



ASCENSION COMPENDIUM

HOMEBREW ASCENSION PACKAGES BY EZFI

INTRODUCTION

The *Ascension Compendium* introduces seventeen homebrew faction-agnostic ascension packages, with the aim of being suitable for any type of campaign, from Imperium to Xeno to Chaos.

This is my first foray into homebrewing for Wrath and Glory, so balance and lore accuracy may not be perfect. Make sure to get GM permission before using any of these options.

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ACKNOWLEDGED BY GREATNESS

Noticed. Honored. Owed.

A crisis placed you in temporary proximity to an individual of great renown, referred to here as the hero. Normally you would be far beneath their notice, but in a desperate moment they were forced to rely on you, and you exceeded their expectations. In the aftermath, they thanked you personally and promised that your exceptional service would be rewarded.

You are on good terms with the hero's faction, and you have the respect and gratitude of the hero and their close associates. This can change if you do something to slight them.

The hero should be equal in Tier or one Tier higher than the one you are ascending to. For example, if you are ascending to Tier 2, the hero should be approximately equal in power to a Tier 2 or 3 character. If they are the same Tier as you, discuss with the GM what makes them especially influential and useful ally.

Because you need a reason why you would be aiding them in the first place, you must share at least one Keyword with the hero.

XP Cost: $20 \times$ New Tier

Keyword: [ANY] (one of the hero's Keywords)

Influence Bonus: +1 per Tier ascended

Story Element: When you're close to where your hero is stationed, you can make a DN 3 + your Tier Influence Test to meet with a representative of the hero. You can make a DN 3 + Double your Tier Influence Test to meet with the hero directly. The hero or their people may have additional work for you if you are seeking it.

Once and only once, you can cash in the favor you're owed. You automatically succeed in getting a meeting with the hero, and you can choose to gain one of the following:

- An automatic success on a Test to requisition Wargear that shares a Keyword with the hero, with a maximum DN equal to your Influence + your Tier.
- Wealth equal to your Tier.
- A reasonable favor from the hero. The hero may be powerful, but they are busy. The GM decides what is reasonable, and if there is any additional legwork you will need to do.

EXAMPLE HEROES

Faction	Tier 3	Tier 4	Tier 5
ADEPTA SORORITAS	Palatine	Canoness	Canoness Superior
ADEPTUS ASTARTES	Tactical Space Marine	Space Marine Chaplain	Primaris Chaplain
ADEPTUS MECHANICUS	Tech-Priest	Magos	Fabricator-General
AELDARI	Warlock or Aspect Warrior	Exarch or Farseer	Harlequin Troupe Master
ASTRA MILITARUM	Commissar	General	Lord General Militant
CHAOS	Chaos Champion, Daemonic Herald	Dark Apostle	Chaos Lord, Greater Daemon
DRUKHARI	Incubus	Succubus	Archon
INQUISITION	-	Inquisitor	Lord Inquisitor
ORK	Nob	Warboss	Warlord
SCUM	Desperado	-	-
T'AU	Ethereal Lord	Ethereal Prelate	Ethereal King

FALL FROM GRACE

Dishonored. Demoted. Scorned.

You once held a higher station and enjoyed all of the respect and benefits that came with it. However, after a major mistake, all of it slipped through your fingers. You have been shamefully demoted within your faction.

Think about what mistake cost you your status. It should be something bad enough that it could not be ignored, but not so terrible as to warrant your execution. If it was a capital offense, work with your GM to determine why your life was spared—maybe a powerful figure wanted to give you a second chance, or the investigation into your wrongdoing hasn't concluded.

Your title and privilege may have been stripped from you, but you still have many of the skills you learned in your former position. Your experience allows you to easily surpass others of your new station and keep pace with your superiors in rank.

XP Cost: 10 × New Tier

Influence Bonus: -2

Other Requirements: Must be taken during Creation Ascension.

Story Element: Choose an Archetype of the Tier you are ascending to. It must be part of your Faction, and you must meet the Species prerequisite for it.

You gain one of the chosen Archetype's Abilities. You also gain 1 item of Uncommon or Rare Wargear with a value of 3 + new Tier or lower that the Archetype has. If the Archetype does not have any Wargear that meets the requirements, you can instead choose an item of Uncommon or Rare Wargear with a value of 3 + new Tier with a Keyword used by the archetype.

Also, choose one:

- Your failure destroyed your reputation. You have +1 DN to all social Tests made against NPCs who share a keyword of the faction you fell out of favor with. Work with the GM to decide which keyword(s) this applies to.
- Your failure brought you close to heresy. You gain Corruption equal to your new Tier.

If you later ascend to the Archetype you chose, you are refunded the XP of this Ascension Package. Duplicate abilities and Wargear do not stack.

Example: For a Tier 3 campaign, Sister Felicia was a Palatine, but volunteered to become a Sister Repentia after feeling heretical temptations.

Her archetype is Sister Repentia, which is Tier 2, and she takes the Fall From Grace Ascension Package to become Tier 3. She gains the Palatine's Fury of the Righteous ability.

She gave up most of her equipment, including her Rosarius and Sororitas Power Armor, when she took the Oath of the Penitent. She was allowed to keep her Power Sword (6 Rare).

She still has the respect of her Order, but her soul has been marred by heresy. She gains 3 Corruption.

FALLING FROM HIGHER TIERS

With GM permission, you may choose an Archetype of a Tier that's higher than what you're ascending to. If you do, the cost increases by 10 × New Tier for each Tier above yours the chosen Archetype is.

For a Tier 2 campaign, Gruk Spikejaw used to be an Ork Nob, until he was defeated in a fight against a random Ork Boy. His warboss took his kustom weapons and kicked him out of his position. He's kept the respect of a couple of the Boyz he once commanded, but to the rest of his clan, he's a laughing stock.

His archetype is Ork Boy, which is Tier 1, and he takes the Fall From Grace Ascension Package to become Tier 2. Because Ork Nob is one Tier higher than what he's ascending to, it costs him 40 XP (20 × New Tier).

He gains the Archetype Ability The Green Tide. Gruk managed to keep his 'Eavy Armour (3 Uncommon) but lost his Kustom Slugga and Kustom Choppa when he was demoted.

Because he was publicly humiliated by his warboss, Gruk chooses to have a difficulty penalty to social checks against Orks in his clan.

FORBIDDEN KNOWLEDGE

Curious. Compromised. Suspected.

You know too much. Whether you read a restricted data-slate, defected from a secretive project, or witnessed something you shouldn't have, you have been burdened with knowledge that someone doesn't want you to possess.

Work with your GM to decide exactly what you learned and why it's so important. It could be a classified Inquisition project, the dark secret of a Rogue Trader dynasty, heretical lore of a Chaos God, the contents of a record marked by the Edict of Obliteration, or anything else similarly dire.

The faction most invested in keeping the information under wraps is searching for you and may try to capture you. If you're lucky, they'll see you as a potential asset to be closely monitored and controlled; if you're less lucky, you'll be a target for elimination.

XP Cost: 5 × New Tier

Keyword: Gain **[ANY]**. Lose the keyword of the sub-faction you stole this knowledge from, if you had it.

Story Element: You can add +Rank extra dice to any Intellect test related to the topic of your forbidden knowledge.



LOST SCION

Separated. Reconnected. Used.

You are a member of an influential noble family, but your blood ties to them were only announced to the public recently. Many of your relatives did not know of your existence until now. Your upbringing differs greatly from what is the norm among the nobility, which gives you a unique perspective but puts you at a social disadvantage among your new peers.

Discuss with the GM how you were separated from your family. They may have hidden you away intentionally to protect one of their valuable heir, stolen by rivals of the family, or lost in an accident. Maybe you are a distant relative that has suddenly become important during a crisis of inheritance. Also consider whether you already knew about your ancestry or if your new title is as much a surprise to you as everyone else.

Normally a family this powerful would dispose of a lost member that complicates things, but a high-ranking member is spearheading your integration. Decide with the GM who it is and why. It could be your parents who out of sentimentality and tradition insists that you, their firstborn, should be their heir; it could be a scheming relative who plans to use you to further their own ambitions. The protection they offer means your rivals within the family will need to be careful how they go about eliminating you.

Your public debut was followed by a flurry of gifts, attention, and luxuries only known to the most esteemed caste of your faction. However, you were quickly caught in a tangled web of politics, made all the more volatile by your unexpected arrival. Work with the GM to decide what great drama your family is currently embroiled in and what role they expect you to play. Will you take control of the situation, or will you become a mere pawn in your family's schemes?

XP Cost: 30 × New Tier

Influence Bonus: +1 per Tier ascended

Keyword: **[ANY]** (a faction your new title gives you ties to), or an extra +1 Influence per Tier Ascended if this does not apply

Story Element: You gain:

- The Noble Peer talent. You do not need to meet the Persuasion (Fel) Skill prerequisite.
- Wealth equal to your new Tier.
- A relative who sees your existence as a threat to their own status in the family.

MARKED BY FATE

Chosen. Destined. Sought.

Your destiny is written in the Empyrean. You have an important role to play in the future, and powerful people are invested in seeing your fate come to pass.

Many modes of precognition are available in the 42nd Millennium. Your destiny may have been revealed by the Emperor's Tarot, the fractured visions of a psyker, a maddening Chaos prophecy, or the meditations of an Aeldari Farseer.

It's likely that the prediction comes from your own faction, but that isn't always the case. You could be a loyal Imperial citizen who finds their fate twisted by the schemes of Chaos. Or, perhaps you are a xeno foretold as a hero to humanity by the Emperor's Tarot, forcing the Imperium to work alongside you.

Work with the GM to determine what your destiny is. It will certainly be something that requires you to stick with your warband and go on the current campaign. Your GM will know more about what you are destined for than you will.

There is a faction monitoring you and making sure you go to where fate wills you to be. Any deviation from your path will be corrected, and any rebellion punished. Killing you before you've fulfilled your purpose is not an option, but they have many methods of ensuring your cooperation. Consider whether your character will embrace their destiny or resist it despite the danger.

XP Cost: 10 × New Tier

Keyword: [ANY]

Influence Bonus: +1 per Tier ascended

Story Element: At the start of each session, you get extra Wrath points equal to your Rank. These points are special, and can only be used for tests and narrative declarations that are directly related to fulfilling your destiny.

When you openly and knowingly defy your destiny, the GM can gain a point of Ruin. They can do this a number of times per session equal to your Tier.



MIRACULOUS FEAT

Faithful. Blessed. Revered.

You once manifested a miracle of your god that the priests of your religion deemed authentic. Decide with the GM what exactly this miracle was. Followers of your religion now venerate you as a holy figure.

In the Imperium, most miracles come from members of the Adeptus Ministorum, and those who perform them are exalted by their peers. However, the Emperor may give favor to anyone who fights for Humanity with stalwart faith; a layperson who performs a miracle is bound to catch the Ecclesiarchy's attention. If you performed a miracle of the Emperor, you may someday be hailed as an Imperial Saint.

Divine favor is not exclusive to the Imperium. You could be a Chaos Cultist who manifested an exceptional gift from a Ruinous Power, an Aeldari who drew on the power of the Eldar Pantheon, or an Ork with a special connection to Gork and Mork.

The status gained by your miraculous feat comes with crushing pressure. You have proven yourself to be an instrument of the divine, and so you are now expected to continue your service, even if it leads to your death. Do you embrace the priesthood's plan for you and fearlessly charge towards holy martyrdom, or will you resist their demands in favor of your own aspirations?

XP Cost: Varies

Influence Bonus: +1 per Tier ascended

Keyword: [ANY] (priesthood of the deity you performed a miracle of)

Story Element: Gain one Faith Talent. If your religion is not the Imperial Cult, you can customize any Faith Talent and replace its Keyword requirement with the Keyword gained by this Ascension Package. The XP cost of this Ascension Package is the cost of the Talent, plus an additional 5 x New Tier XP.

You gain +Rank bonus dice to Leadership (Wil) Tests and Persuasion (Fel) Tests against NPCs that have zealous faith in your religion.

OATH OF ABSOLUTION

Defeated. Forgiven. Repentant.

You failed in your duties and it led to tragedy. Your superiors do not blame you for what transpired, and you face no formal punishment, but you take responsibility regardless. You will atone.

Decide with the GM what your failure was and what horrific consequences followed. If it involved a foe you faced, they escaped your clutches and are still active; if you were trying to fix a bad situation, your efforts made it far worse.

You will not rest until you have corrected your mistake. Guilt and determination drive you forward, and your tireless work and training have heightened your skills above your peers. Others admire your tenacity, but you feel no pride. In your eyes, you deserve no credit until your self-imposed sentence has been completed.

XP Cost: 5 x New Tier

Influence Bonus: +1 per Tier ascended

Story Element: Choose one Skill that represents your past failure. Your ineptitude in this Skill is what caused your greatest shame, and you will not let yourself fail at it again.

When you make a Test with the chosen Skill and the DN is increased by a condition, environmental factor, or other effect, you can reduce the DN by your Rank, to a minimum of the base DN for the Test.

If you roll a Wrath Complication with the chosen Skill, you are reminded of your failure and become Hindered. The penalty from Hindered is applied to the current Test, potentially turning a success into a failure.

Example: Aynvia's chosen skill is Awareness and she is Rank 2. She makes a DN 3 Awareness check, but she is Wounded, so the DN would increase to DN 4. Her Oath of Absolution allows her to reduce the difficulty of Awareness check by up to 2, to a minimum of its original difficulty. She makes the check at DN 3.

Later on, she tries to make a DN 3 Awareness check while Blinded. Her condition increases the difficulty by 4, and her Oath of Absolution lets her decrease the difficulty by 2. She makes the test at DN 5.

RELIC KEEPER

Discovered. Retrieved. Contested.

In this age of technological stagnation and rampant superstition, ancient pieces of technology and objects tied to historical heroes are highly sought. Factions have waged wars and sacrificed countless lives to claim these artifacts of sacred power. To wield such a treasure is a great honor.

You have discovered, purchased, looted, stolen, or otherwise acquired a relic of great importance. Discuss with your GM what it is and why it is so significant. Some relics have practical value, such as a fragment of an STC blueprint, but many are mostly symbolic, such as the preserved finger of an Imperial saint.

Also think about how you acquired it and who else seeks it. If you were given it as a reward, consider what you did to deserve such an honor, and what other factions may be interested in stealing it for themselves. If you acquired it independently, there may be multiple competing factions who want to claim it, or a single faction that has a clear right to it. Cooperating with their demands could earn you great rewards, but if you want to keep the relic for yourself, be prepared to face fierce opposition.

XP Cost: 10 × New Tier

Influence Bonus: +1 per Tier ascended

Keyword: [ANY] (a keyword shared by the relic)

Story Element: You are in possession of a relic. You gain Rare or Very Rare Weapon with a maximum value of 3 + your Tier. Its rarity is increased to Unique, and it gains one additional Weapon Trait. Optionally, it gains one additional faction Keyword.

Instead of a piece of Wargear, the relic could be a trinket with great symbolic value. Choose one from Conviction, Determination, Influence, or Resolve. While you possess the relic, you gain +Rank bonus dice for Tests with that Trait. Give the relic any number of faction Keywords.

Any faction that shares a keyword with the relic will be interested in acquiring it from you, whether peacefully or by force.

Raven Guard Chapter Helmet by Artur Nakhodkin

USING REDACTED RECORDS II RELIC RULES

If you have the Redacted Records II supplement, you may optionally choose to use its Relic rules with GM permission. These Relics are stronger than what this Ascension Package normally provides, so the GM should think carefully about how it would impact the campaign.

When you create a relic this way, the Value of the Relic's form cannot exceed 3 + Your Tier. You can only use the Relic's Power a number of times equal to your Rank + your Tier each session. The GM decides what counts as one use of the Relic, depending on how its Power works. It may be per Test, per Round, or for a set amount of time. The Power can be activated as a Free Action.

Marcus the Imperial Guardsman (Rank 1, Tier 2) possesses a Relic in the form of a sword with the Defender Relic Power, which provides a passive +2 to Defense. The GM decides that one use of it provides this bonus for 1 Round of combat. Marcus can take a Free Action on his turn to activate the Power, gaining +2 Defense until the end of the Round. He can use the Power 3 times per session.



RETURNED LEGEND

Lost. Fabled. Found.

You once lived in an era long past, but through suspended animation, warp phenomena, or other strange circumstances, you find yourself in the present day. You know little about the future you have entered, but the people somehow know you.

Discuss with your GM how your reputation has survived to the present. You may have performed a heroic sacrifice before being lost, or the odd circumstances of your disappearance could have spawned urban legends. Or, you may have been put into cryosleep intentionally so you could be deployed when you were needed most, and your reawakening has been announced with fanfare.

The passing of time has warped people's understanding of you. There is a rumor circulating about you. One part of it is true, another part is highly exaggerated or outright fictitious. Discuss the details of the rumor with the GM, and in what circles the rumor has spread. The reach of the rumor should scale with your Tier. A Tier 2 character may have a reputation in their own sub-faction, while a Tier 4 character could be known by nearly everyone across the sector.

XP Cost: 20 × New Tier

Keywords: [ANY] (the faction that found you)

Influence Bonus: +2 per Tier Ascended

Story Element: You have +Rank extra dice to social Tests that play off of the rumor that is has spread about you, if the target could have heard the rumor.

You have +Double Rank extra dice to Scholar Tests to recall information about the time in the past you lived through.

SANCTIONED

Vetted. Tolerated. Owned.

Your kind is normally shot on sight in the circles you now travel in, but you have gotten special protection that keeps you alive. As long as you remain clearly marked and in the company of your assigned handler, you will be tolerated.

In the Imperium, xenos may be sanctioned if they prove themselves loyal and useful. Inquisitors and Rogue Traders are known to keep such specimens in their retinue.

The situation of your sanctioning could be more abstract. You could be a Drukhari protected by an affiliation with a gang of hive scum, a Ogrym adopted by a band of Orks, or an Inquisitor given diplomatic protection within the T'au Empire.

You have a visible mark of sanctioning which you are expected to show at all times. It could be a badge, a tattoo or brand, a legal document, etc.

You also have one or more handlers who can vouch for your sanctioning and are responsible for keeping you in line. Any number of agents who share a Keyword you gain from this Ascension Package can be your handler. The GM may also give you one or more NPC handlers.

XP Cost: 5 × New Tier

Keywords: [ANY], [ANY] (the faction and sub-faction that sanctioned you)

Story Element: If your mark is clearly visible or you are in the presence of one of your handlers, the species penalty for social interactions with a member of the species that sanctioned you is reduced to +1 DN. If both are true, you do not suffer the penalty at all.

Your own kind considers you a traitor for working with your current allies. Social Tests against members of your own species have +1 DN if your mark is visible or your handler is present, and +2 DN if both are true.



SOLE SURVIVOR

Spared. Haunted. Alone.

You were present for a bloody disaster and were the only one who made it out alive. The ghosts of those you lost in the carnage haunt you, both weighing you down and driving you forward. News of the tragedy has spread far, and those who know that you were present for it may either admire or pity you.

Discuss with the GM what event you lived through and how you made it out. You could be the only guardsman of your company to leave a massacre alive, an Aeldari who escaped the destruction of their Craftworld, a Sister of Battle who watched her sisters be tortured to death by sadistic Drukhari, etc.

Whatever happened, you lost people that you cared about deeply that day. Note down who they were. As the only survivor, it's likely that you on some level blame yourself for what happened to them. Was there anything you could have done?

The person or faction responsible for the event might still be out there somewhere. Do you want to track them down and avenge the fallen, or are you running away from them and the painful memories? Perhaps your own faction made the decision that killed so many people; for example, you could be an Inquisitorial Acolyte who knows

that your Inquisitor called for the Exterminatus for your homeworld. Even if you have tried to come to terms with it, such a personal betrayal may strain your loyalties.

Instead, the threat might be long gone by now, burned away in the fire of the calamity. There is no villain to defeat, no revenge to be had, no way to stop the terror and grief that will follow you for the rest of your days.

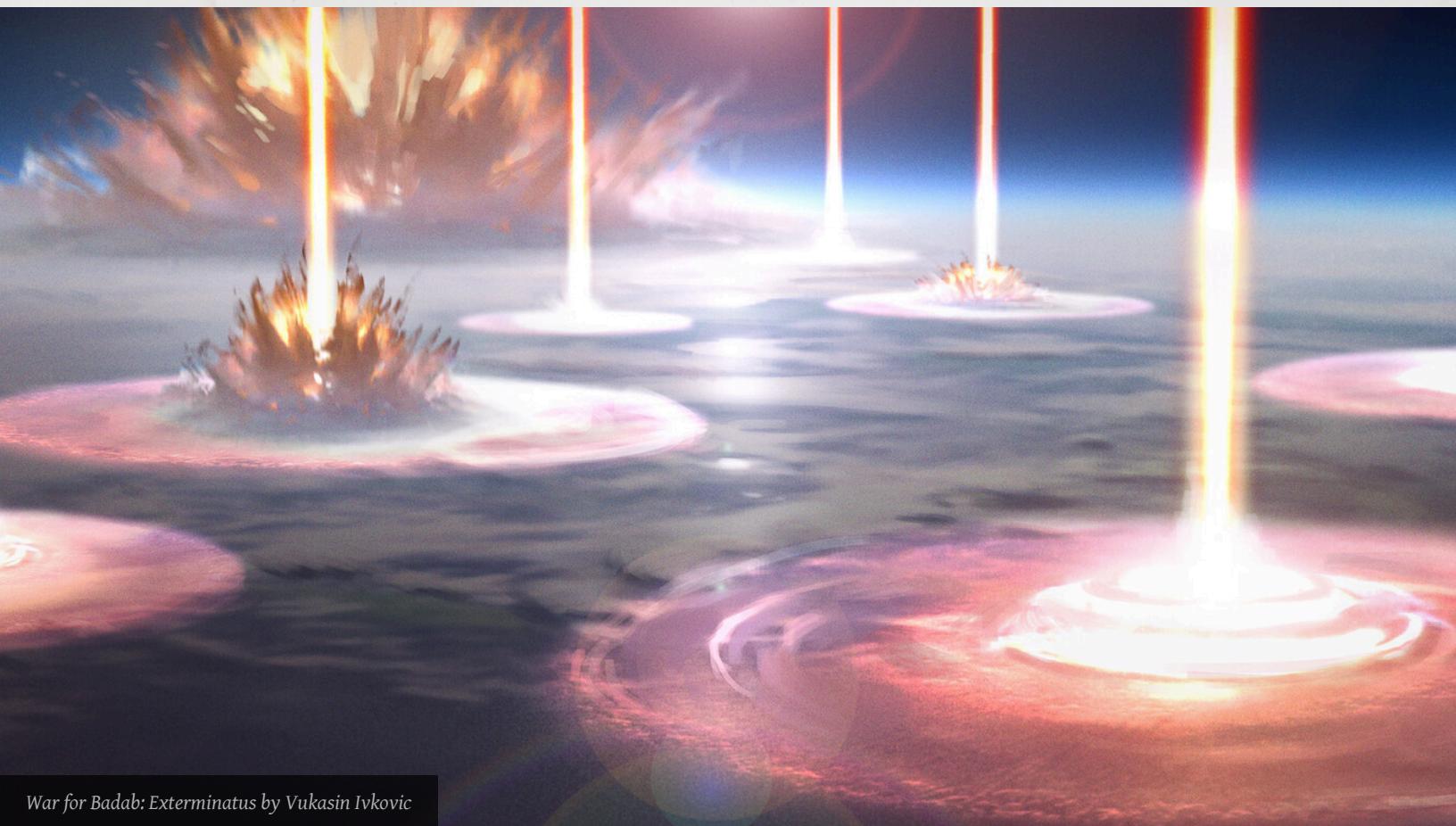
XP Cost: 10 × New Tier

Keyword: [ANY] (the faction that rescued you after the disaster)

Influence Bonus: +1 per Tier ascended

Story Element: Roll on the Memorable Injury table once.

Your survivor's guilt drives you to protect your current comrades from meeting the fate that your old allies did. When an ally adjacent to you is targeted with an Attack, you can spend a Wrath point as a Reflexive Action to swap places with them, becoming the new target for the Attack. You add +Rank extra dice to a Determination test to turn Wounds from this Attack into Shock.



TORTUROUS TRIAL

Tested. Proven. Scarred.

Most lives in the 42nd Millennium are full of suffering, but you have experienced agony that few can comprehend. You underwent unthinkable torture at the cruel hands of your foes, yet you endured. Because you held strong, your faction secured an important victory.

Work with the GM to decide what happened to you and who was responsible. You may have been tortured as part of an interrogation or to satisfy your enemy's sadism. Or, you may have persevered through grievous wounds during a critical mission, sacrificing your health and sanity for your faction's cause.

The torment you suffered pushed you to the brink physically and mentally, and while you did not break, some piece of you cracked. Either a part of your body was damaged beyond repair, or the memory has left a wound in your psyche that will never heal. You have the gratitude of your faction and a reputation for unbreakable resolve, but you will never be the same person you were before.

XP Cost: 10 × New Tier

Skill Requirement: Toughness 3+, Willpower 3+

Influence Bonus: +1 per Tier ascended

Story Element: You endured torment that tested both you physically and mentally. Either your body or mind was strengthened; the other was left weakened and scarred.

If your body was strengthened and your mind was scarred:

- Roll on the Memorable Injury table twice.
- Gain +1 bonus die to Determination tests per Tier ascended.
- When you encounter a situation that reminds you of your trauma, you must make a Resolve test against Fear. The GM sets the DN based on how similar it is to your trauma. A tangential connection is DN 3, but a more direct parallel will have a higher difficulty.

If your mind was strengthened but your body was scarred:

- Roll on the Memorable Injury table twice.
- Roll on the Traumatic Injury table once.
- Gain +1 bonus die to Resolve tests per Tier ascended.



Asmodai, Master Interrogator-Chaplain by Sarp Cebeci

TRAITOROUS DEALINGS

Questionable. Underhanded. Lucrative.

You have a secret side business that goes against the interests of your faction. You sell your organization's equipment, information, or services to outsiders, and thankfully, you haven't been caught yet.

Work with your GM to define what your illicit business is and who your typical customers are. Among some factions, this sort of treachery is unsurprising; an Ork acting as a gun-for-hire for the Imperium or a hive ganger selling out their gang to another is enraging but par for the course. Your business could be far more scandalous. Selling the secrets of the Inquisition to xenos or smuggling Adeptus Mechanicus tech to hereteks would cause a far larger stir if it were revealed.

You mostly operate alone, but there could be other traitors in your faction that you cooperate with. They are not your underlings, and are under no obligation to follow your orders. You also have some contacts that you sell to. These contacts may grow angry with you if you take too long to get them what they want.

XP Cost: 10 × New Tier

Skill Requirement: Cunning 3+

Keyword: [ANY] (a faction you do business with)

Story Element: Start with 1 extra Wealth. When you take substantial time to attend to your business, make a DN 3 Cunning (Fel) Test. The DN will change over time with your successes and failures. You can focus on either making money or covering your tracks.

Make Money. On a success, you gain 1 Wealth. Either way, the DN to manage your business increases by 1 for future Tests. On a Wrath Critical, you are extra careful, and the DN does not increase. On a Wrath Complication, you misstep and draw suspicion, and the DN increases by 2.

Cover Your Tracks. On a success, the DN decreases by 1 for future Tests. You can spend Shifts to decrease the DN by an additional 1 per Shift. The difficulty can never go below DN 3. Wrath Criticals and Wrath Complications can introduce new opportunities or problems for your business. If you fail with a Wrath Complication, your attempts to feign innocence backfire, and the DN increases by 1.

If the difficulty of the test ever reaches DN 9, you have been found out and will face severe consequences. At minimum, you will lose the Keyword of the faction you betrayed and your business will fall apart.

UNCONVENTIONAL TRAINING

Educated. Proficient. Unique.

Most cultures and organizations in the 42nd Millennium keep their martial traditions a close-guarded secret. Only those who have been fully initiated are allowed to learn their exclusive weapon techniques and war tactics. Sometimes, this knowledge ends up in unexpected hands.

You have mastered elite techniques for a weapon that is unconventional for your species or background. Others may be surprised by your skill with such an exotic armament, and members of the faction who pioneered it may react with anything from amusement to offense. You are skilled enough with it to surpass ordinary wielders and challenge masters of its use.

Consider how you came to possess this skill. Perhaps you were mentored by a member of the faction, who made an exception to tradition. You instead could have learned it from observation, either through working alongside the faction or by fighting against them.

XP Cost: 10 × New Tier

Skill Requirement: Weapon Skill 3+ (for a melee weapon) or Ballistic Skill 3+ (for a ranged weapon)

Story Element: You gain one Rare weapon with a maximum value of 3 + your Tier. The weapon must have a keyword that you don't have. You can requisition another copy of this weapon as if you had the keyword.

You have +Rank bonus dice to Attack Tests with the chosen weapon, and deal +Rank ED with it.





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Ciaphas Cain by Vladimir Krisetskiy

UNLIKELY LUCK

Fortunate. Accomplished. Insecure.

Surviving the harsh galaxy of the 42nd Millennium takes grit, skill, and luck. You have relied on luck more than most.

You stumbled into your current success through coincidences and good fortune. Your greatest accomplishments were accidents, but that has not stopped anyone from lofting you up as an exemplar of your faction. Your impeccable record has earned you a place on a mission that is far more important and dangerous than what others of your station are assigned.

Your peers have faith in your abilities, but you know the truth of how you arrived here. Someday, your luck will run out. Are you more afraid of your inevitable painful death, or of the world finding out that you were always a hapless fraud?

XP Cost: 10 × New Tier

Influence: +1 per Tier ascended

Story Element: When you roll a Wrath Complication, you gain a Wrath Point. You can gain a Wrath Point this way a number of times equal to your Tier per session.

XENOTECH INFUSION

Bonded. Infected. Empowered.

An encounter with a mysterious piece of xenotech left you forever changed. This foreign technology has affixed itself to you and permanently altered your body and mind.

Discuss with the GM how this bond occurred, and whether it was done intentionally or not. The xenotech might bonded with the first being to come across it, or you could have had it implanted into you as part of an experiment by the Ordo Xenos or a Drukhari Haemonculus.

The visible marks of your xenotech bond evoke fear and distrust in members of your own species. However, the xenotech also grants you abilities and knowledge that are normally exclusive to the enemies of your kind. If you can prove your usefulness, you may be granted leniency despite your grotesque alien augment.

Although the term xenotech is a human one, remember that humans are xenos in the eyes of other alien species. If you are a xeno, you could have bonded with a piece of human archeotech or a supposedly holy human relic.

XP Cost: 15 × New Tier

Influence Bonus: -1

Keyword: [ANY] (the species that created the xenotech)

Story Element: The xenotech that has bonded to you takes the form of an Augment. Decide with your GM what part of your body it replaces, based on what makes sense for the benefit it provides. It is visibly corrupted, bearing symbols, exotic materials, or mutations that reveal its origin. Normally it can be covered, but while you are using the benefits it gives you, it is impossible to hide.

Choose one option for the power the xenotech gives you: Wargear, a Talent, or a Psychic Power.

Wargear. Choose a piece of Rare Wargear with a maximum value of 3 + your Tier which has the Keyword you gained from this Ascension Package. If ascending to Tier 3 or higher, it can be Very Rare. You cannot pick ammo, grenades, or other consumables. The GM can veto Wargear that is too large or otherwise does not make sense.

Your xenotech Augment has the chosen Wargear embedded into it. You can extract or retract the implanted Wargear as an Action. You only gain the benefits of the Wargear while it is extracted. The Augment may impede the normal functioning of the body part while it's extracted; for example, if your arm doubles as a pistol, you cannot manipulate objects with that hand while the pistol is active. You can't drop the integrated Wargear and you can't be disarmed of it without amputating the body part it is integrated into.

Talent. Choose one Talent that has a species or Keyword prerequisite that matches the species that created the xenotech. You have this Talent as long as the xenotech is bound to you. The XP cost of this Ascension Package becomes equal to the cost of the Talent.

Psychic Power. (Prerequisite: PSYKER) Choose one Psychic Power that requires the Keyword gained by this Ascension Package. You have this Psychic Power as long as the xenotech is bound to you. The XP cost of this Ascension Package becomes equal to the cost of the Psychic Power.

XENOWORLDER

Astray. Adapted. Acculturated.

You have spent a significant portion of your life surviving in hostile alien territory. Unsanctioned and unprotected, you had to rely on your own wit and skill to keep you alive.

Consider how you ended up in such a place and why. It may have been an accident, such as crash landing on an alien world or being separated from your military squad in enemy territory. You could have gone there intentionally on an undercover mission. You may have been born there, a fringe minority in an inhospitable land.

Most factions in the galaxy have a deep hatred for the other, so surviving meant staying in the shadows and moving on the fringes of society, if you dared to venture near society at all. Still, being in close proximity to another species has given you a deep understanding of them that goes beyond the propaganda spread by your own faction.

Understanding can lead to empathy, and sympathy for the xeno is heresy within the Imperium. Even a true hardened servant of the Emperor after years of observing the enemy in and out of combat may grow to respect them as worthy foes rather than vermin. You must be careful how you express your knowledge of this other species to avoid accusations of heresy.

XP Cost: 10 × New Tier

Skill Requirement: Survival 3+

Keyword: [ANY] (a faction that inhabited the world you survived)

Story Element: While you are in an environment similar to the one you survived, you get +Double Rank bonus dice to Survival (Wil) Tests.

Additionally, you have learned the ways of the xeno species that inhabits the area. You can speak their native language. You gain +Rank bonus dice to Scholar (Int) Tests to recall information about the species and to all social Tests against them.

Xenoworlder assumes that you survived near but outside of xeno civilization. Hiding among the xenos is more difficult, but possible. For example, you might be an Aeldari ranger posing as a human mutant on an Imperial world, or a Space Marine who has tricked Orks into thinking they're an odd looking Meganob.

With permission of the GM, you can modify your bonuses to reflect your more social approach. You add +Rank dice to relevant Survival (Wil) and Scholar (Int) Tests, and +Double Rank dice to relevant social Tests.

CHANGELOG

VERSION 1.0 (1/4/25)

- Lost Scion
 - Edited the description to include details on why you were kept alive
 - Lowered influence gained to +1 per Tier ascended
 - Made the [ANY] keyword optional. You can forgo it for extra influence.
- Sole Survivor
 - Clarified [ANY] keyword

VERSION 0.1 (12/25/24)

- Initial draft version for review. Includes 17 Ascension Packages.

CREDITS

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