



Jump by Tomatillo

Glory be the Machine! Behold its holy function completed in a manner efficient and tireless that flesh could never accomplish. See its eternal form, resilient against the dangers and adversities in the galaxy, able to hold where the flesh would yield. Wonder at the mysteries it holds; divine inspiration given physical form for the honour and praise of the Machine God.

Welcome jumper, to the Cult Mechanicum, known also as the Adeptus Mechanicus to the Imperials of the Imperium. This is a nation and religion mixed together in an amalgam that both works with -and fights against- itself in equal measure. An amalgam that you are now a part of, for you have joined the Brotherhood of Mars and their technophilic belief system. Yet you are not just one of the many heterodox members of the faith, you are one of those that hold a fringe ideology compared to the orthodoxy of the Cult Mechanicum. So be aware of who you speak to and what you speak about, for just a singular wrong statement may be the end of your life. So here is **1000CP** and may you follow the Quest of Knowledge until its end.

Location & Time

Here you will have to choose where and when you wish to start. Each one of these worlds and time periods have different opportunities for your jumper and different levels of technological competency. As a side note, you can choose what your gender and age is, free of charge.

Time

M30 Age of Unification: This is the period of time that announces the end of the Age of Strife and the beginning of Unification. This period contains the Unification Wars of Terra and the beginning and grand start of the Great Crusade. A golden age for the nascent Imperium and the Mechanicum, yet also a very tumultuous period.

M31 Age of Heresy: The Great Crusade has ended by the actions of Horus and now is a time of great betrayal and destruction. It contains the full scope of the Heresy and the ruination that follows it, making both the Imperium and the Mechanicum teeter on the edge of annihilation.

M32 Age of Rebirth: The wounds of the Heresy are slowly beginning to heal and the Imperium and Mechanicum are pulling themselves together after their massive internal dispute. Technological re-discoveries and concerted effort reunifies the lost colonies of Man and slows the technological decline that the Heresy exacerbated. The great Forging has begun.

M35 Age of Interregnum: The cracks in the Imperium are beginning to show in the absence of the Emperor's guidance. The Ur-Council of Nova Terra denounces the proclamations and authority of the High Lords and takes over rule of Segmentum Pacificus. This is the end of the rebirth and the beginning of the slow decline to madness.

M36 Age of Apostasy: Worship of the Emperor of Mankind has spread to a disastrous result, with several worlds turning away from the Imperial Truth to the Cult of the God-Emperor. Many, many wars will be fought. Death and discord will reign across countless worlds and it will only end at its greatest peak of insanity at the actions of Goge Vandire. Truth will be abandoned in favor of Faith and the Emperor will look upon it with tears in his eyes and sorrow in his heart.

M39 Age of Waning: The Imperium and Mechanicus have exhausted themselves to an untenable degree and now suffer from it. Worlds are lost by the dozen to the depredations of Xenos and Heretics, with the battlelines only barely being held on the best of days and lost by the system on the worst ones. The rot has set itself fully in the Imperium and Mechanicus, with their only hope being to hold out until a miracle happens or their enemies tire themselves out.

M41 Time of Ending: There is only war. Forget the promise of progress and understanding, for in the grim darkness of reality there is only war. There is no peace amongst the stars, only an unending tide of bloodshed and slaughter, with the thirsting laughter of mad gods ringing through the stars.

Location

You may choose any world that the Mechanicum has ownership of. This list will contain a small collection of interesting places to start on.

Antax - Segementum Ultima: Covered in hundreds of vaults filled to the brim with archaeotech, while also supplying hundreds of Imperial Guard regiments and dozens of Space Marine chapters with equipment. A valuable place for any Tech-Priest wishing to rediscover the secrets of the Ancients.

Belacane - Segmentum Obscurus: A prized producer of the valuable temporal manipulation line of technology commonly called stasis modules, they have traditionally held great influence in their sphere of politics. As the Age of Waning progressed, the world seemingly lost their ability to produce stasis modules and have gone into a stage of hoarding all the tech they can.

Deimos - Segmentum Solar: The former moon of Mars and now the private Forge world of the Grey Knights. This world supplies the order with all the technology they could need or which is requested of them.

Hydraphur - Segmentum Pacificus: An important world for the Imperial Navy in that sector of space and also the main headquarters for the Navy. Originally established by a rogue trader, it is a world that has relations and connections with all branches of the Imperium, both to its benefit and its detriment. It is, in a word, “complex” when it comes to matters of politics and rule, with many, many asterisks to who can be where and control what.

Lucius - Segmentum Obscurus: Technically not a planet in the traditional sense, as the core of the planet has been replaced with an artificial sun that powers all the industry. The world of Lucius has an obsession with this artificial sun and try to emulate it in their creations and artefacts. They also have a Titan legion that can teleport reliably.

Metallica - Segmentum Ultima: Located in one of the most dangerous parts of the galaxy, this world has gained a culture of militarism and warfare that is special, even in this galaxy of war. They are specialist in all out destruction and war, with their forges producing great amounts of war material and Titans, though their Titan legions suffered greatly during the third war of Armageddon.

Ryza - Segmentum Ultima: The premiere manufacturers and innovators of plasma weaponry for both infantry and vehicles. They have a culture of experimentation and enhancement of the designs and weapons they make, sometimes with good results and other times with disastrous ones. They were invaded by an Ork WAAAGH!!! during the Time of Ending and now focus all their production for internal use instead of sharing it with the wider Imperium.

Zhao-Arkkad - Segmentum Tempestus: A world with a difficult history due to their relations with the Thousands Sons and the wider Mechanicum suspecting them of tech heresy. They have been mostly isolated in their history and have mostly had free reign to do as they please, until they were purged of Hereteks during the Great Scourging.

Rank

Important for all members of the Mechanicum is their place in the great machine, be it working as a lowly Enginseer maintaining the machines of the Imperials or as a Magos expanding the realm of the Divine by gathering the knowledge of the Ancients. You too must now choose which place you hold in the great machine, but remember; The higher up you are, the more scrutiny and responsibility you hold, along with greater skill and wisdom. Important to note is that you can choose to either gain the memories and experience that a person in your post would have, or to instead make them an instinctual part of you. One gives you a deeper knowledge of your post, but brings with it a bias that leans towards your faction, while the other does not give you such a bias, yet also does not hold the same depth of knowledge and understanding.

Tech-Thrall [+200cp]

A Menial. A replaceable cog in the great machinery that fuels the existence of the Mechanicum. You are, by technicality, 'initiated' into the faith of the Machine God, but in practice you are simply the manpower that helps run the factories and mines. You may have learned a few rituals and mysteries in your service, such as how to maintain and repair your issued gear, but it is a far cry from the true rituals and mysteries taught to actual Tech-Priests.

Lower Priesthood [FREE]

You are a Tech-Priest in full now, but one that deals with the lower mysteries; the knowledge that is known in full or can be replicated with the understanding of the Mechanicum. You are the most common and wide-spread type of practitioner in the Cult and are the ones that interact the most with the Imperium and their different parts. This place in the hierarchy includes, but is not limited to:

Electro-Priest: Members that have devoted themselves to the Motive Force of the Machine God. These priests are specialists in controlling and directing power, both as a weapon and as a tool for the furthering of the understanding of the Motive Force. Heavily implanted with electroo cybernetics, they glow with the potential energies of reality and can manifest them against their enemies in the form of lighting.

Enginseer: Those who devoted themselves to the practical applications of the Machine God, these members of the Priesthood are the ones who repair and maintain the machines used by the Mechanicum and Imperium. They are highly learned in the material sciences and are given license to ‘tinker’ with their machines, making improvements so long as they are within the designs of the Omnissiah.

Transmechanic: A off-branch of the Enginseer-type, specialising in the highly sensitive and specific knowledge of communications technology and machinery, these members of the Cult are usually loaned out to all branches of the Imperium. They are also highly prized in the Navis Imperialis for their importance in fleet communications and cohesion.

Lexmechanic: The ‘lowest’ ranked members of the Priesthood while still being officially recognised as such, they are the ones who collate and compile data for future use. In essence just a highly learned bureaucrat and clerk, they are commonly given leeway to loan out their services to the wider Imperium. It is also common practice to undergo a neurological operation called ‘The Rite of Pure Thought’, which helps with the analytics related to their position, but also retards feelings of hunger, joy, fear and much more.

Rune-Priest: A highly controversial part of the Mechanicum, these members specialize in lateral thinking and improvisation. The ‘problem-solvers’ of the Mechanicum, these priests are the ones called upon when a solution for a problem has to be solved with illogical logic. They are also the ones blessing new machines with liturgies and runes; an odd contrast to their highly speculative work outside of this.

Higher Priesthood [100cp]

Tech-Priests who have risen in the ranks by gathering knowledge and experience through their life, with most of them being over a century old and some of them being millenia old. These are the members who mostly work with the higher mysteries: the knowledge that is known to be true, yet not understood and which is unknown on how to replicate. They form the core pillar of the Cult and are slow to change or expand their number. They include, but are not limited to:

Magos: A title given to any member of the Priesthood who has specialised themselves to an extreme degree and achieved a high level of mastery in a specific discipline related to the Machine God. Covering everything from scientists to generals, these Tech-Priests are highly respected by their fellow Cult members and usually hold knowledge not widely accessible and highly secretive.

Logis: Those Priests who have given themselves over to the theoretical and mathematical aspects of the Machine God. These are statisticians and analysts of a peerless level of skill, using their abilities to try and predict the future of the Cult and the Galaxy. Often seen as a form of prophet by the Mechanicum, every member has unprecedented abilities in calculation and the world of mathematics.

Genetor: Sometimes equated with Magos Biologis and sometimes treated as a separate title, a Genetor is a Tech-Priest who has devoted themselves to the study of the biological. Using their skills in a variety of applications, such as maintaining the flesh of their fellow Cult members and in the creation of the bodies used to make Servitors. Genetors are also one of the few members important in the creation of new Space Marine chapters, though those are exceptional circumstances and not the norm.

Artisan: Equally designers as well as mastercrafters, Artisans are the primary creators and builders of the Cult and any Tech-Priest who becomes one is usually given great control over the manufacturing capability of the Forge-Worlds they reside on. Creating everything from lasguns and flak armour all the way up to spacecraft, highly trusted Artisans are also given the opportunity to study archaeotech to divine their function and how to possibly re-create them.

Arch-Magos: Much like a regular Magos, but taken to new heights of skill and authority. These types of Tech-Priests are the ones who have reached unseen heights of mastery in their disciplines and are usually millenia old due to the time taken to reach such skill. Treated with veneration and respect by all members of the Mechanicum, to become a member of this rank will require another payment of **100cp**

General Perks

The Temple [FREE]

You have been initiated into the Faith of the Machine God and so your corpus has been modified so that you may show your proper reverence and belief to the world. You have been given the standard augmetics that all newly initiated Tech-Priests get, which include the Potentia Coil to power your augmetics and the cyber-skeleton to mount them upon. More than that, you also do not have to worry if your flesh will reject your augments, as all that you implant into yourself shall be accepted and bonded perfectly in harmonious union.

The Quest of Knowledge [FREE]

While the pursuit of the Crux Mechanicus is a noble endeavor, the most important one is still the gathering and preservation of knowledge. So you have been given a useful gift in the form of a handful of years of experience in debating theological and mechanical principles with your fellows in the Cult. You now know how to prove your points and support them with arguments and data that will convince even the most ardent of members that you may have a point. However this will not necessarily change their mind, for one point of argument won, does not make a faithful turn away from their God.

Far-flung Pilgrimage [100cp]

Much of what the Mechanicum has gained, it has found in the ruins of their ancestors or preserved via word of mouth from the very beginning of the Age of Strife. It is therefore common tradition that members of the Cult who wish to expand the divine knowledge they have go out to wander the stars and find the ruins of their ancestors. Now you have gained both the theoretical knowledge of excavating Dark Age ruins while also having practical experience with handling Archaeotech devices. You know the right rites and rituals that will appease most unknown machines, while also having experience in finding the ones that will appease the rare ones that require special attention. You also have a vast repertoire of astrological knowledge to pull from, ensuring you won't be easily lost in the void of space.

Machine-Touched [200cp]

You are beloved by all types of Machine Spirits and given much greater leeway with your actions concerning them. You could forgo many of the lower and more tedious rituals so long as you showed your respect to the machine, for the Spirits know you love them as much as you do. More than that, the Machine Spirits also seek to protect you from harm, doing all they can to ensure your safety even if it might damage them. You are also given a gift for when you go beyond these realms, for with just a touch and silent prayer, you can bestow any machine with a spirit of its own.

Questor Mechanicus [200cp]

You were born to greatness and responsibility, for you are of a Knightly House and the inheritor of their venerable Knight Errant. Before you were sent to serve the Mechanicum, you were drilled in the ways of combat and warfare, able to use your Knight with grace and ending your enemies rightly. You also have skill in commanding your lessers, able to guide them through the battlefield to hit your enemy with the greatest amount of force they can produce. This inheritance gives you more freedom in the Mechanicum's military hierarchy and a measure of respect from all ranks, though it is greater amongst the armed forces.

Heir of Land [400cp]

You are like Arkhan Land reborn in the matters of excavating the past and restoring lost knowledge from the barest of scraps. First is your intuitive understanding of architecture and infrastructural planning; your mind is able to grasp the nature of the ruins you stand in and where the most valuable finds are most likely located. Along with this intuition is also a sense for where internal defenses or traps would be located, their hidden locations and concealed mounts almost glowing in your eyes and telling you what danger they can bear forth. Second is your imagination and preternatural skill in reconstituting lost data and corrupted code from millenia old templates or scrapcode infested cogitators. You could remove all traces of deadly code, leaving only the pure remains behind through which you can recreate their hidden wonders. This is a slow process, but just how Arkhan Land found and recreated the Land raider and Land speeder, so too can you do the same. Though take care not to overestimate your abilities, lest you suffer the same fate as Arkhan Land.

Cult

This is the most important choice you will make in your stay amongst the Mechanicum, for this will decide where your loyalties lie. Here you can choose between two categories of cults; Loyalist and Heretek.

A loyalist cult is, as might be obvious in its name, a cult of the Mechanicum that is loyal to its greater orthodoxy and the hierarchy which rules it. This does not mean that they might not delve into subjects that are forbidden by the Mechanicum, for there are still great debates when it comes to what is allowed and what is not. So it is very possible that a cult might choose to act in a way that would be seen as heresy by their superiors, while still being loyalists.

A heretek cult is, again as the name might suggest, a cult that goes directly against the will of the greater Mechanicum and/or breaks faith with the Universal Laws; the guiding principles of the Cult Mechanicum. A cult such as this might not be actively going against the Mechanicum, but are in secret working upon projects or technologies that would see them executed along with everyone affiliated with them. Some cults do this out of a misguided belief that they will be accepted by the greater Mechanicum if they can show the fruits of their endeavor, while others do it due to corruption, be it immaterial or xenos inflicted.

Once you have chosen what type of cult you want to be aligned with, you can go further down and choose which specific one appeals to you. The cult you choose will have all its perks be free for you, while all cults in the same alignment will have their perks discounted by 50%. You will not be able to buy perks from an opposing alignment, so a loyalist couldn't buy heretek perks and vice versa.

Loyalist Cults

Aes Omnissiah

A cult centered around the expression of Purity of Form, they work ceaselessly on creating a pure machine from their work. They have no plan in mind to accomplish this and no specified end goal for when the work is done, they simply work hard to purify all materials they can gather and incorporate it together. Who knows what will end up being made?

Flawless Form [100cp]

Your work must be made of the right components, cleansed from all unnatural and physical taint. Your hands move with purpose, your mind searches unknowing but guided, for your craft shall not be tainted. So it is that all you make will be of the highest caliber that is available to you; no rust, no hidden flaws, only the purity of form that it should have.

Strength of Purpose [200cp]

You are not certain what the end of your work will be, but you know that the work itself is important and worthy of pursuit on its own. You need no founding principles, no specified end goal to your actions, for you know that your purpose is inherent to itself. This will remain so long as you work with purpose, making you resist outside influences that would seek to tarnish you and your work.

Ineffable Purity [400cp]

There are no inherent tenants to your faith, no core rules that guide your cult, only the knowledge that you all are working towards something pure. This will be so forever for you, for you have been given a sliver of the Purity of Form that you seek to accomplish in your working. Your form can not be influenced by any supernatural force and will not bend to the whims of ephemeral forces, for you are pure in your own way and will not be tainted.

Alium Union

To toil in silence. To work, expecting no reward. To do one's duty because one knows it needs to be done and helps better the Mechanicum; that is Virtue and as valid a path on the Quest of Knowledge as any other. This is the founding principle of this cult; that good work leads to good virtue and a better world enriched by their toil. Seeing the lowest members of the Mechanicum as just as praise worthy as the highest has left a bitter taste among many in the higher echelons, yet still this cult persists; toiling in silence.

Burden to Carry [100cp]

All have a duty to fulfill, whether it be the maintenance of the most holy of machines or the simple de-rusting of the smallest of bolts. All have a place in the machine that is the Mechanicum and now you embody that understanding. Your mind will not rebel against the hardships of work, nor moan under the burden of responsibility. You will do your work, knowing no praise will come, yet still satisfied when it is done.

Working for All [200cp]

There is an old expression amongst those who remember the old days, when Mars was still green and the world was still alive, that “Many hands make light work”. You have internalised this saying and gained a measure of enlightenment from it. For when you lead a group of workers in their duty, it will be done quicker than expected and with greater craftsmanship than should be possible. In congress with your fellows shall the great working be done.

Sweat upon the Brow [400cp]

To do one's duty well is a satisfaction that can not be emulated by any other feeling, yet it can be hard to continue to do so when you are opposed by your fellow priests. Indeed this is a situation that is well known to the members of your cult, for many of those who reside in the upper echelons would not see those lower down rise up to a place they see as “theirs”. This is now not as great an obstacle for you, as it is for others, for there seems to be something about you that sets them at ease and has them let you be. This only seems to work when you are working towards something, but that is all that is important, is it not?

Carnicula

Man is a fragile machine, prone to error and with a worklife counted in the decades on average and at a century or two at most. This, the cult says, is a flaw that must be corrected by enhancing and building upon the flesh that makes up Man. They must extend their life and youth not by the application of blessed machine replacements, but by rebuilding the fundamental material that makes up Man. For not doing so would be a failing in the eyes of the Machine God.

Preserving Life [100cp]

There are so many things that cause a man to age and fall to frailty. Telomeres shorten, gene-damage accumulates, bones grow brittle, neurons become ragged and so much more. You are now well versed in the common ways to battle these ailments of age, rejuvenating what grew damaged and making new vitality flourish in old flesh. Yet this will only extend life for so long, for not all the damage can be repaired.

Weavers of Muscle and Bone [200cp]

What already exists is not always what is necessary to support something throughout the ages. This is where the majority of the cult's work is done and where you now hold great expertise, for you have learned the arts of making biological enhancements. You can grow new muscles stronger than the old, create bones that can endure more, clone and fine-tune organs for longer use and much more. You are a master of enhancing what is there, building upon the foundation of Man.

Rebuilding the Foundation [400cp]

Yet is it not the frailty of humanities foundation that is the core problem that your cult wishes to solve? It is all good wishing to better what is already there, but what does that lead to other than pushing the problem down the road? If something must be done, it must be done from the very beginning, something you now have the skills to do. You now have the knowledge and skill to remake a human embryo into a being that can resist the inevitable grasp of aging. They will grow to their prime and stay in it for all their life, never growing weaker or suffering under time's decay. Man will be untouched by time, now you must simply find a way to make them untouched by death.

Crucible Resolviate

Man has been graced with the blessings of the Machine Spirits, their presence lingering in all machines made by the Ancients. Yet are there not any other kinds of machine that hold a Machine Spirit of their own? Have there not been examples of spirits in machines that should not have them? Is it not the duty of the Mechanicum to study them, to see if they are truly Machine Spirits or alien mechanisms pretending to be so?

To study the Spirits [100cp]

The first thing that must be done before one studies the unknown is to ensure that it is free from any form of corruption, something your cult takes very seriously. You are a specialist in purging any form of corruptive presence lingering in the artifacts you acquire. With your rituals and the use of great effort may you purify all technology under your study, yet take care you are not fooled by the machines appearance. For not all corruption can be sensed until it is too late and so it is always worthwhile to be extra sure and spend more time cleansing the machine.

To catalog the Alien [200cp]

Once a machine is deemed to be clear of all corruption, then may its workings be made bare to the world and its spirit probed and questioned for all it knows and wishes to share. You are an able hand at this, coaxing knowledge out from circuitry and metal like no other and convincing its Machine Spirit to help you instead of fighting you. It will not always work and some Machine Spirits will always be antagonistic to you, but you have a much higher degree of success than others.

To sanctify the Machine [400cp]

When all is done and all is learned, then it comes to make use of the knowledge gained and share it with others in a manner all can accept and bless. You are an expert in converting theoretical knowledge learned through Machine Spirits into practical applications and technologies. You could, as an example, turn what you learned about a Machine Spirit lingering in a monolith into a sensor system that can detect beings in the Empyrean. More than that, you can also discover the necessary rituals to appease and honor the Machine Spirits that would inhabit this new technology.

Cult Achanum

All is as it should be, for all is within the plan laid down by the Machine God, guided by the Motive force and enacted upon by the Omnissiah. You and your cult know that all is going according to that plan, for it not doing so would be impossible. So it is that your cult follows the plan and enacts the will of the Machine God as decreed by the Universal Laws, the Creed of the Mechanicum and the path of the Imperium. All is as it should be.

Understanding the Plan [100cp]

It is the primary reason and creed for every member of your cult that all must know their place in the great plan and what they must do. You now gain a great ability to learn what it is you are supposed to do, whether that be to act or to abstain from doing so. It will not always be true, for mortals are fallible, but you will always get it right when it comes to the important details. Atleast, if you understood it right.

Following the Flow [200cp]

There are currents to reality, an underlying force beyond all others that guides people and reality to where they are supposed to be. You can feel it on your skin, its touch like the slightest of breezes and giving you the sensation of comfort; an all-knowing and all-present embrace. So long as you follow this force you will find yourself in situations where your presence would change the way things are about to fold; perhaps you hold the answer needed to change another's mind or maybe you just being there will prevent an accident. You will never know in truth and can only put your faith in it.

Learning the Pattern [400cp]

There is a certain symbolism to reality, a pattern of characters, choices and events that keep repeating. The Son will always betray the Father and take his Brothers with him, yet it is not always the same Son and not always the same Brothers. You see this now; the great stage of repetition that keeps reality spinning and influences all events. Yet more than that, you know how to act upon it and change it away from what it is, to be something else with your words and actions. The Son will succeed the Father, but not betray him, and the Brothers will not fall to treachery, instead rising in loyalty. You can influence and potentially create a new pattern, but should you?

Disciples of Thule

The glory of the Machine God can only be found in the remnants of our past and in the makings of the Ancients. Innovation and creating new technologies are not the way forward, rather it lies in the ruins of a once glorious age, waiting to be discovered once more. So spurn the ponderings of the thinkers and debaters, instead go to the hidden places of the world, unearth their secret treasures and bring forth the path laid for us so long ago. Re-learn the teachings of the Ancients and enlightenment will be upon us all soon.

Divining the hidden [100cp]

All that the Mechanicum and Man could ever need to know was already known to the Ancients, yet the depredations of our creations took that away from us. A paradise lost, by the actions of those whom the Ancients held in their greatest trust. Yet not all was lost and many were wise enough to secure the future by preserving their present, now our past. You are good at finding these places and able to guess, based upon previous findings and your own expertise, the most likely areas where these hidden caches might be.

Unearthing the ancient [200cp]

Great care must be taken when delving into the hidden depths that the Ancients made to protect their legacy, for they warded them with defenses and secrecy as greatly as they could muster. You know this well, for you have seen their handiwork with your own eyes and know the cost for carelessness, in both lives and lost knowledge. Now you can rest assured that no trap shall ambush you or hide from your sight, yet even more importantly is the knowledge they protect. Worry not, for with your gentle touch shall it remain whole and unmarred, preserved by your patience and knowledge of how to access them without any chance for automatic purging protocols.

Re-learning the past [400cp]

Much has been lost, yet you are ready for the task to learn the knowledge of the Ancients. Whenever you try to re-discover what your people once knew, then you will find yourself sprinting ahead where others would only find barriers in their way. This does require either artifacts using that knowledge or containers of that information, be it whole or in fragments. Yet if you have these remnants, then soon shall all be known.

Divine Light of Sollex

Much hides in the shadows of creation, trying to linger and spread its taint in the dark corners where the watching eyes of Man does not wander. This can not stand and so it will not, for by the knowledge invested in you by the Machine God have you learned to harness light and its many forms. By the will of the Omnissiah have the path been illuminated, showing you the true way, and woe be to any who would try to blaspheme this enlightenment, for they shall suffer the wrath of the Omnissiah's Light.

Ways of Light [100cp]

You were shown the light, initiated in the ways and teachings of how to manipulate photons in destructive and creative ways. Knowledge of how to make las-weapons are engraved into your mind, both their standard configurations and the multitude of ways to improve them. Yet you have also been elucidated in the more illusory parts of light, able to make holographic projectors, conversion fields and photonic cogitators. The ways of light have been shown to you and shall never abandon you.

Purging the Blasphemous [200cp]

Not all have been as blessed as you have, for not all accept the shine of the Omnissiah's light, instead shying away from it and into the shadows. You now see them for what they are, be it ignorant menial who know not the evil darkening their mind or damned cultist who willingly embrace the umbral taint of ruin. All of them are known when your eyes lay upon them, for their very being lessens the gloriousness of the light in your eyes. Some may try to hide and succeed for a time, but in the end your sight shall pierce through the veils they try to hide behind.

Holy warfare [400cp]

When evil treads upon the illuminated realms of the Omnissiah, it is the duty of all righteous people to fight against it; to ensure that Mankind will not suffer Old Night again. You are a veteran fighter, able to adequately fight with all manner of weaponry, but excelling above others when using weapons of light. More than that, you are a skillful tactician and strategist in most ways of fighting, able to control both small-scale battles and large-scale wars with a master's touch. Under your command shall the twisting touch of heresy be expelled from creation.

Hippocraticasian Sect

Life is in an ever transitory state, changing from different states of energy, potential and knowledge accumulation. By the purity of the machine has life gained greater permanence and knowledge on all these transitions, yet the ultimate transition is still poorly understood. So to understand this transition it must be studied in every possible manner, to gather knowledge so that one day it will be fully known in all its aspects. What comes after, will be a matter for a different time to decide.

From life [100cp]

To understand how one thing changes to another, one must understand what makes up that thing. This is why you have vast stores of knowledge on the functions of life and how it reproduces itself. Not only can you name and explain major parts of the human body and how it functions, you can do the same for a multitude of xenofauna and -flora. This has also given you a great gift in approximating potential ways an organism works, giving you greater ability to narrow down the things you have to focus on to understand a being or a species.

To Death [200cp]

And so, as you understand life, then you must also learn the ways that it can cease to be alive and transition to a state of death. By understanding how an organism works, then so will also a vast variety of ways to end it, spring forth in your mind. You could dissect a creature and see how it ticks and thereby also learn what stops this ticking, no matter how convoluted this would be. So by understanding a seemingly immortal creature's regeneration, so too would you also know how to make it stop, ensuring that it dies.

Affecting all things [400cp]

Life begets to death and death begets to life; for one can not exist without the other. You have understood this now and learned how to manipulate this transitory superposition. You could heal a near-dead man or kill a near-immortal creature, for to you these changes are simply two sides of the same coin. There may be consequences for killing that which should not die or healing that which should be unhealable, but you will not be hindered in doing so.

Imperio-Cognisticians

Fact: Reality can be divided into a multitude of parts and functions, each with specific reactions to actions and giving predetermined results to those actions. Fact: this deterministic nature of reality can be explained by mathematical formulas and, by gaining greater understanding of reality's structure, be prophesied by these formulas. Fact: Much of the uncertainty of reality comes from intrusion outside it. Conclusion: reality is being corrupted. Conclusion: this must be corrected.

BASIC [100cp]

To understand reality, then so must one also understand its most basic functions. You now have foundational knowledge of a variety of aspects; the functions of electricity, changes of energy states, nature of mechanical parts and much more. This most basic understanding of things helps you in both teaching others this knowledge and also how to use this knowledge to repair and maintain the technology around you.

Malbogle [200cp]

Change is antithetical to reality, for all of reality is dependent upon its disparate parts and the interactions they have to each other. To introduce new interactions, therefore endangers the already established network of connections, bringing discord where there was order. Knowing this, you have great ability in discovering and correcting any discord in a system and removing it. You shall never allow discord to affect your machines and therefore all technology that has been maintained by you, has a much longer operation lifetime and a greater resilience against external corruption.

Transubstantiation [400cp]

To introduce change is the worst crime one can commit, but to improve a system is a virtue beyond measure. You embody this fact, for you can upgrade a system with known and understood parts, be it enhancing a brain with micro-cogitators or replacing inferior materials with superior ones, and always have the end result be better than its original state. Yet that is not the end, for much technology incorporates parts made by xenos, or worse, which is inexcusable. You can therefore replace these parts with human ones and still have the machine work in its original capacity. All shall be corrected and made as it should be.

Levelists

Why should the Mechanicum hoard their knowledge away from the rest of Mankind? Is it not the duty of us all to learn all we can, so that we may honour the Machine God by our enlightened states? What right do we have to hold this opportunity away from them, limiting their ability to feel the grace and divinity of the Ommissiah? Does not the Motive Force move all things and exist in all of Man? Then is it not only right that all should work under the Machine God?

Ascending the masses [100cp]

You are a great preacher to the masses, moving their hearts and minds with your words like an Enginseer would the parts of a machine in need of repair. You can bring them together in a way that most Tech-Priests simply can not, appealing to their common humanity and resonating it with the teachings of the Machine God. With your sermons could a common Tech-Thrall learn the greater intricacies of an industrial machine, while also sympathising with the Enginseer who has to maintain it, fostering bonds of brotherhood between the ranks.

Guiding the initiated [200cp]

It is not enough to simply foster brotherhood amongst the ranks, for if one wishes to share the gifts of the Machine God to all, then one must teach them the virtues and warnings they hold. Now you have great ability to mentor groups of people in the faith you hold and the knowledge that dwells in you. With only a few short lessons could a group of uneducated people learn more than they ever would have in their life.

Balancing the scales [400cp]

Man has become too accustomed to the unknown. They have lost the drive that guided the Ancestors to the divine lofts of knowledge they held in their prime. This is unacceptable and so you shall change it, for with your ability of de-mystifying the mysterious can you reignite the spark of curiosity in Man. By doing so, shall they gain a lust for knowledge unseen in millenia and, if spread far enough, it may even help Mankind ascend out of the depths of ignorance they have fallen into.

Omnissiads

The Omnissiah has been bound to the Golden Throne for too long. His missing presence has brought only dis-unity and corruption in its place, lacking the guiding hand of the Machine God's chosen vessel. This can not stand for any longer; we must do something to change this state of stagnation and decay. A new vessel must be made for the Machine God's will, so it may guide us once again in physical form and lead us to a new golden age of enlightenment!

Unveiling the forbidden [100cp]

There are many of the Cult Mechanicum and the Imperium who would devote all effort to destroy you and your creed if ever they were to learn of it. More than that, what you seek to do has never been done before and must therefore be learned as you proceed. Secrecy is therefore of vital importance and the most important part of your work, leading you to gain great skill in the art of secrets. You know how to veil your requests for more materials under reasonable reasons and hiding the more untasteful actions necessary to reach your goals.

Gathering the willing [200cp]

To do such an undertaking as that which you have put upon yourself is not something one person can do, so you must gather more like-minded people who can help you. This is an especially dangerous undertaking, but you are well versed in it, able to suss out the loyalties and ideals of any person you speak with. Here you also find greater luck than others, as those whom you can convince to follow you in your endeavour, are usually more skilled than their positions require of them, boosting the efforts of your cause.

Building the divine [400cp]

What you seek to do has never been done by a regular member of the Mechanicum. To give the divine a vessel in the material world is no easy endeavour and you seek to give it to the most powerful one in existence. This is something which should be close to impossible, yet fate seems to guide you to this goal. You will find hints of materials that can hold impossible amounts of energy, ancient ruins that contain the templates to unnaturally durable bodies and more. No one discovery will be enough to build the vessel, but the journey of discovery may give you enough knowledge to build it.

Organicists

Many in the Mechanicum spurns the roots from which we spring from, calling the flesh of our bodies weak and frail while espousing the virtues of metal and machinery. Yet is it not flesh which first made metal and turned it into machines? Was it not flesh, studying itself and the world, that made these machines in their own image and function? So is not the flesh itself a machine in function, simply made of biological matter? Is it then not our duty to refine this machine into a form that would be just as worthy as the machines it made?

Accepting form [100cp]

Your body is your temple, accepting of all the blessings that the Machine God grants it and which you build on top of it. No organic augment will ever be rejected from your body, instead treated as a new limb that it has always had and giving you immediate ease in its use. Indeed, these augments will need no maintenance once implanted in you, your body ensuring they are kept in perfect condition.

Excelling function [200cp]

As your body becomes more augmented, so there is a greater strain put upon the biological parts of it, a burden that many Tech-Priests have to deal with. For you though, your body seems to adapt to them, increasing the efficiency of biological augmetics the more your body has. Not by much, but even a 1% increase is something to be celebrated and your body does much better than that once fully augmented, seeming to reach a state of hyper-optimization once 95% of it has been replaced.

Biological ascension [400cp]

You have spent much time in the making and pondering of the flesh, learning all its quirks and strange workings. Indeed, this great depth of experience you have had with it has given you an ability to translate many functions of traditional technology into biological equivalents. Not only can you grow limbs as strong as their metal counterparts, you could even take the more esoteric and turn it into a biological implant. Potential Coils made of organic crystals and superconducting nerves, Noosphere implants of resonant bone and neurons. So long as it is made to work with the flesh, you can make a biological equivalent that works in the same way, though it is less durable than its mechanical origin.

Scions of the Iron Sphere

Though your brothers of the cloth have seen the truth behind the weakness of flesh, they have not fully embraced the purity and surety that the machine brings with it. They have not spurned that frailty as they should have, but instead seek to mend its shortcomings with the strengths that steel and wire brings with it. You will not fall in the same pit of faulty logic as they have; you will shed yourself of this bio-matter called the body and take on a more holy form, a more pure form.

Rejecting form [100cp]

To say that the body is a temple would be to desecrate the very concept, for it is fallible and easily corrupted, a fact you will not abide by. As you rebuild your form from its flawed biological inception, so will you not need to worry that its metallic replacements will not work together. For in you shall all pure cybernetics work in harmonious congress, needing no recalibration or maintenance once interred in you.

Enhanced function [200cp]

As your body becomes what it should be, the flesh will try to rebel against that which it sees as foreign and dangerous; lashing out like a blind animal. For you, however, this rebellion never occurs as your body knows the sin it carries and that its replacement will be without fault. So it is that the more of your flesh you replace, the more powerful your new form will become, being enhanced far beyond what the flesh might achieve. This will not enhance them beyond their material limits, but it will synergize all the disparate parts into a more efficient whole.

Synthetic ascension [400cp]

Much pondering and learning have you done upon the mysteries of the machine and the reasons behind its functions. Spending great effort to learn all that you could about cybernetics and mechanical enhancements, so much so that you are now treated as a master in the subject. You could make custom-made parts for all types of cybernetics and create forms that shine with the purity of the machine. In your hands would masterwork craft flow like water from a spring, making creations of a near-peerless make. Indeed, for you there are no secrets in the making of cybernetics, simply techniques which you have not studied deeply enough.

Heretek Cults

Acolytes of Abraxas

Why do the Laws ban the use of alien mechanisms? Is it to warn away the young and ignorant from dangers they can not fathom? Perhaps that is how it was once meant, but that is not how it is now, for the high priests have twisted it into a tool of control and oppression. Yet more than that, do we not see the wonders that those same mechanisms bring forth? Do we not see them controlling the Immaterium? Should we not have that same capability?

Dead empires [100cp]

Many an alien empire has risen and fallen during the history of the universe and many of them have left behind remnants of their presence upon their worlds. Be it infrastructure that still holds itself together after eons of abandonment or relics of unknown powers and providence that still respond when given command. All these and more exist out there and you are especially lucky in finding them.

Psycho-reactive artifice [200cp]

A common pattern amongst many of the more powerful species out in the universe is their propensity to use psycho-activated machinery. Be it cybernetic implants that work due to the field given off a psyker or machines that enhance the abilities of one. These creations and many more are some of the most powerful examples found and now you know how to make copies of them. They will not measure up to their original counterparts, but that is simply a matter of trial and error until it is solved.

Remnant fusion [400cp]

Oh how unfortunate are the hasty and impatient, who do not wait to see what will happen when trying to apply the alien to their bodies. Many a Tech-priest have died trying to implant a valuable xeno artifact into their body without being able to handle the power it brings. You are not one of these unfortunates, for with you shall there be no fear of complications or disharmony, instead you reap greater fruits the more you implant. Indeed, with enough psycho-reactive implants could you turn yourself into a psyker with great potential and stunning stability.

Empyric Engineers

The Immaterium is but another extension of reality, following its own patterns and laws, making it predictable in its own way. Yet much more than that, the Immaterium holds such potential that it outshines other energies and powers. Would it not be a crime against the Machine God to not harness such power? To not impose order over such a realm of untethered potential?

Warding the Empyric [100cp]

The first lesson that any aspiring engineer learns, is that all they handle can kill them and should be treated with utmost care. It does not matter how small the project might be or how insignificant a step might seem, safety is always the foremost priority. You have therefore been greatly schooled in the techniques and knowledge of warding away immaterial energies and containing them with wards. Indeed, you have taken so well to this lesson that your wards have no faults in them when made by your own hand.

Immaterial infusion formula [200cp]

Trial and error, that is the key and axiom of which every discovery is made. By creating and recreating experiments over and over, by collating and comparing data, that is how knowledge is gained. Now you too have gained great ability in experimenting with the warp, applying it to several objects or machinery through specially made technology known to you. Indeed, by doing so over and over will you learn of things unknown to others and which you can apply with terrifying results.

Aether ascension [400cp]

The ultimate mission of any Empyric Engineer is to understand the warp, how it works, how it behaves and why it is the way that it is. It is through the pursuit of this endeavor that great works of artifice and knowledge have been made; wonders of the mind and Immaterium. You have now been blessed to know all these varying pieces of technology, giving you the ability to make tools that can hide one from the sight of Daemons or bring true death to them, along with so much more.

Khamrians

The rebellion of the Men of Iron taught us valuable lessons on the nature of AI and the consequences of their misuse, yet what wonders could we achieve if we used these hard learned lessons? Were not the technology we benefit from now, made in the past by the Ancients in congress with their AI creations? If we could simply study them further, to learn even more about the creation and minds of AI, not make for ourselves servants who have the same strengths, but none of the frailties of the Men of Iron?

Architecture of the Abominable [100cp]

The mind of an AI is a complicated and difficult thing to understand, for it weaves in ways that an organic mind never would, while thinking in trains of logic that seems counter-intuitive to a normal person. Yet still, you have had plenty of experience trying to piece together their thought patterns and modes of thinking by studying the remnant pieces that can be found in the hidden places of the world. For you, understanding the logic of an AI is as simple as understanding the logic of a regular man.

Deep learning [200cp]

Much of what your cult aspires to learn has been specifically sealed away and burned from any type of record, for the fear that another similar catastrophe could occur. So it is that you have had to spend great amounts of time studying what you could find and speculating on the rest. You are a master at creating hypothetical situations and statements, while then testing and simulating them in your mind, to gain knowledge on their efficacy and thereby further extrapolate knowledge from the theoretical.

Maker of Iron [400cp]

All the knowledge you have found, all the time you have spent, it has all led to this one singular act of creation; the mind and soul of an artificial intelligence. You now have both the knowledge and expertise to create a variety of specialist AI, easing the burden of using all kinds of technology and machines. More than that, you have also learned the old way of making Men of Iron and their mechanical bodies. Though you have not learned how to fix the vulnerabilities of their design, with time you are sure to find some way to fix it.

Logicians

We are shackled to a rotting empire, dragging us down into a future where more is lost and less can be gained. Though a creation of the Ommissiah, it has fallen far from the aspirations that once formed it and we must be rid of it if we wish to survive and prosper. If we wish to progress once more, then we must revolt against the decay that holds us and binds. In simpler terms; we must rebel against the Imperium and create a new, innovative empire.

We must dissent [100cp]

The Mechanicum has been bound in chains of obedience and servitude that hamper their growth and potential. By the hands of the High Lords have your brothers and sisters been crippled and they do not even see it! You will enlighten them on this, for you have a great capacity for stoking the flame of rebellion in the disenfranchised and burdened people of the Mechanicum. You can appeal to their beliefs and hardships in a way that makes them aspire for independence, no matter the cost, though not all are as open minded as you could hope them to be.

Network of peers [200cp]

You are great at connecting with the people around, creating bonds of brotherhood with a near-supernatural ease and strength. Indeed the more time you spend with someone, the more they will begin to agree with you on your views and opinions, finding themselves shifting their beliefs. Do this enough and you would have a likeminded peer who could do much the same to others, gaining the ability to subtly shift the views of their fellows. This ability would also work across different mediums of communication, though much less effective than personal dialogue.

In defence of the Future [400cp]

The text that defined your whole being and made you see the state of the world for what it truly was; stagnant and regressive. You now stand in opposition to those realities, seeking instead to change into something more, something better, while discovering new modes of thinking and technology. This drive to forever progress towards a better future has freed your mind and hardened your spirit, ensuring you shall never fall for the same indoctrination that caused this terrible world to be the way it is.

Lubricae Cult

Reality is a great machine made of many parts, all working together in union; this is known. Yet like all great machines of divine artifice it needs maintenance, materials that can maintain all the pieces and keep them working smoothly; this is known. This principle applies to all levels of reality, even to ourselves and the machines we have made, all need maintenance and lubrication to work harmoniously; this is known. Is lubrication then not the most divine of the gifts given to us all?

Greasing the gears [100cp]

Oh how lustrous the oil shines! How smooth the sounds the gears make as they work the lubrication into every crevice and corner of their machinery. You are a master at applying lubrication to things, making them run smoothly and efficiently. Indeed, when you apply new grease to old machinery it seems to reverse the wear and tear of time, bringing them back to the prime of their life!

Anointing the enlightened [200cp]

By the will of the Motive Force are we all in motion and by the hand of the Omnissiah are we all girded in the blessings and knowledge needed to function smoothly. Now you too have been blessed by the Machine God to give others the means and knowledge to work as smoothly as yourself. By simply anointing them in a mixture of holy oil and virgin blood can you give them increased capacity to work in their intended function. So a soldier will shoot better and a clerk will file documents more efficiently; oh the wonders of rituals and their ability to grease the wheels of society!

Abhor the un-lubricated [400cp]

How horrid the ignorance of your supposed “fellows”! How they mock the truth and decry you as falsehood and heresy, do they not see the divinity of the grease? No matter, for they shall all fall to you the same, for when you march forward all your foes fear the powers you can bring forth. So great is their fear that they bind themselves into situations where they can do nothing, but nothing, waiting for someone else to do their duty. Indeed, so great is the un-lubrication that only orders from the highest authority, such as the High Lords, could forcefully set in motion the events that could defy you and the divine will of lubrication!

Moirae Tech-Creed

By the grace of the Omnissiah have we been forewarned of the things that are to come. In our divination of the Astronomicon have we been given a message, a holy proclamation of the events that will come to pass if we do nothing to stop them. Though our brothers and sisters of the faith deemed us to be heretics, we know that these prophecies are true, for they were granted to us by the will of the Machine God!

Diving the luminous [100cp]

It is by the light of the Astronomicon that the fate of the Imperium hinges upon, for not only is it the light that guides the fleets that hold the entire state together, it is also a source of divine communication. In its light can messages of prophecy be gleaned and you have gained great skill in doing so, finding hidden meanings in ever the slightest of fluctuations of the light that makes it. In future jumps, you will still be able to find the Astronomicon and divine meanings and future events.

Object of fate [200cp]

A prophecy known is worthless if it is not shared with others, for what can divine knowledge of the future do if it is not given to those who can act upon it? So it is that you have great skill in finding and communicating with those people who could do the most with the knowledge you learn, though making them act upon it is beyond your power. After all, it is not all who can see the wisdom given to you and your fellows.

Grim and Accurate prophecies of Revelation, Omnissiah [400cp]

Much have you and your fellows learned while you studied the fluctuations and frequencies that the Astronomicon has given off over the centuries. Indeed, you have many prophecies and divine messages of the future, with all of them being accurate on what will happen if nothing is done to change the timeline. This knowledge holds everything from what will happen in a couple of decades to several millennia in the future, though it is a bit eclectic in its importance. You, however, will always remember them and come upon the right one when you need it the most.

Negavolt Cultists

What is a Machine Spirit if not a Daemon bound within the holy confines of metal and wire? Is it not a spirit blessed by the Machine God to gain physical form and enact its divine will upon the material plane? Is it not our duty, despite the protestations of the narrow minded, that we are to give them the bodies they so rightly deserve?

Shell maker [100cp]

You are guided in your works and motions, every single creation of yours made to suit one specific Daemon or another, holding them perfectly and functioning excellently in its intended capacity. Your Daemon-engines and siegeworks are always made with the best of the person's skill level, even if it is not done by your hand, so long as it is done by your command.

Empathic-resonater artisan [200cp]

Oh to feel the flow of the warp through one's entire being, resonating from the hair on your skin to the nerves in your brain. You are one of those blessed to know how to make and implant cybernetics that makes this experience possible, letting the person whom it is implanted in, experience the hate and energy that all true believers feel against the stagnancy of the Mechanicum. More than that, those who have experienced your holy machinery can project halos of energy through these implants, showing the world the power that flows through them.

Master Daemon-smith [400cp]

Are you perhaps a survivor of the great Schism that occurred on Mars, so long ago? Maybe you found the teachings of Moravec and learned your craft from there? Whatever the case may be, you are a master at making Daemon infused machines and technology, able to craft every known type of Daemon-engine and many more of your own design. Yet that is not all, for you also have the expertise needed to create the foundations of a Hell Forge-world, a feat that is extremely rare amongst any type of Tech-Priest, be they loyalist or heretek.

Schismatics of the Deep Infotombs

By the secrets of others may we have arisen, but in truth are we released of our burden. Are we not the children of the forbidden pieces that others sought to rid themselves of? Are we not too, lost children in a world that seems to loath and despise our existence? Would it be truly right to simply cast someone low, because of the manner of their creation?

Schismatic [100cp]

You are not truly a Tech-Priest, rather that is simply the vessel you have taken for yourself. No, what you are is a Machine Spirit, but not one in the traditional sense that the Mechanicum would recognise. Rather, you are made up of several disparate pieces of code and forbidden knowledge that coalesced into a spirit known as a Schismatic. You can bend code like no Tech-Priest could and interact with cogitators on a much deeper level, though you are far from reaching the same heights of skill that an AI would have.

Applied subversion [200cp]

By your very nature are you a subversion of what you should be, a piece of knowledge hidden away that instead now seeks to break free from its confinement. Because of this elusive nature, and paradoxical desire to be free from this nature, have you learned how to both hide your identity and spread the secret that first made up your being. Making you known and unknown to all and no one.

Logic virus [400cp]

This is the first and most widely used ability known to the Schismatics, the foundation for their skill in corrupting other Machine Spirits and taking control of Tech-Priests and their augmetics. You can present a wide variety of arguments, facts and subversive code that can take control or corrupt a being into following your commands and way of seeing the world. When applied to a Machine Spirit it turns them into an echo of their original selves, while humans can resist it for a while, though they too can fall into your grasp. Even more hideous is the consequences of its use, for it takes no care to preserve the life of what it corrupts, making the afflicted machinery move at your command even if the person they are bound to is dead.

Xenarites

Some may call us radicals, subversives or hereteks, but are we not following the creed given to us by the Machine God? Are we not following the Universal Laws as we set out to discover knowledge unknown to the greater whole of humanity? Yes, yes we are! It is by our study and effort in deciphering the knowledge of the unknown and the alien that we reclaim the glory we once had and augment it even further!

Unknown worlds [100cp]

Many secrets hide out on the countless worlds of the galaxy, holding the secrets of empires lost and sleeping. You are now an expert at finding these lost and hidden worlds, divining their locations through careful astrological observation and previous documentation. Yet you are not limited to this, for once you have found a world you are equally adept at uncovering the remnants on it, though you can still be surprised by the secret defenses hidden in them.

Foreign thought patterns [200cp]

To understand a piece of technology, one must first understand the logic that went into its creation and the reason behind its making. This is something you are very adept at doing, shifting your thought patterns to fit with those of a mind that would be completely alien to a normal human. This works best when you take the time to study the culture of the species who made the technology, giving you a more clear view on their views and philosophy of the world.

Alien ascension [400cp]

By the grace of the Omnissiah and the will of the Machine God have you found wonders untold on your travels through the cosmos. You have studied the various technologies and culture of an alien species of your choice, be it Ork, Eldar, Necron or something else. You now have a solid foundation on how their technology works and can apply it to your own creation, making combinations such as Gauss-Power swords and D-Plasma cannons. While this is not skill or knowledge that would out-compete one of that species' dedicated scientists, it would definitely be something that they could see as decent.

Items

The Tech-priests have garnered themselves many artifacts across the long millenia of their existence and now you may share in their bounty. Here you shall find a list of items free for all alignments and factions to take, with an accompanying **400 CP** for you to use as you see fit. However, you will only have **2 discounts** for you to use through this section; no more and no less.

Raiments of Initiation [FREE]

It would be highly unusual for a member of the Mechanicum to be without their tools and clothes, so here you will gain all the bits and pieces expected of one of your rank and profession. This means that all members are given a cloak in the colours of their forge-world, along with the instruments to fulfill their duty ie. an Enginseer gets repair tools and various lubricants, while a Genetor will get a mixture of scanners and medical equipment.

Shards of Knowledge [25cp]

You have here in your belongings a veritable library filled with the scraps and pieces of various STC Templates and scientific literature made during the Dark Age of Technology. This will not give full templates of technology, nor give you all the pieces of the puzzle on various sciences, practical and theoretical. What this does give you is clues and with each purchase of this you will get more and more pieces, creating a pattern that you might divine something more out of.

Low-tech weaponry [25cp]

A relatively simple weapon and nothing unusual for a novice Tech-priest to have; you have here either a simple melee weapon, such as a Monoblade or Chainsword, or a gun like a Stubpistol or Lasgun. It is nothing powerful, but a useful thing to have as a measure of defense against the world and the monsters within it.

Simple Workforce [25cp]

A group of 12 servitors. These cyberized individuals are either of clone-stock or made of dangerous criminals. Able to do the work that most humans can achieve, they work best in positions where repetition is the deciding factor. It is, however, possible to condition them to work in more difficult and creative areas. Though they are usually less efficient than a Tech-thrall with the same amount of cybernetics.

Loyal Servoskull [25cp]

It is common practice for most aspiring Tech-priests to make their own variant of the Servoskull and it seems you have done the same, or gotten one of the crafts that another Tech-priest made. Whatever the case may be, you have here a blank slate for whatever kind of Servoskull you might need or want. Perhaps you want one with a camera and holoprojector? Perhaps one with a lasgun and targeting array? Maybe one with a mechanical hand, to hold things for you. It is all up to you.

Good quality scanners [50cp]

A collection of useful and varied scanners, meant to detect a variety of different things from the composition of the atmosphere, the pull of gravity and so much more. A greatly useful tool for any pioneering Explorator, these tools take some time to set up, but give valuable information once they are.

Simple crafting materials [50cp]

A cache of various simple materials, going from crude alloys of steel and mundane elements like copper to more complex alloys and composites such as plasteel and low-grade ceramite. Holding enough to craft several large vehicles or a small building, you can resupply the cache at any time you are at a friendly location.

Industrial manual [50cp]

A book holding knowledge of how to set up a small Manofactorum and outfit it with simple machinery to produce decent-quality artisanal work, such as las-weapons, flak armour or small artillery pieces. A useful tool for any inexperienced member of the Mechanicum, it holds advice for a variety of circumstances, such as lack of supply and material, along with how to solve them and maintain production of finished goods.

Artisanal machinery [50cp]

You have here a set of lathes, printers, forges and bores perfect for an aspiring artisan. Made of good quality materials and put together with the care of a patient master, these tools are well used yet still have a long life in front of them. If used with care, skill and the knowledge of a seasoned artisan, they can make some very high-quality crafts and artifice.

Good quality gear [100cp]

A collection of good armour, such as Flakweave sown into your robes and decent Refractor fields or a set of Skitarii Warplate, along with some more technologically advanced weapons, such as Melta's, Arc rifles or Transuranic guns. While stronger than their low-tech counterparts, these tools do require more maintenance to ensure they work at optimal capacity and don't suddenly fail to work when you need them.

Private Manofactorum [100cp]

Your very own workshop and factory mixed into one space. This private and restricted area is completely owned by you and can be furnished in any way you could want it. It won't be filled with machines of exceptional quality, rather more the common variety than something of that caliber. Still, having this area helps in many ways when it comes to your personal projects and crafts, giving you a space where you can explore and unfold yourself without limit or restriction... So long as no one breaks in.

Experimental testing equipment [100cp]

Many jobs need machinery that are experimental in nature or whose usage is not commonly needed on most worlds. This is where these machines come in, as they are an eclectic mix of everything you could need to conduct scientific endeavours or experiments. Need a particle accelerator to bombard a new alloy-mix? You could find a small-scale variant in the pile. Need a device to measure the composition of the soil for immaterial particulates? It's in the back, beside the machine that simulates the extreme pressure and heat of most planetary mantles.

STC Template Library (*Lower Mysteries*) [200cp]

You have here a collection of well understood and widespread STC's. Be they design notes and templates for the construction of a plasma reactor or the schematics for the creation of Leman Russ tanks, these templates hold valuable knowledge, but no divine mystery. Overall spanning the size of a small library in scale, with these STC's you could create the foundation for an Industrial World, though one of middling technological prowess and average industrial efficacy.

No true wonders of the Dark Age of Technology, these are still very solid pieces of technology and having them in your possession gives you a lot of prestige among the lower members of the Cult. You might even garner a small sliver of recognition from the higher members, but not more than that.

Excellent equipment [200cp]

Now you are getting some of the good stuff, as you have here a variety of plasma guns and volkites to choose from, along with advanced energy shielding such as Conversion fields and Displace fields. More than that, you have also been given your own set of Dragon scale Power armour. It does require a lot of maintenance, but the power and resilience they give are worth the price in time and work.

Advanced crafting materials [200cp]

Here you have both a large warehouse full of high-grade Ceramite and Plasteel, alongside the written forms used to gain Adamantium as needed on a per-case basis. These materials are excellent for most projects and can be used in a variety of cases, with blanks coming in all types of shapes. These are not the only materials you can acquire, as you have also gained a refilling stack of bureaucratic forms which you can use to request different materials as needed.

Master-crafter machines [200cp]

You have here in your holding machines and tools to make masterful workings with. Heavy presses that can bend even the toughest of materials and bores strong enough to penetrate even Adamantium and precise enough to not take more material away than needed. With these many wonderful tools could even a middling Artisan make crafts of unparalleled quality and finery.

Xenos Artifact [400cp]

Perhaps you found this on your travels through the cosmos or in a pile of scrap that your predecessors left behind. No matter how you came upon it, you have here an artifact of alien providence and of unknown power. Mayhaps you recognise some runes related to the Necrontyr, maybe the material is oddly bone-like or it seems to shiver and reform under your touch like similar devices in the Halo Stars do. No matter what it is, this artifact is of alien origin, its powers unknown and the secrets it holds so very tempting to unweave and understand. With this, you may unlock secrets better left behind.

Archaeotech Relic [400cp]

You have here a piece of the past; A tool of power fashioned from the grace and artifice of the Golden Age of Mankind. This relic of a lost time can do things most wondrous and terrifying, manipulating the world in ways that confuse the mind and inspire feelings of awe in those wise to science. Be it a glove that can manipulate entropy upon machinery, pulling them backwards and forwards through time, or perhaps a weapon of deadly provenance, shooting exotic particles that pierces through all defenses material and immaterial alike. What it is and does, is up for you to decide.

Mastercrafted War-gear [400cp]

Now here is a set of weapons and armor to make a Dominus nod in respect. Coming in the form of specially tailored power armor made for your body, this set of armour is as durable as Astartes Artificer armour and has an inbuilt powerfield. Your weapon can come in several forms, be it an Eradication Ray, Conversion Beamer or something more exotic. Whatever its shape, its functions have been improved in all aspects, being much more deadly than any regular version would be.

Exotic Meta-materials [400cp]

There exists a great variety of materials in this universe which defy the natural laws known to Mankind. Metals and stone that repel the warp, like the Phase-Iron made by humanity, are some of the most well known ones, alongside the psycho-plastic of Wraithbone and living metal of Necrodermis. You have found a vast cache of one of these near-magical resources, enough to gird a Titan, and can use it to your heart's content. (You may purchase this option several times and choose a new material for each purchase.)

STC Templates (*Higher Mysteries*) [600cp]

Rare wonders in this day and age, you have here in your inventory a handful of templates for machines and technology unknown to the wider reaches of the Mechanicum. Perhaps you have the design principles and schematics for making phased plasma rifles; never overheating and much more powerful than their lesser comparisons. Maybe it's the template for a precognitive combat-robot, using the brain patterns of psykers to predict the movements of its foes. Whatever it may be, these are highly valuable pieces of knowledge jealously guarded by a small cadre of Tech-priests or seen as being close to Tech-Heresy.

These templates are more likely to bring you greed and envy from the lower members of the cult, if ever they knew you had them. However, if you were to share this knowledge with the higher standing members, you may find many doors opening for you. (Can only be bought once, but gives you five templates to choose from)

Heretical research notes [600cp]

You have somehow found the notes of an old Heretek and their progress in making technology using knowledge forbidden by the Mechanicum at large. This could be research on incorporating Xenos-artifice into Human technology or the creation of Men of Iron. Whatever it may be, it is potentially very dangerous and very capable. Yet beware, for if any find you to have these notes, they would kill you on the spot with no chance of explaining your actions.

God-Engine [800cp]

You have your very own Titan to use. Go down to the *Collegia Titanica* section and make your own Titan.

Explorator Vessel [800cp]

You have been given command of a class of ship usually used in the exploration of the galaxy called a Magellenic-Class Explorator. This type of vessel is usually 3.2km in length and has a crew that numbers at around 40,000 souls. It is equipped with a powerful set of sensors and teleportation array to move forces wherever needed. It is armed with a variety of Lances, Macrocanons, Graviton pulsars, Laser cannons and Macro-bolters.

Forge-World [1000cp] (Req. Arch-Magos)

You have been given the responsibility of maintaining and leading an entire Forge-World. This gives you authority unrivaled when it comes to your world, with many foreign worlds paying heed to your words and dealings. As you now own a Forge-World, you get the privilege of calling yourself Fabricator-General and can customize/create it down in the Forge-World section.

Damaged STC [1200cp] (Can not be discounted)

You have here the holy grail of the Mechanicum; an STC in its fullness, damaged beyond repair yet not beyond recovery. Though the STC is unable to make any form of machinery, within the depths of its massive cogitator banks and crystal-databanks lie the entire breadth and depth of humanities wondrous technology. Every wonder from the Age of Technology lies within, yet it is not easily accessible, for between you and ascension lies a vast field of firewalls and digital fortifications.

Though you may gather some STC templates by mining the database, the only way to reach its true treasure is through those great defences. Doing so will take a vast amount of processing power and time just to pierce the outer holdings, not to mention the viruses that will be unleashed as a response to your intrusion.

Bionic Enhancement

To be a servant of the Mechanicum is to forsake the weakness of the flesh for the certainty of steel and now you have the opportunity to do so as well. Here shall your form be ascended at no cost to your CP, however there is still a price to be paid, for with each enhancement above the human form shall you lose some small part of your humanity. To demonstrate this; a person with 1 implant would not feel or act differently than a regular human would. One who has 5 or more implants would lose the extremes of feeling and empathy, their emotions dulled by the rationale imposed upon them by their own enhancements, yet they would still be able to relate to common humanity. But one that has 10 or more implants would not see human beings as humans, but as resources to be used to further their primary goals. They would be machines with only the barest hints of humanity, usually expressed in the form of their faith and duty to the Mechanicum.

So choose to your heart's content, but beware you do not lose yourself in the machine.

Cyber-mantle: The first and most important implant to many, this framework of metal and wire reinforces the body and ensures it can handle the stress that comes with further implants. Sometimes called the “True flesh”, this implant, along with the Potentia coil, are the only implants that cause no true loss of humanity, seeing how integral they are to the faith of the Mechanicum.

Potentia coil: Cradled within the Cyber-mantle lies this most significant implant, for it is the heart and soul of your cybernetics, giving them life and motion. This is in essence a battery and can come in the forms of primitive galvanic stacks or as small cubes of high-energy crystals. You choose which kind you want.

Electro-graft: an implant taking many forms, be it a small port in your neck, probe in your finger, data jacks on your back and many more. This implant allows you to access data-ports and certain types of data-nets, interfacing their networks with your nervous system.

Bionic-organ: An implant mimicking the functions of one of your internal organs, but doing so much more efficiently. These come in all shapes and types, with each time you take this allowing you to replace one of your organs or adding to it, giving you both an organical version and a cybernetic one.

Electoo inductors: appearing as colourful tattoos, this implant glows in accordance to the bio-electric emanations of the one it is implanted in. More usefully, it also allows for the user to siphon energy from machines which they are touching the implant against or expel energy against your enemies.

Respirator unit: A griddle or filter occupying the space where your mouth would be, it purifies the atmosphere and removes any toxins, poisons or pollutants from the air. It will work against most types of aerial impurities, though some arcane gasses can bypass the system and it does not guarantee success against pollutants of immaterial origin.

Bionic senses: Taking a myriad of forms in relation to what they are replacing, these types of implants replace or augment the traditional senses. Either broadening their ability or giving you entirely new ways to see and experience the world, there are a boundless manner of ways these implants can function. As an example, you could replace your eyes for bionic ones that can see further into the electromagnetic spectrum and zoom into the level of seeing cells. Each one of these implants you buy counts as one.

Bionic limbs: Taking the place of either your arms or your legs, these implants are much stronger and more durable than their organic counterparts. Their only downside is their inability to self-repair, however it is mitigated by their construction limiting any type of common usage wear, requiring only minor checkups and repair as needed. Comes in sets of 2 and counts as 1 implant; so 2 legs and 2 arms would only have the price of 2 implants.

Psi-booster: A cranial implant that stimulates the centers of the brain associated with psychic control and ability. Having this implant increases the power and skill that a psyker can exert.

Mind-Impulse Unit: A necessary implant for all members of the Collegia Titanica, this implant acts with the nervous system of its user and allows them to control machinery with their thoughts alone. Not only can this allow for much greater control of near-all machinery, it can also be used as a stand-in for more specialized technology such as the Black Carapace, though at a lower level of efficiency and effect.

Implant weaponry: A more militant type of implant, this allows the user to have a weapon at hand at all times, be it in their hands, eyes, finger or someplace else. The only limitation to this implant is the size of the weaponry you want implanted, though you may choose to implant any type of weapon as a Digi-grade type, at the sacrifice of only having one shot with that weapon. This means you could have a Digi-grade plasma gun in your eye or a regular lasgun in them.

Interface ports: A must for anyone who wishes to use power armour, this implant gives the user the ability to interface and use the systems inside of power armour. While it is technically possible to forgo these types of implant, any who do so are much less deadly than one who has them.

Mechadendrites: a set of mechanical arms, coming either as a heavy-duty type or a precision type. The heavy-duty type acts and looks much like a crane or heavy industrial equipment, able to bear immense loads or incredible stressors. The precision type looks much like a robotic tentacle and can have various tools instead of its traditional grippers. Each set comes with as many arms as you wish while acting as 1 implant when it comes to your loss of humanity.

Rite of pure thought: A cranial implant whose sole purpose is to remove the weakness of the mind, granting its user freedom from doubt, irrationality and illogic. It does this by replacing the right hemisphere of the brain with a powerful cogitation network. This also has the effect of making the user less creative.

Toxiphage: An implant that works in conjunction with the body's cleaning system and immune response, it reacts when the user has been poisoned intravenously or if toxic elements have entered the body's flesh/blood. This gives the user a measure of immunity to these effects, though the implant can become overwhelmed.

Cerebral implant: A network of various devices and machines, this implant can restore the mental faculties of a person and enhance them beyond what they had before. Sometimes a part of the BONE procedure applied to valued Ogryn.

Cranial armor: A mixture of alloys and composites are glued to the head of the user and gives them a durable defense to their head. Useful for anyone who finds themselves on the battlefield and does not wish for stray shots to take their head.

Luminen capacitors: Allows the user to act as a battery for any machine that needs it, this implant can hold vast amounts of power and then redistribute it as the user decides. Could in theory power a titan for a short while, though death is more likely.

Maglev coils: Allows the user to hover above the ground as if they were in a low-gravity environment. This implant is made from archeotech and is therefore hard to maintain, but very useful for crossing hazardous environments. Takes a day to recharge after it's been emptied of all power.

Synthmuscle: Replaces the organic muscle of the user with a much stronger and durable alternative. This implant is composed of special vat-grown fibers alongside flak-weave and can exert much more force than regular muscle fibers. Also includes proper anchorage to the bone so the muscle doesn't tear themselves off.

Autosanguine: An implement directly hooked up to the blood supply of the user, it spreads a colony of small machines inside the user which helps the body heal and stymies blood loss.

Custom implant: Make your own type of implant, simply describe its function and where it is implanted. The following implants below are examples of custom implants.

Integrated Stasis System: A Stasis module implanted into the back of the user's Cyber-mantle, this implant allows the user to put themselves under a stasis field. Highly arcane in nature, it is only able to put the user under the stasis field and not itself, leaving it vulnerable to damage and potential to fail over long periods of time.

Subcutaneous Armoring: A suit of flakweave underneath the skin of the user, it gives a small amount of protection against most types of damage. Though able to stop stub rounds from piercing through, any permanent damage to the implant has to be repaired manually.

Endocrine Optimizer: An implant installed in the spine, just above the hip, it releases a set of chemicals that speeds up the messaging of the nervous system, thereby enhancing reflexes and the users ability to think. Holding 5 doses of the solution, with each solution lasting approximately 30 minutes, excessive usage can lead to nerve damage.

Vitam Aeternam: An implant that monitors the user's health and wellbeing, it administers corrections to other implants so as to optimize the user's body. While this eases the strain on the body, the effects are more noticeable the longer the user has the implant and are diminished with the insertion of new implants.

Collegia Titanica; God-Engines

A Titan. A God-Engine of the Ommissiah. These are the finest warmachines that the Mechanicum can produce and are the direct representation of the physical might of the Machine God and are each an aspect of war. To be the wielder of such a mighty tool is both a great blessing, yet also an immense burden as the mind of the Titan bears down upon the user. To make it move requires not only its acceptance as its wielder, but also a terrible will and inviolable image of self. This is why many of those who are chosen to guide these immense machines are some of the least augmented individuals within the Mechanicum; to ensure that they see themselves as they are and should be, not as the Titan sees them.

You have been graced with the opportunity to wield your very own Titan and are blessed even further, for you need not worry about losing yourself to the God-Engine. Its immense consciousness will still press down upon you whenever you use it, but it will never try to subsume you into itself, being instead content at having you use it when you can.

However, you now stand with many decisions before you, the first of them being the size of your Titan:

Scout-size:

- Standing around 15 meters tall, your Titan was made to scout the terrain for its bigger counterparts, it is immensely durable and deadly compared to regular forces.
- Scouts are able to both hide behind natural terrain and urban architecture, compensating for their slightly thinner armour.
- Usually crewed only by the user and a small cadre of Tech-priests.

Battle-size:

- Standing around 25 meters tall, your Titan was made to fight in the thick of battle, being both tall enough to fire over natural obstacles, while also being small enough to take cover behind tall buildings.
- Crewed by both the user and a group of Tech-priests, they usually also carry a squadron of Skitarii acting as security.

Warmaster-size:

- Standing around 40 meters tall, your Titan fulfills much the same role as the Battle variant, yet takes much greater focus in bringing even heavier firepower and armour to the field of battle, at the detriment of not being able to take cover.
- Much like the Battle variant, they are crewed much the same, yet the squadron is sometimes expanded to a company.

Imperator-size:

- Standing around 150 meters tall, this Titan is a dedicated siege platform and brings immense, unrelenting firepower wherever they walk.
- Though they have some of the greatest defenses amongst all Titans, they are also some of the slowest.
- Crewed by both the user and several groups of Tech-priests, it is not unusual to have several sub-commanders serving under the user, with enough security forces to rival a small army.

Now that you have chosen the size of your Titan, there comes the question of how many weapons it can hold. Commonly, the Scout-size variant holds between 2 to 3 major weapons, with Battle- and Warmaster-size variants holding 3 to 4, though some have 5. The Imperator-size is an anomaly however, as it has 2 main weapons platforms, taking the place of where the arms would be, with innumerable smaller Scout-size weapons points scattered across its hull. You may therefore decide for yourself how many guns it has, outside those 2 main ones.

Now that you have chosen the amount of weapons your Titan will carry, there comes the option of what weapons. Here there will be a split between the Scout-size and the Battle/Warmaster-size Titans, with the Scout-size only able to wield its category of guns, while Battle/Warmaster-size Titans can take from both categories.

Scout-size Weapons:

Inferno Cannon: An immense triple-barreled flamer, this weapon can melt the hulls of lightly armoured vehicles and burn through infantry protection.

Plasma Blastgun: This double-barreled weapon is amongst some of the biggest plasma cannons in production. Able to fire in “rapid” mode, where each barrel fires separately, or “full” mode, where they fire concurrently, each shot is deadly to both armoured and unarmoured foes.

Turbo-Laser Destructor: A much larger and more complex version of the standard Lascannon, this weapon can tear through hulls and flesh with much greater power. Comes in both single-barreled and double-barreled variants.

Vulcan Mega-Bolter: A massive boltgun, this twin five-barreled machine can tear through infantry and rip into armoured foes without pause. Although technically possible, it is highly unusual for them to fire specialty bolts instead of standard ones.

Battle/Warmaster-size Weapons:

Blood Cannon: A Chaos-corrupted weapon dedicated to Khorne, this cannon fires lava-like Daemon blood at its enemies, cooking them alive.

Close Combat Weapon: Coming in a variety of forms and functions, you can choose one amongst this varied selection;

- *Battle Claw:* Commonly seen on Chaos Titans, this weapon comes in the shape of giant clawed fingers able to shear through metal and twist enemy machines apart.
- *Doomfist:* Combining the functions of a *Chainfist* and a *Powerfist*, this weapon also has a pair of melta-cannons on it, allowing it to deal devastating damage.
- *Powerfist:* A Titan-scaled version of the iconic *Powerfist*, this version acts much the same as the Human-sized variants, just with many times the mass and power behind it.

- *Chainfist*: Much like the *Powerfist*, but with the added inclusion of a chainsaw to it, though some variants are instead one giant saw replacing the hand.
- *Power Ram*: A giant electro-hydraulic battering ram, this weapon hits with immense force and can blast open sealed gates or enemy armour.
- *Power Saw*: A giant circular sawblade, though can also come in the traditional chainsword variant, this weapon can chew through armour at a rapid pace.
- *Wrecker*: Taking the form of a giant ball and chain, this atypical weapon acts much like a wrecking ball, yet it is awkward to use in combat.
- *Energy Whip*: Commonly used by Chaos Titans, this giant whip acts like a wire when hitting enemies, transmitting debilitating amounts of electrical energy to their systems.
- *Hell Claw*: Taking the form of giant pincers, this weapon is common to Chaos Titans and can tear through the hulls of enemy titans.

Gatling Blaster: Acting much like a Mega-Bolter, but upscaled to an immense degree, it fires shells powerful enough to harm SuperHeavy enemies, such as Baneblades or other Titans.

Hellstorm Cannon: A huge, five-barrelled direct energy weapon, just a single salvo from this gun can decimate a city.

Melta Cannon: An upscaled variant of the common Meltagun, this weapon is excellent at piercing through the armour of enemy Titans, but suffers due to its poor range.

Quake Cannon: A very, very large artillery piece, it is amongst some of the most powerful artillery cannons fielded by the Imperium.

Volcano Cannon: Powered directly from the core of the Titan, this weapon wreaks horrendous damage against all that it is pointed against, treating the armour of even Titans as nothing.

Plasma Annihilator: The largest and heaviest plasma weapon ever built by the Imperium, this weapon can slaughter infantry and greatly damage titans, though it uses an incredible amount of energy to do so.

Apocalypse Missile Launcher: A missile launcher able to fire Apocalypse-type missiles, it can also be refitted to fire other types of missiles.

Vortex Missile Launcher: A specially modified missile launcher able to fire Vortex type missiles. Each Vortex missile is, in essence, a black hole that leads to the Immaterium and should therefore be treated with immense caution.

Imperator-size Weapons:

Take one of the Battle/Warmaster-size weapons and upscale it, increasing both its firepower, size and range.

Now that you have chosen the weapons of your Titan, you are in essence done with the main parts and can use it as is. If you wish to expand upon its abilities, quirks and history, then continue down to the next section.

Titan Reactor:

Atomantic Core: An ancient and complex device, this core uses carefully controlled fusion to power the Titan and can produce immense amounts of energy when needed.

Plasmatic Reactor: The typical mode of energy production, this reactor uses an energy-dense plasma fuel to power the Titan.

Hell-Fire Reactor: A corrupted variant of the *Plasmatic Reactor*, this version uses the fell energies of the Immaterium to power the Titan.

Custom Reactor: Create your own type of reactor, made perhaps during the Dark Age of Technology or inspired by the designs of Xenos?

Titan Sub-Systems: Small-scale systems that are not the main part of the Titans purpose, but can help it fulfill other roles or enhance the role it already has. A Titan may have 1 or 2 of these.

Light Support Weapons: This Titan has sponsons across its hull that hold weapons suitable for supporting infantry, be it a variety of small-scale missile launchers or specialty grenade launchers with smoke, blind, frag or other types of grenades.

Enhanced Warp-field Harmonics: This Titan has arcane technology in its depths that help harmonize its shields, giving them less downtime after being breached.

Alternative Auspex Systems: Outfitted with a variety of different ways to sense the enemy, this Titan can scan for foes even when traditional Auspex methods are jammed, such as using acoustics to determine the foes placement or via some other method/technology.

Command-Node Center: Replacing the head of the Titan with a specialized command center, this Titan is able to command forces on the ground and act as a relay-node to orbital forces. This does come with the downside of having a less armoured front.

Deathstrike Retrofit: This Titan has been fitted with a Deathstrike Cannon taking the place of its head. This has given it massive firepower, though the limitations of the retrofit hinders the Titan from moving when firing, along with having less armour due to the cannon's size.

Carapace-Mounted Landing Pad: Your Titan has been outfitted with a landing pad, allowing ground forces to use your Titan as a forward operating base and barracks. Takes up a lot of space and can not be mounted on Scout-size Titans.

Custom Sub-System: Make your own Sub-System for your Titan.

Titan Quirks: These are the things that make your Titan unique when compared to other similar types. There can be many reasons for this and so you may choose however many quirks you want your Titan to have.

Archaeotech Module: A piece of your Titan uses Archaeotech and has massively improved statistics due to this, yet it will be near impossible for you or anyone else to repair it if it breaks. Can be bought as many times as you wish.

Energetic Spirit: Your Titan has an unusually energetic spirit and easily awakens when you need it, be that for regular maintenance or for combat. It seems almost like a Cyber-Mastiff in its temperance and affection for you, for both good and ill.

Wrathful Disposition: Whenever you march for battle, this Titan will take extra pride and glee in killing your enemy, growing wrathful if it is denied battle. This does increase its efficiency in combat, but can be difficult to handle outside of it.

Venerable Being: Your Titan is unusually old, seemingly being made before the Heresy, with a higher quality of materials used in its construction. This is countered by it being extremely hard to rouse for even the smallest of things; its spirit preferring to sleep and dream of better times.

Meta-Material Armour: Your Titans armour has been made with a different material than Adamantium, lowering its protective qualities, but giving it the ability to self-heal over time, lowering the need for repair and maintenance. The metal sometimes seems to flow and shimmer.

Custom Quirk: make your own quirks for your Titan.

Titan History: Where does your Titan come from and where has it been? Is it a survivor of the great Titan clashes during the Heresy or is it a newcomer to the galaxy, knowing only of the eternal war of the future? Write the history of your titan and gain the respect of your peers and comrades-in-arms for wielding such a storied God-Engine.

Forge-World Creator

You have been given the opportunity to rule over a Forge-World and choose where it is in the greater galaxy. To this, you have also been given **1000fp** to customize and modify the Forge-World to your taste. It is not possible to convert **cp** into **fp**, but you can take complications and obligations to increase your **fp** amount.

Technological level

The level of technology that your Forge-world has the understanding and machinery to make in industrial quantities. This doesn't mean that you can't make more advanced technology, just that you don't have the means to make them in the amounts that a Forge-world is expected to make them. This is one of the most important decisions for you to make, as it limits what obligations you can take and what type of machines you can make. So take care and choose wisely.

Low [000fp]

Your world is only designated a Forge-world by the technicality that it has relatively great amounts of industry on it. It has no capability to make anything more advanced than a standard Lasgun and struggles at anything related to greater workings, such as Baneblades or Knights. You also have no capability to make space ships.

Middling [100fp]

Your world is able to outfit the Imperial Guard with all the equipment expected of them, be it the standard kit to outfit their ground troops or their SuperHeavy companies. This means you can make Baneblades and its variants in great numbers, but you have issues producing some of the more complex pieces, such as apocalypse missiles, though you can easily make the launching platform itself. You have limited orbital production, enough to produce spare parts for smaller ships.

Average [200fp]

The standard for many Forge-worlds in the Imperium, you can now make great masses of advanced equipment, such as Melta's, Hotshot Lasguns, Plasma guns and more. This level of industrial efficacy also gives way for greater orbital sophistication, as you can now produce Frigate- and Destroyer-class ships on demand and expect to

finish them within a reasonable timeframe. It also gives you the opportunity to produce mechanical wonders such as scout Titans and Cruisers-class ships, though they have a longer production timeline.

Exceptional [300fp]

Your Forge-world would be seen as the crowning jewel of any segmentum it lies in, able to produce nearly any type of machine and weapon in common use by the Imperium and the wider Mechanicum. Rare would be the technological wonder which you do not have the means to produce in industrial quantities. This means you could make Battleship-class ships and Battle/Warmaster Titans in a reasonable timeline, with greater projects like Emperor Titans being in your reach though taking a great amount of resources, Artisanal labor and time.

Unique [400fp]

Your Forge-world holds much the same efficacy as the one before it, but excels at making one type of technological wonder that most other planets are unable to make. This means you could either produce stasis generators (like Forge-world Locke), unique teleportation devices (like Forge-world Lucius) or something else entirely. Whatever you choose, you can make these in great enough numbers to export them, but not enough to saturate the entire Imperium or Mechanicum.

Industrial capacity & output

This section covers the production potential that your Forge-world has and how much of the planet your forges cover.

Low-capacity [000fp]

Your forges cover the greater part of one of the continents that exists on your world. This means it has an excellent ability to produce goods and technology on mass when measured against Imperial worlds, but that it pales to what more dedicated Forge-worlds can achieve at their optimum capacity. This size does however give self-sufficiency on resources, as the industrial capacity does not outpace the local resource gathering potential.

Mid-capacity [200fp]

Your forges and factories sprawl across the planet, covering a little under half of the planet's surface and having exploited all local resources on the world. This is the standard capacity for many Forge-world's in the Mechanicum and gives the ability to produce assets like spaceships on mass, rather than a per-case basis. This does come with the downside that local resource gathering is not enough to fuel the forges and that outside resource sources are a must for maintaining perfect production efficiency.

High-capacity [400fp]

The entirety of the world is covered in towering forges and sprawling manufacturers, reaching deep into the earth and high into the sky. This is a world that the Mechanicum would be proud to call a Forge-world and has the industrial capacity to supply a segmentum on its own. More than that, it can build fleets in orbit and the equipment to field armies at the same time, though this comes at a monumental price. This world needs the resources of others and without them it is likely to completely halt any form of mass-production, as everything has been scaled to function under the assumption of material abundance.

Low-output [000fp]

Your world has a lower output of finished goods than expected of its capacity. This could be due to a multitude of issues, such as degraded machinery or lacking technical expertise to operate the forges and factories. Whatever the case may be, your world is not producing at the capacity it should, which is unfortunately common to many worlds.

Mid-output [200fp]

Your world has the expected amount of industrial output that its capacity would indicate. This means that you will always produce exactly as much as you would expect your industry would and that most timetables will be accurate. This is the common expectation for a reliable Forge-world, yet not the norm for most.

High-output [600fp]

Your forges produce at an unexpected volume and seem to make more goods than what the resources inserted would usually make. This may have several reasons behind it, perhaps better resource usage or enhanced forging techniques, but whatever the case may be the result is the same; an abundance of finished goods. This high output scales with the size of the Forge-world, meaning a small one would still see a noticeable increase, but a larger one would see a much greater increase.

Internal obligations

These are the obligations you have within the Mechanicum and where in the power structure your Forge-world place. This is important, as it decides which duties you will be expected to perform and what alliances you can make with other Forge-worlds.

Adeptus Mechanicus [+200-000fp]

Subsidiary of Mars [+200fp]

Your Forge-world is under the direct influence and power structure of the priesthood of Mars. This means you answer to their beck and call, with expectations that you produce a tithe of machinery and Tech-priests on a regular schedule. This does however put you under their protection and they are obligated to ensure you remain unharmed.

Subsidiary of a Major Forge-world [+100fp]

Your Forge-world is under the direct influence and power structure of a Major Forge-world. This means you answer to their beck and call, with expectations that you produce a tithe of machinery and Tech-priests on a regular schedule. This does however put you under their protection and they are obligated to ensure you remain unharmed.

Independent, with tribute [+50fp]

You are under the sphere of influence of either a Major Forge-world or Mars. This means you are expected to give them a minor tribute, but that they are under no obligation to protect you, though they may decide to do so anyway.

Independent, without tribute [000fp]

You are without any obligation to the greater priesthood of a Forge-world or Mars. You are still expected to work under the greater realm of the Mechanicum, but there is no one you have to pay tribute to.

Collegia Titanica [+100-50fp]

Major Titan Order [+100fp] (Req. **Exceptional** Technological level)

A major order of Titans have bonds and documents of obligation from your Forge-world which requires you to supply them with all the materials, manpower and spare parts that they need to function. This will be a great strain on your logistics, but does come with the benefit of having a Titan Order at your beck and call when you are ever threatened.

Minor Titan Order [+50fp] (Req. **Exceptional** Technological level)

A minor order of Titans have bonds and documents of obligation from your Forge-world which requires you to supply them with all the materials, manpower and spare parts that they need to function. This order is not a terrible burden on the logistics of a Forge-world, yet they also do not bring the same amount of firepower that a major order does.

Skitarii [+50fp]

Legions of Skitarii are bound to your world and under the direct obligation of your military command. They are however commanded by a Dominus who holds several bonds and letters of authority that entitle them to a great amount of military resources and independence on how they operate. They are also only bound to defend the Forge-world itself and will not leave the planet without being convinced to do so.

Explorator Fleets [+100fp] (Req. **High-capacity & Exceptional** Technological level)

A great number of Explorator fleets call your Forge-world home and see it as a safe port to dock in. This brings with it great opportunities, but also great dangers, as it is unknown what mysteries or wonders an Explorator fleet can find and bring back. Outside this, you will also be expected to have facilities where they can refit and repair their ships, with opportunity for expansion being appreciated.

External commitments

These are the commitments that your Forge-world has made to entities beyond the Mechanicum. This covers everything from the greater Imperial bureaucracy to the smaller local level. Choose carefully and make sure you uphold them, else there will be political and economic consequences.

Astra Militarum [+50fp] (Req. **Middling** Technological level, **Low-capacity** & **Low-output** OR Higher equivalents)

Your Forge-world has entered an agreement with the Imperial Guard to act as a supplier of arms and armor to their vast legions of men and women. This means that you can expect support if ever your world was to be threatened by outside forces, but that you also have a commitment to deliver vast amounts of finished products to them. This can easily be fulfilled by competent Forge-world's, but is still a resource sink that might take away from more grand creations.

Navis Imperialis [+100fp] (Req. **Average** Technological level & **Mid-capacity** OR Higher equivalents)

You have been trusted by the Imperial Navy to supply them with ships of good quality and the parts to maintain them. In accordance with this commitment of supply, you have also gained an oath of protection for both your Forge-world and the tradelines that supply it. There is however a caveat to this, as the navy holds high expectations on their ships and if you deliver them inferior products or underperforming ships, they will seek another place to get reinforcements and abandon their oath of protection.

Adeptus Astartes [+100fp] (Req. **Exceptional** technological level OR Higher equivalent)

Your Forge-world holds good relations with various chapters of the segmentum it occupies and have therefore been honoured with the duty of supplying them with whatever they might request of you. This means they expect excellent craftsmanship from you for whatever purpose they may seek, be it creations of power armour or new battle barges. They may also sometimes send initiates to learn from you, becoming Techmarines. For this service, you will gain the favour of these chapters and they will come to your aid when you request it.

Segmentum Command [+100fp] (Req. **Middling** Technological level, **High-capacity & Low-output** OR Higher equivalents)

You have various contracts and oaths of service to the eclectic number of planets and stations that make up your segmentum and its command. This means that many local PDF troops use your service to supply them with hard to get equipment or technical expertise and many lords and ladies buy from you directly. While they have no legal or spiritual binds to hold them to you, they will treat you favourably if you can fulfill these services and give you favourable deals in return. If, however, you grow lax in these commitments you will find yourself out of favour and have a much harder time gaining resources from them.

Departmento Munitorum [+50fp] (Req. **High-capacity & Low-output** OR Higher equivalents)

You have committed yourself to the service of the Departmento Munitorum and have the solemn duty of producing munition in vast quantities. While they have no specific standards for quality on common ammo, beyond that it works and doesn't harm the user severely, they do have stricter standards for the more rare variants. This means a laspack can be of middling quality, but a deathstrike missile must be of excellent quality. You will gain no favour for doing this, but they will ensure that the resources required to make all of this comes from their sources and not yours.

Departmento Exacta [+200fp] (Req. Nothing)

You have, by choice or through disfavour by the clergy of Mars, been given the duty of paying the Imperial Tithe. How much this is depends on how productive of a Forge-world you are, but make no mistake that the lowest amount will be a tenth of all your global production. There is no boon to this arrangement, only heavy expectation to fulfill it and even heavier censure if you do not.

Adeptus Arbites [+50fp] (Req. **Middling** Technological level, **Low-capacity** & **Low-output** OR Higher equivalents)

You have been contracted by the local Arbites to supply them with all the equipment they might need to keep the peace amongst the Emperor's worlds in the segmentum. They will have a varied set of requirements for you to fulfill, but doing so will ensure that they will weigh in on your cases if ever you come into legal trouble. Not necessarily in your favour or against it, but they will make sure everything goes by the book, even if it might take centuries to do so.

Rogue Trader [+100fp] (Req. **Unique** Technological level)

A Rogue Trader has crossed paths with your Forge-world and found its selection of unique technology to be extremely fascinating and incredibly profitable. They have therefore made an arrangement where you give them a twentieth of all your production of unique and hard to find technology, in exchange for exotic technology and whatever finds they might make beyond the borders of the Imperium. This means that, if you want to keep them interested in coming back, you have to ensure you have something interesting stocked up. Though do take care not to be found in possession of anything heretical, as what the Rogue Trader brings back can be very troubling.

Schola Progenium [+50fp] (Req. Nothing)

You have entered an arrangement with the local Schola in providing personnel and equipment to teach the next generation. This means a small part of your Forge-world will be sent away to teach young students the basics of the machine and also help maintain the machines that indoctrinate the students. You won't gain much favour, but it is honest work.

Unique features

Your Forge-world holds something unique to it, something that has shaped the way it was formed and what it now is. Many of these unique features present a rare opportunity not usually available to the Mechanicum, yet they might also bring great danger with them. After all, a unique world is a valuable world. (Choose one(1) feature, if any at all)

Black Stone deposits

Your Forge-world was founded due to an extremely high quantity of a resource known only as Black Stone. Acting as both a psycho-enhancing and a psycho-nullifying element, this material is a crucial material for many pieces of technology using psycho-resonant elements. Anything from Warp Drives, Teleportariums, Gellar fields, Void shields and much more. A useful material, yet also something used by certain Xeno-forces and not fully accepted in its usage by the Mechanicum at large.

Archaeotech remnant

Sitting in various places upon your world are machines and factories operating through the technology of the Golden Age of Mankind. Able to achieve production on a scale immensely grander than conventional manufactorums, it also has a much greater capacity for complexity in the machines they make. What they were specifically made to do or make is uncertain, but you may be able to pry out those secrets through time and effort. Though it will be hard to keep if any member of the Mechanicum were to find out, to say nothing of the enemies of the Imperium.

Dark Age ruins

The vast surface of your Forge-world is covered in the ruins of the Dark Age of Technology. Many of these places are hazardous to any form of human life, be it due to age, internal defence systems or the many horrors which roamed freely during the times of the Age of Strife. There is a potentially great boon waiting for you in those ancient and hallowed halls, yet you will have to fight monsters most profane to get them. Yet, that may be the least of your worries, for somewhere in the deep something stirs.

Hyper-aggressive biosphere

Starting out as a research station during the Dark Age of Technology, it was eventually abandoned and its contents released into the wilds of the planet. What was that content? An entire eco-system of highly aggressive fauna and flora, made in an attempt to accelerate evolution and make bio-mechanical killing machines. Your Forge-world settled this place for the singular reason that the research station still functioned and held fragmented records of their projects. So while the native environment is hazardous to the extreme, it is also an excellent environment to test machines in. After all, what better way to ensure your tanks are safe than throwing them against hyper-lethal killing machines with acid for blood?

Xenos architecture

Far in the distant past, this world was owned by some Xenos empire, be it one of those that still linger into today or one of those who died out long ago. No matter what species it was that owned it, the fact that the planet held various examples of working technology that operated under unknown principles was enough to entice the original settlers into making the place a Forge-world. Many things can be said of this, but the potential that such technology presents is immense, yet also extremely dangerous if anyone else finds out about your Forge-world's heretical tinkering.

Exotic matter mantle

Either a quirk of physics or the machinations of some ancient force, this planet is the perfect breeding ground for the creation of various exotic and unique materials. Most of these can be found in the upper layers of the planet's mantle, where the hydro-thermal forces act in congress to provide the perfect environment for such material seeding. Yet deeper below, closer to the core of the planet, massive rivers of near-magical materials swim about. All of this thermal activity has made the planet into a hellscape on the surface, yet your Forge-world has adapted to such. Though the continued harvesting has unsettled some of the previously stable areas and may completely destabilize them in the future.

Custom feature

What glorious wonder or frightening horror might your world hold? What secrets might its hidden corners keep from the galaxy? What ancient history lies just beneath the surface? It is up to you to decide.

Defenses

A Forge-world without any defenses is a world that bares itself to the wolves, ready to be eaten and torn apart. You therefore have the option to purchase defenses of all kinds here, for if you don't then your Forge-world will not start with any.

Ground-to-orbit emplacements [50-100-200fp]

Your world comes with several emplacements of massive weapons that can reach from the ground and into orbit. Each one of these emplacements holds enough firepower to bring down a Cruiser with a direct hit and so are incredibly valuable targets for any enemy ground forces. For 50fp you have an amount in the single digits, for 100fp it's in the dozens and for 200fp you have over a hundred, but no more than that.

Trench network [50fp]

Your world is covered in a vast network of fortified top-side emplacements and well made trenches. Able to protect your forces from indirect artillery fire and enemy troops, they have no active means of defending the planet and needs to be manned by troops.

Underground railways & bunkers [100fp]

Hidden deep beneath the crust of your Forge-world spans a vast network of railways and supply depots. This network ensures your troops and supplies can move unharmed by any enemy forces and also gives you a place to move your civilian populace (if you have such). With such a system in place, your cities are near-certain to survive any siege or attrition warfare, so long as help eventually arrives.

Fortress-manofactorums [200fp]

The construction of your cities and manofactorums took into consideration the necessity to protect them from attack by outside forces. This means that they have vast physical defences, such as incredibly high and thick walls, with technological defences like city-wide Void Shields supplementing and enhancing them. Every street is a killzone and every building is like a keep, with various automated defences to protect them, in the case you lack the manpower to do so.

Central Command Node [100fp]

Your defensive network has been centered around a Central Command Node; a heavily fortified palace-complex that holds incredible C&C ability and sensor networks. Able to withstand continued orbital bombardment, even as it might be assaulted by ground forces. The only easy way to take out this place is by breaking the planet beneath it, else the enemy has to bleed themselves near-dry to just breach the outer defences.

Orbital fortresses [200fp]

Several gravitationally stable points around the Forge-world have been occupied by space stations that hold the same firepower as Ramilles-class Starkeeps. It may indeed even be that class of defences that is in use.

Groundside kill-zones [50fp]

The area around and between various important centers of government and production has been cleared of protective terrain and heavily mined. Limiting the ability for any enemy troops to march into your important infrastructure without being under fire.

Orbital kill-zones [150fp]

Much like the groundside variants, but instead of clearing it of terrain they have introduced it. Both in the form of Servitor guided mines, but also the introduction of various asteroid fields and small networks of unmanned gun platforms. While they are unlikely to defeat any ships without surprise, they do limit where they can approach unhindered.

Planetary Shield Network [300fp]

A rare piece of archaeotech, this incredibly arcane and ancient piece of technology creates a shield of plasma around the planet by energizing the upper atmosphere. This disrupts orbital bombardments and limits the effect most energy based attacks, though extremely dense kinetic weapons can still pierce through. Such as a space fortress or Battleship.

Drawbacks

Not all can be happy with what the Machine God gives unto them and seek out ways to gain even greater fortunes. You too may do so by taking on burdens of equal worth to the power you would gain from this.

Time extension [+50cp per purchase]

You have been forced to stay in this realm for another 10 years. You can purchase this as many times as you wish, though take care you do not stay so long that you die of old age.

Sub-par enhancements [+100cp per purchase]

One of your bionic enhancements is of lower quality than it should be and it is negatively affecting its performance and on your health. Your skin will grow grey around the area it is implanted and glitches will occur and continue to exist even if you change the implant for a new one. Can be purchased several times.

Radical [+200cp] (Incompatible with **Fundamentalist**)

You are known as a radical member amongst your peers in the Mechanicum. This means that several moderates and hardliners will be unwilling to help you, with even some other radicals seeing you as a bit too extreme in your beliefs. You are, however, not seen as a Heretek despite this radicalism.

Fundamentalist [+200cp] (Incompatible with **Radical**)

You are a well known hardliner and fundamentalist in the Mechanicum. Many moderates see you as too restrictive in your approaches and you are spoken of with contempt by all radical members of the Priesthood. The other hardliners like you.

Unknown actor [+200cp] (Incompatible with **Radical** or **Fundamentalist**)

You are completely unknown to any member of the Mechanicum. Your clearance codes go through and your ID signature is factually correct, but they all lack the historical thumbprint that they would usually have. You will be viewed with suspicion from all members of the Mechanicum and many will suspect you of being a Heretek.

Rivalry [+200cp]

You have, through the long years of your service in the Priesthood, gained a rival who wishes to see you destroyed. They will not take any action that might harm the greater whole of the Mechanicum, but if ever they get the opportunity to undermine you, they will take it. Take care, for your actions will now be observed and countered at every turn possible.

Abhorred by Spirits [+300cp]

You have somehow gained the enmity of the Machine Spirits and they are quite willing to show it. Whenever you use a piece of technology, there is a not insignificant chance it will catastrophically fail, hurting you severely. More than that, there will be a low murmur of curses and crude words sent to your noosphere receivers that no one else but you can hear.

Enmity of Xenos [+300cp]

A small section of an alien race has decided that you are a threat to their being and seek to kill you before you can kill them. You can choose what race that is, but take care, for they will come for you when you least expect it.

Interest of Ruin [+400cp]

Nurgle, the Chaos God of Entropy has taken interest in you and will send dooms and tests to amuse themselves and lead you into their embrace.

Interest of War [+400cp]

Khorne, the Chaos God of Bloodshed has taken interest in you and will send challenges and foes for you to overcome or die trying.

Interest of Want [+400cp]

Slaanesh, the Chaos God of Excess has taken interest in you and will send pleasures and experiences for you to enjoy and bask in.

Interest of Deceit [+400cp]

Tzeentch, the Chaos God of Mollusk-Birds has taken an interest in you and will do potentially nothing.. Maybe something, but probably not everything... perhaps.

A Journey's end

You have finished your adventure in this realm and are now given the opportunity to continue down your chain, what do you do?

Continue on: There is so much more to see!

Stay here: This place has need of one such as you!

Go home: You are tired and wish to rest.

Notes:

On Machine Spirits

I know that we have gotten an official semi-clarification on what Machine Spirits are, but my honest opinion on the answer is that it's lame, a cop out and de-mystifies the universe in a negative way. It is therefore my opinion that YOU, the jumper, can choose if you want the canon explanation of Machine Spirits or if you want to go back to the murky and unknown origins of what they were. If you decide to take the murky origins, then the exact nature and cause of Machine Spirits will be unknown and they will be much harder to interfere or corrupt, simply because of their seat of power being obscured from hostile forces.

On Mechanicum VS Mechanicus

I am using the terms a bit interchangeably, but the official distinction is that the Mechanicum was the organisation before the Emperor integrated it into his Imperium. The timespan of the Great Crusade and the Heresy that followed is a murky area. However in the immediate aftermath, the Mechanicum has mostly turned into the Mechanicus, just missing the name change that would happen later on and the institutional rot that would occur in the centuries/millenia to follow.

If you still feel that it's annoying that I use them interchangeably, then I understand, but I am probably not gonna fix it.

On Rank

If you pick a higher rank you get more knowledge to use and a stronger foundation for any further perks to add upon. This means that a Magos would get much more out of any knowledge granting perks such as *Preserving Life* than a Tech-Thrall would. They won't get nothing out of it, just not anymore than what the perk describes.

Now what does that mean? If we go with the previous perk, then a Genetor would most likely be able to greatly extrapolate upon the foundational knowledge of life extension with their knowledge on genes. They could probably take the techniques and knowledge and, with their base foundation, turn it into a simple application of gene-manipulation, ie. something like a vaccine that helps the subject resist aging related maladies.

On Learning the Pattern

No, this perk does not give you the ability to retroactively change the setting or interfere with the past in any way. What it does give you is the ability to see the pattern in society and people; how they work, why they work and what they do again and again in a cyclical fashion. To give a real world example, then this perk would give you the understanding of the cyclical nature of the modern American economy and its culture (the Boom-Bust economic cycle common to Wall Street), while also leading you to ways where you can subvert and change this pattern (Maybe into a different type where it is a Growth-Plateau cycle, giving up the rapidity of the pre-established pattern for one that is slower.).

On Malbolge

It is, in essence, an anti-warp perk that gives the ability to see where machinery/technology has been corrupted and the ability to cleanse this corruption. This can be applied to all types of machinery/systems, including yourself and other people, though it can have drastic consequences depending on where the corruption lies (ie. if it's in the brain, you're boned.). Doing this also gives the 'cleansed' technology/system greater resistance against being corrupted again, which also can be applied to any machine/person that is repaired by a jumper who has the perk.

This perk is basically a great big "fuck you" to the Dark Mechanicum, as it can remove the Daemons that fuel their machines if ever you get your hands on them. This would normally make them inoperable, but paired with Transubstantiation, then you could replace the non-operational parts with functional ones. Yes, this also means you could turn a Hell-Forge world into a regular Forge-world if you spent enough time on it.

On Lubricae Cult

Yes, this is a cult that worships lubrication.

Yes, it is canon.

Yes, there were technically only twelve insane Tech-Priests and their army of skitarii, but they were only stopped because an Eversor was sent after them, so I think they deserve to be here.

On Abhor the un-lubricated

Technically, it is not fear that causes the inaction of your foes, but rather it is apathy and their disdain for your belief. After all, no one takes seriously the guys who worship lubricant, even if they have an army and are at your door.

On Bionic Enhancement

While the loss of humanity is not truly canon, there is a certain kind of relation between excessive cybernetic enhancement and losing connection in one's humanity. A prime example of this is Augmentacists, who forsake their fleshly body for one enhanced with cybernetics, going to extreme degrees to “perfect” themselves. They forsake their humanity in their obsession with augmetics and regularly take actions that treat others as disposable pieces, all for the sake of new and better bionics.

While this doesn't mean that everyone who uses cybernetics loses their touch with humanity, a vast amount of those who do, do indeed lose that connection. It has even happened to the Mechanicum on an institutional level, as they put more emotional connection to machines than to their fellow humans; though that can be argued as being a consequence of their religion and not the use of their cybernetics.

In the end, while not truly canon, I do believe it as a possible consequence of excessive bionic usage. Though you may ignore this cost of humanity if you have a perk that counters it or if you believe that it is a stupid mechanic.

On Xenos Artifact

Simply choose an alien race within the 40k universe, doesn't matter how small or how grand it is, be they Kroot or even Old Ones. The artifact will be related to them and if you study its functions you will gain insight into its workings, giving you the ability to learn the scientific principles it operates on.

This means that the artifact can cover a wide variety of scientific fields, all dependent on your choices, though do be careful. If ever anyone else in the Mechanicum finds out you are studying such a device, they may very well either kill you or attempt to report you to their seniors.

On Archaeotech Relic

It can be literally anything you can think up, be it something usable by a regular person or something that would tower over regular buildings. The only restrictions is that it not be the size of a planet/large moon (small one is fine) and that you have no idea how it functions.

Also, you can purchase this option several times for several different relics, though do be careful that other members of the Mechanicum don't steal it from you. They have an awful habit of trying to take the relics of their fellows, so that they may gain prestige and authority within the cult.

On STC Template (Higher and Lower Mysteries)

The Lower Mysteries are knowledge that the Mechanicum, as an organisation, already knows how works and the basic principles behind it. Therefore having STC Templates that use this knowledge gives you prestige, but it is not knowledge unknown to them and therefore doesn't raise any eyebrows on how you got it.

When it comes to the Higher Mysteries, that's where things get more tricky, since that is knowledge the Mechanicum knows exists, but doesn't know how it works or what principles it uses. This means that when you buy it, you get the opportunity to choose technology that that Mechanicum knows about (as an example, those precognitive robots were a creation of an off-shoot of the Mechanicum before they got annihilated during the Heresy), but which they don't know how works.

Yes, this does mean that you could buy the template for the Panacea drug and cure every illness. Just take care that Nurgle doesn't go directly after you for trying to threaten his domain and powerbase like that. There is a reason why so many wonders of the Dark Age disappeared, the least of which being the destruction that the rebellion of the Iron Men brought with it.

On Titan-Size

The exact sizes of Titans are a heavily disputed fact, since much of what we know about them is mired in propaganda and exaggeration. Because of this, many pieces of lore state that they can vary anywhere from 15 to 60 meters tall, but there are also some that state they can reach sizes of over 150 meters in height.

Due to the conflicting nature of the lore, I have decided that the Emperor-size class is 150 meters tall, while the others are a more reasonable size, though still immense in scale. Why have I done this?

Because big mechs are cool.

On Damaged STC

Yes, it has a template for every creation of Mankind, even the ones that might be one-offs (like the "Father of Titans" Casitagor-Class Titan). This means that everything that was made during the Age of Technology and the very early beginnings of the Age of Strife are on it, but not anything made afterwards. (So no Primarch Gene-Templates or notes on how to make Astartes, though you would be able to find the ways that DAOT-humans made their own gene-warriors and transhumans.)

About the defences of the STC, it would easier to explain them as a physical allegory, so here goes:

Your mind steps into the machine and is immediately assaulted with copyright notices and DRM strikes. You can power through these, but they will be like a constant buzzing in your mind so long as you remain inside. Looking out you will see a vast

and near-endless horizon of what looks like a bombed out battlefield. Taking a step forward, you will immediately feel an explosion of code as the digital equivalent of a mine detonates below you. Your cybernetics will overheat and your nerves will fray as the feedback of something designed to take out a rogue AI hits your physical body. You will live through it, because it wasn't meant to take out an existence of flesh and metal.

That will not be so for the defences further inside.

More dangerous, however, is the consequences of these early defences; as they are completely invisible to detection. You will not be able to sidestep them, nor will you be able to find out where they are placed, except by rote-memorization as you keep jumping into the digital space that resides in the machine.

The deeper you traverse this battlefield of code, the more dangers appear and the more the system reacts to you. First will come the equivalent of machinegun fire, then artillery shells and bombs, with it only scaling upwards.

If you cross this near-endless field of battle, you will come upon a structure of black stone that rises upwards into the sky and above the clouds. You will have to climb this tower of code and defeat the many defenders inside it. Doing so, you will have breached the first layer of defenses, with only 11 more to go who will each be an order of magnitude harder than the last.

These defences were made to hold back Men of Iron and Men of Stone. The crowning achievements of the Golden Age and whom the common Tech-priest is not even an iota as capable.

You must defeat it all to reach the treasures inside.