error here.

Bound to a Dying Ship [+600]
You are psychically bound to a single ship after an accident in the Warp fuses your essence to its hull. You cannot leave the vessel, and if it's destroyed, your life is forfeit too. The vessel is old, rickety, and poorly maintained, groaning under the stresses of warp travel, and worst of it all: her weaknesses are well known to your enemies.

Enslavement [+600]
You've been enslaved, either literally with a control collar, or through other methods such as debt-bondage, blackmail or threats against your house. You must serve a master who cares nothing for your wellbeing, sends you on suicidal navigations, and treats you as property. You must either attempt to escape, endure (risking your life at every turn) or find some cunning way to turn the tables on those who hold you.

Scenarios

Paternova

The Paternova, also known as the supreme authority over all Navigator Houses, the most powerful Navigator alive, the living embodiment of Navigator civilization, has died.

For the first time in three centuries, the Paternova Throne stands empty. Across the Great Houses, a tense silence grips the Navis Nobilite, for the death of a Paternova signals not only the end of an era but the beginning of a merciless struggle for supremacy. The Heirs Apparent, being the most gifted and dangerous Navigators of each House, will be drawn into the ancient rite of succession, and you are one of them. Only one Navigator will emerge alive.

You will have to fight other twelve Heir Apparents, and each of them are powerful in their own way:

Erasmus Benetek, The Immortal [Age: 847]
The son of the now-dead Paternova and oldest of the Heirs, Erasmus commands a fleet of seven Navigator-owned vessels and has the backing of three major Navigator Houses who see him as the legitimate successor to the Paternova position. He is methodical, patient, and has spent centuries preparing for this moment. His Warp Eye can perceive time itself in branching probabilities. He views you as an upstart pretender and will move to eliminate you quickly to prevent complications.

Celestine Term'L, The Void Seer [Age: 623]

The most powerful Navigator among the Heirs. Celestine has spent centuries navigating the most dangerous Warp routes, including passages through the Eye of Terror itself. She has gone partially mad from her exposure, and her Warp Eye has mutated to perceive reality in ways even other Navigators cannot comprehend. She commands a warband of psychically-bonded followers who worship her as a living saint of the Warp.

Arcturus Modar, The Merchant Prince [Age: 531]

The wealthiest of the heirs. Arcturus has leveraged his Navigator abilities to build a trading empire spanning dozens of systems. He doesn't pilot ships himself anymore, for he owns fleets and pays others to navigate them. His strategy is simple: use his vast wealth to hire assassins, mercenaries, and even minor Rogue Traders to eliminate his siblings while he remains in a heavily fortified space station.

Castor and Pollux Ryza, The Twins [Age: 445]

Identical twins with an unprecedented psychic bond. They navigate as one, their minds merged in the Warp to the point where they might as well be a single being split across two bodies. They command a single ship together, alternating at the helm in perfect synchronization. They argue that they should both be allowed to ascend together as a dual Paternova. The Warp disagrees, yet they cannot bring themselves to harm each other.

Malthus Bileth, The Beast [Age: 398]

The most physically mutated of the heirs. Malthus embraced the Navigator mutations fully, allowing his body to transform until he is barely humanoid, appearing as a 3m creature of rippling muscle, multiple arms, and hardened bone plates. He can no longer navigate ships effectively, but he has become a nearly unstoppable physical combatant. He leads from the front, boarding enemy vessels personally and tearing through crews with his bare hands.

Octavia Veylar, The Shadow [Age: 367]

The assassin. Octavia trained with the Officio Assassinorum in her youth and combines Navigator abilities with the deadliest martial skills in the Imperium. She works alone, striking from darkness and vanishing before retaliation is possible. She has already killed three of her siblings in the opening days of the succession, their deaths attributed to accidents or mysterious circumstances.

Hadrian Corvan, The Diplomat [Age: 312]
The idealist who believes the competition is barbaric and should be reformed. Hadrian has spent the last decade trying to negotiate with his siblings, proposing a council of Navigators to rule collectively or a democratic selection process. His siblings mostly ignore him, but he has managed to secure an uneasy alliance with Castor and Pollux. He genuinely wants to find a peaceful solution but knows in his heart the Warp will not permit it.

Moriana Zareth, The Heretek [Age: :289]
A tech-heretic who has augmented herself extensively with forbidden technology. Moriana's body is more machine than flesh, with her Warp Eye enhanced by archaeotech that amplifies her Navigator abilities tenfold. She can perceive Warp currents through mathematical calculations and uses cogitators to predict optimal routes. The Mechanicus wants her dead for her heresies, but she has aligned with a Dark Mechanicus sect that provides her with weapons and ships.

Tiberius Nostromo, The Exile [Age: 256]
Banished by the previous Paternova for unspecified crimes, Tiberius has spent decades in the outer darkness beyond the Astronomican's light. He has learned to navigate using cold stellar observations and Warp sense alone, becoming something other than a traditional Navigator. He returns from exile gaunt, changed, and accompanied by things that should not be. Some whisper he has made pacts with entities in the dark between galaxies.

Viola Drakos, The Zealot [Age: 198]
A fanatical devotee of the God-Emperor who serves as a Navigator for the Black Templars Chapter. She believes the Paternova contest is the Emperor's will made manifest and approaches it with religious fervor. She has the backing of her Space Marine allies, who provide her with bodyguards, equipment, and tactical support. She views the succession as a holy crusade and will not stop until she alone remains.

Lucian Veytrax, The Youngest [Age: 134]
The youngest of the Heirs and the most underestimated. Lucian is a prodigy who achieved full Navigator certification at age 30, the youngest in recorded history. Despite his youth, he is cunning, adaptive, and utterly ruthless. He has no compunction about using any tactic, from poisons to ambushes, to win. Many of his siblings dismiss him as a non-threat, which is precisely what he wants.

All heirs feel an overwhelming desire to kill their rivals, and the compulsion cannot be resisted. Forming genuine alliances is possible but becomes psychologically harder as the competition progresses and more Heirs are killed. Your objective is to survive and kill them all until only you remain.

Rewards

You did it. One by one, the other Heirs fell to your cunning, your ruthlessness and your mastery of the Warp. Against all odds, you survived, outmaneuvering and outwitting those who sought the Paternova Throne, and now the mantle of **Paternova** rests solely upon your shoulders.

The Warp itself bends in recognition of your ascendancy. A surge of power courses through your veins, magnifying every Navigator ability you possess tenfold. Your word is now absolute within the Navis Nobilite, with fleets, Houses, and agents alike bent to your command without question. Those who were born to your House find their abilities amplified as well, their minds and bodies attuned to the currents of the Immaterium by your very presence.

Your lifespan increases, as five centuries are added to your natural life, allowing you to steer the Navis Nobilite across centuries of conquest, trade, and exploration. Your mutations are now fully under your control, and you can even enhance the Navigator traits of others.

At the center of this supremacy lies the **Palace of the Navigators**, your throne and fortress within the Navigator's Quarter on Terra. From its soaring spires, gleaming domes, and labyrinthine halls, you govern the Navis Nobilite. The palace is at once an arcane citadel, a living archive, and a command center: chambers filled with ancient tomes, forbidden warp charts, stasis vaults preserving centuries of Navigator secrets, and sanctums lined with psychic wards that amplify your perception of the Immaterium. Here, envoys from every great House, dignitaries, and astropathic agents gather to seek your judgment or pledges of fealty, while the true machinations of power remain hidden in the palace's inner sanctums.

By your side stands a loyal aide, your chosen **Paternal Envoy**. Their loyalty is absolute, and over time, they rise to become a High Lord of Terra, your voice and instrument among the halls of Imperial power, ensuring that your dominion reaches from the Warp to the throne of the God-Emperor himself.

You are no longer merely a Navigator. You are the Paternova, living embodiment of your House, master of the Warp, and architect of the Navis Nobilite's destiny. From here, the stars bend to your will, the Warp answers your call, and the legacy of Navigator civilization flows through you, renewed and unchallenged.

Ending

After ten years of service, sacrifice, and survival in the grim darkness of the far future, your journey in the Warhammer 40,000 universe draws to a close. The galaxy is an eternal warzone where there is only war, but you certainly carved your own legend into its history. Now, you must choose:

STAY IN THE 41ST MILLENNIUM [+500]

The Imperium of Man needs you. The forces of Chaos grow stronger. The Tyranid Hive Fleets hunger. The Orks gather for their greatest WAAAGH! You have seen the horrors of this universe firsthand, and yet you choose to remain. Whatever your reasons, you will face eternity in a galaxy that knows no peace. Here, take those **500 CP,** and good luck.

RETURN TO EARTH

You have had enough. Ten years in hell has taught you to appreciate what you once had: a world without daemons, a sky untainted by Chaos, the simple pleasure of knowing humanity's cradle still exists unblemished by the horrors of the far future. You choose to return home, to Earth as it is now: peaceful, mundane and without a nightmare future that may await it thirty-eight thousand years later.

JUMP FORWARD

One universe of horrors is not enough. You seek new challenges, new worlds, new adventures. Your journey does not end here, for in fact, it has only just begun. Go forward, carrying everything you have earned, and good luck.

Changelog and Notes

V 1.0 - First Version