

Kalidonia

Kalidonia: Terra-like exoplanet.

Radius: 0.87R, (R denoting Terran radius). Gravity: 0.97G. Day = 28 Hours. Year= 400 Days

Axial tilt= 20 degree. Population: 550 million Humans, Unknown number of Xenos

Kalidonia is a Terra-like exoplanet located within the Septum III System. Located on the edge of the Septum III Star's habitable zone, Kalidonia is home to much longer years and low global temperatures. While Kalidonia is roughly 15% smaller than Terra, it retains a similar gravitational magnitude due to the density of the planet. The primary export of Kalidonia payed in the Imperial Tithe is rare earth metals, natural gas and oils.

The Septum III System is relatively sparse in habitable planets, only having Kalidonia. Following Kalidonia, Septum III contains 3 gas giants further out in its orbit. They are name Mundus Prime, Mundas II and Mundas III respectively.

Current State of Things

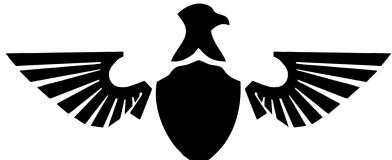
It is 5 years after the ending of the 7th Sordin-Aurath War. Kalidonia, wracked by another world war, has left House Sordin on shaky footing. The no mans land known as the Moderatus Vallis is a region wrought with intense tension between the Exodite country of Aurath and the United Imperium states under House Sordin. Throughout imperial controlled land, lower Xenos races stalk the hills and forests. Vile creatures centuries from their glory hunt the defenceless citizens of the imperium. House Sordin has stood as the definitive Governor over the planet of Kalidonia since its founding over a millenia ago, but after centuries of warfare and sacrifice, whispers amongst the lower houses speak of a change in leadership. This is the eve of the glorious reign of House Sordin.

You will arrive in Nikonova, the capital city state of House Pyrov. This region is known as the Shattered Coast, due to being on the front line of every world war to wreck Kalidonia. House Pyrov requested aid from House Sordin, and the call has been broadcast across Kalidonia. The wounds from the most recent Sordin-Aurath war are fresh, and the Shattered Coast is a region wrought with turmoil.

A Call for Aid

House Pyrov requested support from Hive Sordin to aid in the reconstruction of their territory immediately following the aftermath of the 7th Sordin-Aurath War. 5 years on and that request has yet to be fully filled. You will arrive in the city of Nikonova to answer the call of the Pyrovian people. There are a variety of Imperial Houses that have established City States across the planet of Kalidonia, and it is recommended (but not required) to be a great house to herald from. **Keep in mind:** the setting of this campaign is to support a “zero to hero” campaign, so a low stakes backstory is best. There will be further information on all major factions below:

Major Factions

House Sordin		Primary ruling family of Kalidonia who trace their lineage to Kalidor Sordin, the man who founded Kalidonia. House Sordin has ruled uncontested as the planet's governing body for several millennia. They control Kalidonia's central hive city, Hive Sordin. This Hive is the only location on the planet with a spaceport.
House Pyrov		Secondary noble of Kalidonia. Pyrov was the second noble family to establish city-states away from Hive Sordin, their Capital City of Nikonova. They are present in Shattered Coast on the southern edge of the Glacies continent, just west of the Moderatus Vallis. Pyrov has been involved in every Sordin-Aurath War. Their primary export is mined resources from Glacies.
House Grescaal		Formed as a response to House Sordin finding immense deposits of mineable resources in the tundra of Glacies. The intensity of aurora activity on Glacies is immense, causing frequent and intense electromagnetic activity in their region. Near the end of the 7th Sordin-Aurath war, House Grescaal would be hit with an electromagnetic storm known as "The Burning Sky Incident" knocking out all communication with the outside world. They are located solely in the city of Karbranth.
House Kotyle		House Kotyle was the first house to establish a city-state outside of Hive Sordin, their Capital of Corvus. Kotyle is amongst the first noble families to colonize Kalidonia, along with House Pyrov. They are an honour bound people, and the primary city-state contributing to the Kalidonia Defense Force.

House Jeledan		<p>House Jeledan is a family home grown in Kalidonia. They deal primarily in the trading of goods between all of the great houses, as well as with the minor and major Xenos races of the world. Jeledan remained relatively neutral in each Sordin-Aurath War, however, they would become the primary battleground of Aurath's invasion of Mancyra. Their city of Divitheer would be the sight of the majority of the wars fighting.</p>
House Branvendt		<p>House Branvendt resides on the Talidex Peninsula, primary export being oil and natural gas. They were the first to come to house Jeledan's aid during the 7th Sordin-Aurath War. Their capital city is known as Draken-Volt</p>
House Ardian		<p>House Ardian is the smallest of all great houses on Kalidonia. They exist primarily to passify the Xenos tribes of Southern Mancyra. As a result, their primary export is the hunted material and hides of the incredible beasts in this region. Their capital of Fennix was created atop the ruins of the Ja'likai kingdom in southern Mancyra</p>
Aurath		<p>The oldest Faction of Kalidonia, residing upon its earth millenia before Kalidor was a twinkle in his fathers eye. Aurath are a country of Exodite Eldar, controlling the entire continent of Accuxynaos, but their capital resides in the Suletari Basin. They have waged and received war with House Sordin since they first stepped foot on their world. The Moderatus Vallis was a line created between the worlds rulers to halt all land travel between Accuxynaos and Mancyra.</p>

Ja'likai		<p>The Ja'likai are a race of 4 armed, slim built Xenos native to Kalidonia. They originally held a kingdom in the southern half of Mancyra until their fall during the Jeledan-Ja'likai War. They now exist as a nomadic group of hunter/scavengers spread throughout the entirety of the world. Nevertheless, the majority of their population resides in the plains of southern Mancyra.</p>
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Kalidonia Defense Force

The planetary defense of Kalidonia is made up of men and women from each Great House of Kalidonia. The KDF has existed in Kalidonia since its founding, and can be thought of as the Army of House Sordin as well. Lasguns and Las weaponry are standard issue only for elite members of the KDF. In the Shattered Coast, the KDF are a late arrival due to continued efforts in Jaledan and Grescaal Territory.

The Imperial Church of Kalidonia

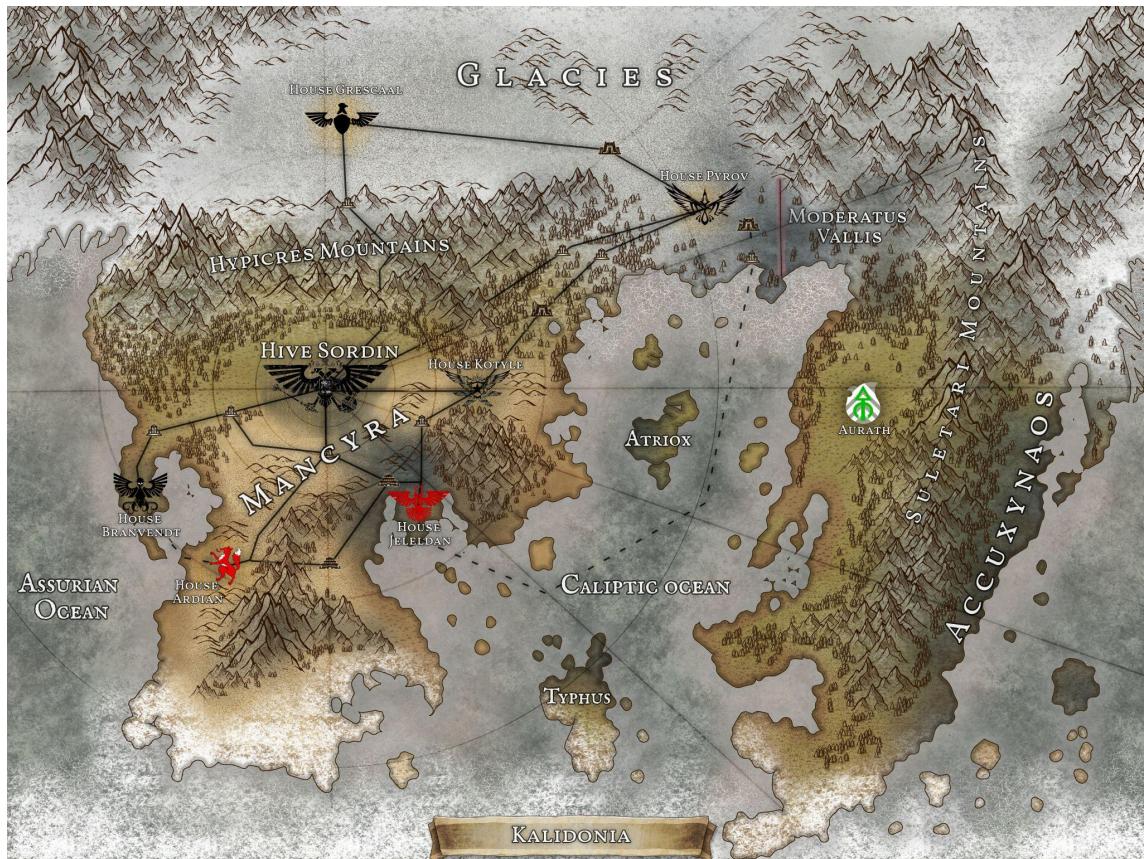
Church of the Ecclisiarchy established shortly after Kalidonia began paying the Imperial Tithe. Members of the Imperial Cult exist in every Imperial territory on Kalidonia, spreading the Imperial truth for humanity.

The Machine Cults of Inductus

The Adeptus Mechanicus has cults all across the Imperium, one of them being the Machine Cults of Inductus, located primarily on the Forge World of Inductus in the Haephos System of the Chalnath Expanse. Lucky for Kalidonia, the Machine Cult has a small yet substantial presence on the planet.

Scum

Not every Imperial Citizen bows to the leadership of the great houses. There are many bandit tribes, underhivers, deserters, and insurrectionists who have abandoned organized society. Some work with the Xenos of the world, others simply harass those who still follow the law of the imperium.



Character Creation

Here are the settings to use for Doctors of Doom. Add your wargear according to the archetype you choose, **but not your weapons**. I have added a lot of homebrew guns for this game that will not be on DoD so we will discuss equipment together when you send me your final character sheet. Your armor will also be subject to change. I will be translating everything to Foundry VTT anyway, so you will get an updated character sheet when we play the game there.

Also, Foundry VTT has a token and battlemap system built into it, so if you find any artwork that you think is a good representation of your character, send it over and i will make it your token icon.

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Additional eXperience Points
0

Add the XP earned by playing the game. Usually granted by the GM.

Rank
1

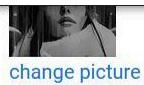
Set your Characters Rank, usually between 1-3.

Framework
Define your campaign framework.

Select a fitting tier
1 - One among billions

Describe your Setting or Campaign
Chalnath Expanse

Only a few words



change picture

Official Publications

Enable specific content from official publications. (Some are auto-enabled)

Wrath & Glory Core Rules
Core Factions

Forsaken System Player Guide
Imperial Archetypes

Redacted Records I
Some Talents

Redacted Records II
More Talents

Aeldari - Inheritance of Ember
Aeldari & Drukhari Content

The Null Hypothesis
Add Sisters of Silence and gear.

Homebrews

Allow specific homebrew content to be used for this character.

'Your own Custom' content
You homebrew species.

'An Abundance of Apocrypha' content
Add Human Homeworlds, Squad, Pariah, more is on the way.

'Tome of Glory' content
Add Chaos Archetypes.

'Doctors of Doom Sandbox' content
Add Chapter Houses and Roguish Archetypes.

'Godless Heathens' content
Add Kroot and Jokaero Archetypes.

'Shadow of the Imperium Sandbox' content
Highly experimental!