

Dancing In the Ashes Preview  
Character Creation

## CHAPTER II: CHARACTER CREATION

Playing Dancing in the Ashes involves taking on the persona of a Corsair, also known as the Anhrathe in the Aeldari lexicon. These are Aeldari — and sometimes mercenaries of other species — that have chosen to shake off the fetters of their old lives and instead have given themselves over to their wilder nature, joining with like-minded renegades and thrill seekers in an Anhrathe Coterie. Unlike becoming an Acolyte of an Imperial Inquisitor, to become Anhrathe is always a personal choice, swearing no oaths but to serve beside their new kindred for as long as their freedoms are respected and the freedom of others respected in kind. At least the freedoms of the other Corsairs in the fleet.

Some struggle to adapt to such a free life without the direction imposed by their Origins, those that might demand total self control or subservience to those with greater power. Others thrive within the anarchy, finding that falling into the savage momentum of the unbound Aeldari mind to be the greatest form of liberation they have ever experienced. Both sorts have their place within the fleet.

Though the fleet is nominally led by a Prince, each ship is led by their Captain, and each Band is led by a Felarch, there is little hierarchy within an Anhrathe Coterie, a fact many find confusing upon joining but quickly come to appreciate. Within a Coterie, the only thing that matters is the ability to back up reputation with action; if a Felarch, Captain, or even a Prince cannot maintain the respect of their fellow Corsairs, those Corsairs have every right to leave for better leadership— or better yet, claim leadership from the undeserving.

By the whims of their fellow Corsairs, guided by reckless desires and flights of fancy, the Coterie sets out into the void of space, setting to fulfil their desires for adventure, plunder, and reputation. Though the Asuryani live in post-scarcity and the Dark Kin value the infliction of suffering more than trinkets and baubles, the Anhrathe seek any way to bring themselves delight, be that through plundering new toys, experiencing new sensations, or building their own legends like the heroes of myth.

To outsiders, Corsairs are whispered in fear as being hunters in the void, appearing from nowhere to make prey of weak or unsuspecting voidfarers. They attack suddenly, purpose often unclear, often making a game of their raids to fulfil their desires. Other vessels are known for their uncommon diplomatic natures, willing to trade and cavort with the younger species to see what interesting qualia the mayflies may bring to their lives. Such is the diversity of the Anhrathe that no one vessel, not even those of the same fleet, may act anything like their kindred.

There are only three ends to a Corsair. The first, and most common, is to have their fill of adventure and to return to their Origin, bringing their new experiences and riches in tow. Second is to die, made the last victim of their reckless abandon. Lastly is to become completely bound to the fleet, unable to live anything but the pirate's life. In any case, only the greatest Corsairs will live on in history with the renown they build while dancing in the ashes of their people's fallen empire.

## CREATING A CORSAIR

*"WE ARE SHAPED BY FATE, JUST AS WE SHAPE IT."*

-Bonesinger Laerana, on the wisdom of the Paths

Creating a Corsair in Dancing in the Ashes follows a similar process as creating a typical Acolyte in Dark Heresy. Just as a Player Character is given form by their Home World, Background, and their Role within the Inquisitorial Retinue, a Corsair is defined by their Origin and the Paths they have walked before joining up with their Coterie. There are many reasons why the very different forms of Aeldari might choose to voyage out into the Great Wheel that is the universe as a roguish sort and it is best to go through this process together as a group to help allow each player and the Game Master to understand who they will be fighting and plundering besides.

To create a Corsair, the players use the following six stages:

### STAGE 1: CHOOSE AN ORIGIN

A character's Origin is both their particular species and the common circumstances those species are born into. It determines not only the circumstances of their birth but also how the other peoples of the universe will perceive them, for good or ill.

Dancing in the Ashes includes the four major forms of Eldar culture — Anhrathe, Asuryani, Drukhari, and Exodite — of which there are thirteen options total to choose from from their common subcultures.

### STAGE 2: CHOOSE PATHS

Unlike in Dark Heresy where the Player Characters are humans drafted from the Imperium's uncaring adeptus divisions, Corsairs are of the long lived Eldar who have likely lived far longer lives and experienced much walking their different Paths.

Each Corsair gains six Path Steps, chosen from the many Paths available to them. Due to the fluidity of Aeldari life, a Corsair may have started their life walking a Path from their Origin, but may have shifted and changed to those of alternate cultures, such as a Drukhari Trueborn that turned from their dark ways to walk the Asuryani Path of the Mourner.

A Corsair's backstory is clear from which Paths they have walked, and in what order.

### STAGE 3: CREATE VESSEL

All Corsairs travel the void and to do so they require a voidship. The Corsair fleets have plenty of room to spare with crews that choose to come and go on their whims, making sure there is the perfect ship for any motley band of pirates.

Together, the Players determine what kind of Vessel they travel the universe upon, determining the ship's own Origin, its Size classification, the Captain's Demeanour, and any other supplemental components such as the ship's History, eccentricities of its Crew, or the unique Facilities the Corsairs may make use of.

### STAGE 4: SPEND EXPERIENCE POINTS,

### EQUIP CORSAIR

No single Corsair is alike another. Though the Corsair will gain abilities equipment from their Paths, they may also develop themselves further and try their luck at gaining more equipment of their choice. Perhaps there is a talent or particular weapon they feel would fit their aesthetic. What is a Corsair without their trademarks?

Some Corsairs may have chosen more specialised ways to train before their time as a Corsair and may also spend their experience points on taking an Elite Advance. This could mean becoming an Aspect Warrior, a particularly proficient leader of Aeldari, or even taking on an important role as a Harlequin.

### STAGE 5: GIVE THE CHARACTER LIFE

Finally, it is time to really turn the Corsair from a number of character options into a true character, one whom will become renowned amongst the fleet. The Corsair's name, personality, appearance, and history are fleshed out, preparing them to enter into the Corsair life were their story may grow with infamy.

## RECOMMENDED OPTIONS

As Players create their Corsairs and their Vessel, they will find some options are more appropriate for their intended character idea than others. Each Origin will advise likely Paths the Corsair likely took as their first Steps in their life, ones best suited for their Origin's particular strengths, though these are just recommendations and not mandatory.

Though when making a Corsair, Players may find that life in an Anhrathe Coterie is made up of souls from all walks of life, and some fit in with the cosmopolitan and pragmatic lifestyle more than others. For players that wish to avoid much tension within the party, open discussion at character creation is always advised to ensure every Player Character would fit in with the group.

Should an idea feel too out of place, or may strain the party dynamic in unfun ways, the Game Master and Players should take time to give each other recommendations on what could change to better fit the party culture. It may be interesting to be an Incubus but in a party of Aspect Warriors they may not make a perfect fit.

## STAGE 1: CHOOSE AN ORIGIN

*"COME, CHILDREN OF THE FALL, COME AND REVEL AND CAVORT IN THESE TIMES OF ENDING, FOR WE ARE ALL THE ORPHANS OF EMPIRE, AND WE SHARE THE SAME BLOOD!"*

- The Grinning Lord, Rillietann Troupe Master

Within the many arms of the Great Wheel, the Aeldari people remain. So many of their kind have fallen into the maw of Slaanesh, others having their souls sequestered away in the Infinity Circuits and World Spirits, yet the Eldar endure within their many diverse cultures.

Corsairs rise from every corner of the galaxy. Most step from the ranks of the Craftworlds, the transient continent-vessels of the Asuryani, as they seen becoming a Corsair simply a Path that some may walk on. Less common are the Drukhari, many of whom started off as realspace raiders that found the freedom from the Dark City allowed for an intoxicating way of life. Even rarer are the Exodites, many finding their first taste of high technology within the fleets, and the most unlikely stemming from those born, raised, and living the pirate life. All come with their own histories. All are Anhrathe.

Unlike Acolytes of the Inquisition, the exact type of world a Corsair is less important than their Origin, the circumstances they lived through before they chose to take on the reaving lifestyle. Though two characters may be of the same Origin they are likely to be from entirely different backgrounds; one Child of Khaine may be from Biel-Tan while another may have risen from Kaelor.

What unites all Corsairs is their will to be free. Free of the constraints of the Craftworlds, the slavery of Commorragh, or the planet of their birth. They may bicker, they may come to blows, but they give their loyalty to their fleet and their fellow crew because of their shared independence. Every Corsair Prince knows this and know they must inspire this camaraderie or see the fleet die.

Origins are the clay from which the resulting Corsair is shaped. They do not define a character but grant them particular insights into the universe that likely moulded them into the person that they became. A Trueborn Drukhari was raised in luxury while a Vatborn Drukhari had to fight for everything they had, both viewing the culture of the Dark City and its many satellite realms in very different ways.

Each Origin comes with a brief description of what it means to be from that background, likely opinions one from such a background holds for other Aeldari in the universe, and a collection of special rules unique only to them. These are as follows:

**Characteristic Modifiers:** When generating the Corsair's Characteristics, they gain a bonus or penalty to particular Characteristics based on their Origin in an identical fashion as an Acolyte in Dark Heresy.

**Fate Threshold:** Not all Origins are so blessed by the skein of fate. The Corsair's starting Fate Threshold is listed here. They may be blessed, however, by the laughter of Cecgorach and increase their Fate Threshold by 1 if they meet or beat the Blessing rating on a 1d10 roll.

**Origin Bonuses:** A collection of special abilities based on their species, their particular phenotype, and a trait picked up from their and their upbringing. All Eldar begin with Aeldari Celerity to represent their unnatural swiftness and grace.

**Origin Aptitude:** An Aptitude common amongst all Corsairs of this origin.

**Wounds:** The number of Wounds a character begins with, determined by a static value increased by 1d5 and the Corsair's Toughness Bonus. If the Corsair's Toughness Bonus increases during character creation for any reason, their Wounds increase also.

**Base Renown:** Some Origins are born into greater privilege than others, resulting in their starting Renown Characteristic.

**Recommended Paths:** Though Corsairs may choose whatever Paths they meet the prerequisites for, each Origin suggests what Paths are common for those raised in their culture.

Most Players will choose their Origin themselves, though if desired they may roll on Table 2-X: Random Origin below instead and develop themselves from there.

### GENERATE CHARACTERISTICS

After the Corsair has chosen their Origin, they roll up their Characteristics in the same way a Player Character in Dark Heresy would, with the following changes:

- The base number for all Characteristics but Renown is 25 instead of 20.
- The Corsair does not roll for their Renown Characteristic, meaning they only roll for the other 9 Characteristics.

TABLE 2-X: RANDOM ORIGIN

d100 ROLL	RESULT
01-07	Anhrathe - Born Outcast
08-10	Anhrathe - Fleet Royalty
11-20	Asuryani - Child of Asuryan
21-30	Asuryani - Child of Khaine
31-40	Asuryani - Child of Kurnous
41-50	Asuryani - Child of Morai-Heg
51-60	Asuryani - Child of Vault
61-64	Drukhari - Cauldronborn
65-68	Drukhari - Mandrake
69-78	Drukhari - Trueborn
79-89	Drukhari - Vatborn
90-92	Exodite - Dragonlord
93-96	Exodite - Maiden World
97-100	Exodite - Claimed World

## ANHRATHE - BORN OUTCAST

*"DO NOT THINK MY SOME IGNORANT EXODITE OR DRUKHARI TUBE-SLAVE. I HAVE KNOWN NOTHING BUT FREEDOM MY ENTIRE EXISTENCE! FROM GRAVITY, FROM FEAR, AND CERTAINLY FROM YOUR MORALISING!"*

-Reaver Yslain, refusing an offer to become Asuryani

Rare are those Eldar born into a Corsair fleet, never having known the structure of the Paths, the slavery of the Dark Kin, or the rugged primitive of the Exodites. Few Born Outcasts ever leave their fleet, forever unbound, reckless until the end.

### COMMON OPINIONS ON:

**Asuryani:** Their devotion to self control is admirable, yet it keeps them from truly enjoying life.

**Drukhari:** While we are more similar to them than the craftworlders, their slavery even of their own kind is antithetical to our way of life.

**Exodites:** How can one choose to be bound to one world? Do the stars not call out to them?

**Rillietann:** It is always a good time when they catch a ride on the ship, yet their attempts to rope us into prophetic endeavours endangers all in the fleet.

**Mercenary Species:** Sometimes it feels these wandering souls are far more our kin than even the other Eldar.

## BORN OUTCAST RULES

A character from the Born Outcast Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Ballistic Skill, + Agility, - Strength

### FATE THRESHOLD

2 (Blessing 5+)

### ORIGIN BONUS

**Aeldari Celerity:** All Eldar start the game with Unnatural Agility (3).

**Psychosensitive:** Asuryani characters may choose to start the game with the Psyker Aptitude and the Psyker (PR 1) trait.

**Lightning Raids:** Born Outcasts do not treat Zero Gravity as difficult terrain, never roll Agility to risk drifting off, and may roll Initiative tests twice and choose either result.

### ORIGIN APTITUDE

Defence

### WOUNDS

8 + 1d5 + Toughness Bonus

### BASE RENOWN

30

### RECOMMENDED PATHS

Cloud Dancer, Outcast, Skyreaver, Survivalist, Way Seeker

## ANH RATHE - FLEET ROYALTY

"I UNDERSTAND THAT YOU ARE NOT USED TO SUCH COSMOPOLITAN COMPANY, HONOURED VISITOR, BUT YOU WILL NOT LET YOUR BIASES CAUSE BLOODSHED UPON MY VESSEL. I WOULD HATE TO HAVE TO RETURN YOU TO YOUR MASTER WITHOUT YOUR HEAD."

-Baroness Rhaela, over discussions with Interrogator Cale of the Ordo Xenos

Of the Outcasts, the rarest amongst them are the Fleet Royalty, born of the princes and princesses that rule the Anhrathe. The Princess of the Whitedown Gryphons has no direct children but her brothers and sisters have built quite the extended court, most of whom have taken roles as felarchs, void dreamers, and captains of their own vessels.

### COMMON OPINIONS ON:

**Asuryani:** They think they can manipulate us, being our greatest source of recruitment and guidance. Their arrogance leaves them open to our more subtle tricks.

**Drukhari:** They make us look worse than we are, our aesthetic similarities turning possible allies against us, yet they make for useful — temporary — allies.

**Exodites:** It is rarely worth the time to visit these cousins, their resources primitive and their manners base.

**Rillietann:** Such an honour to play host to their shows and games... so long as they do not overstay their welcome.

**Mercenary Species:** It would be hypocritical to not at least let the mon-keigh prove themselves. Besides, they are exotic assets, why not make use of them?

## FLEET ROYALTY RULES

A character from the Fleet Royalty Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Intelligence, + Fellowship, - Toughness

### FATE THRESHOLD

4 (Blessing 10+)

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Psychosensitive:* Asuryani characters may choose to start the game with the Psyker Aptitude and the Psyker (PR 1) trait.

*In The Prince's Court:* Fleet Royalty gain a +20 bonus to all interaction tests against members of their fleet, and reduce the cost of Services by 1 (to a minimum of 1).

### ORIGIN APTITUDE

Fellowship

### WOUNDS

8 + 1d5 + Toughness Bonus

### BASE RENOWN

40

### RECOMMENDED PATHS

Cold Trader, Kurnathi, Skyreaver, Soul Weaver, Starstorm Duellist

## ASURYANI - CHILD OF ASURYAN

"TO STRIKE! THAT IS FULFILMENT DISTILLED INTO A SINGLE PERFECT MOMENT. BE THE FIRST TO STRIKE"

-From *Teachings* by Phoenix Lord Asurmen

Some people are born to lead. Some are forced into leadership. Whatever the case, the Children of Asuryan wear the mantle of responsibility well, leading their fellow Asuryani during this dark age. Few embody the spirit of leader of the old pantheon more than they, inspiring their fellows to walk the Paths with heads held high and proud.

### COMMON OPINIONS ON:

**Anhrathe:** To walk the Path of Damnation is akin to dereliction of duty. At least some of them still serve in their own perilous ways.

**Drukhari:** Slaves to their base urges while claiming to be the truest representation of our people. So foolish. They would be pitiable if they were not so deplorable.

**Exodites:** Though misguided, their dedication to bettering themselves and denying indulgence makes them worthy of the name Aeldari.

**Rillietann:** When one of their ringleaders speaks, it is best to listen. When a lone player tries to speak, it is best to let as few hear them as possible.

**Mercenary Species:** The younger species cannot be fully trusted, they have long proven themselves incapable of listening to reason.

## CHILD OF ASURYAN RULES

A character from the Child of Asuryan Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Perception, + Fellowship, - Toughness

### FATE THRESHOLD

2 (Blessing 6+)

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Psychosensitive:* Asuryani characters may choose to start the game with the Psyker Aptitude and the Psyker (PR 1) trait.

*Legacy of Heroes:* Children of Asuryan gain a +10 bonus to all Interaction tests against other Asuryani, and reduce the cost of gaining Coterie NPCs by 250xp (to a minimum of 250xp).

### ORIGIN APTITUDE

Leadership

### WOUNDS

8 + 1d5 + Toughness Bonus

### BASE RENOWN

40

### RECOMMENDED PATHS

Diplomat, Mourner, Seer, Trouper, Warrior

## ASURYANI - CHILD OF KHAINE

"KHAINE GAVE THE ELDAR ANGER, THAT THEY WOULD PROTECT WHAT THE GODS HAD GIVEN THEM."

-Emerald Bhiluria, Exarch of the Striking Scorpions

The Bloody Handed God was the greatest warrior the universe ever knew, and though he hated the Aeldari, the Children of Khaine attempt to live up to the terrifying god's standard of prowess. The Rhana Dandra looms and the Khainites are ready to fight that final battle at the end of time.

### OPINIONS ON:

**Anhrathe:** Reckless aggression leads to unnecessary death. Such a waste of good passion.

**Drukhari:** They are poisoned, a corruption, and should be reminded of their weaknesses whenever possible. Preferably from the tip of a spear.

**Exodites:** Strong in mind and body, our cousins on the Maiden Worlds make for worthy allies in battle. If only they would take up greater arms.

**Rillietann:** Making a game of war is the height of foolishness and their jokes lead to the death of good warriors. Better they keep to the stage instead of the battlefield.

**Mercenary Species:** No species can ever reach the heights of prowess that the Aeldari can attain, though underestimating them can lead to tragic death.

## CHILD OF KHAINE RULES

A character from the Child of Khaine Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Weapon Skill, + Ballistic Skill, - Fellowship

### FATE THRESHOLD

2 (Blessing 8+)

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Psychosensitive:* Asuryani characters may choose to start the game with the Psyker Aptitude and the Psyker (PR 1) trait.

*Bloody Handed:* Children of Khaine deal additional damage on melee attacks by half their Weapon Skill Bonus (rounded up) and on ranged attacks by half their Ballistic Skill Bonus (rounded up).

### ORIGIN APTITUDE

Offence

### WOUNDS

10 + 1d5 + Toughness Bonus

### BASE RENOWN

30

### RECOMMENDED PATHS

Gunner, Kurnathi, Mariner, Trouper, Warrior

## ASURYANI - CHILD OF KURNOUS

"THE STARS ARE ALIGNED AND THE CRIMSON MOON RISES. THE HOUR OF BLOOD AND CLASHING BLADES HAS COME. RIDE NOW, WILD HOST. RIDE FORTH TO GLORY AND TO VENGEANCE!"

-Oelanaris, Spiritseer of Saim-Hann

Though the god of the hunt lies slain, the hunt continues without him. The Children of Kurnous are swift, even amongst their celeritous kin, many called to the seat of a jet bike. They fly fast and fight fast, their joy tempered by the Paths but bubbling hot beneath their control. They are the closest to their Anhrathe kin than other Asuryani and are often the quickest to walk off the Paths into the wilds.

### OPINIONS ON:

**Anhrathe:** Passion burns in their hearts and they fly free and true. Who would not be inspired by them?

**Drukhari:** Hunters of the worst sort. The predator that torments its prey before eating it only taints their sustenance and is tainted in kind.

**Exodites:** No other branches of our species understand us so well. If only they could breeder swifter mounts.

**Rillietann:** They too enjoy the thrill of acceleration, of swiftness, yet they all seem to slow down whenever they wish to make a point.

**Mercenary Species:** Some are predators, some are prey, but it is wise to remember that even a docile cervid will strike out when it can no longer run.

## CHILD OF KURNOUS RULES

A character from the Child of Kurnous Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Toughness, + Agility, - Willpower

### FATE THRESHOLD

2 (Blessing 7+)

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Psychosensitive:* Asuryani characters may choose to start the game with the Psyker Aptitude and the Psyker (PR 1) trait.

*Windrider:* Children of Kurnous gain a +10 bonus to Operate and Navigate tests, and treat the Agility Bonus of their Familiars and themselves as being 2 higher when determining movement speed.

### ORIGIN APTITUDE

Agility

### WOUNDS

9 + 1d5 + Toughness Bonus

### BASE RENOWN

20

### RECOMMENDED PATHS

Cloud Dancer, Cultivator, Kurnite Hunter, Swashbuckler, Warrior

## ASURYANI - CHILD OF MORAI-HEG

"WE DO NOT RELISH THAT OUR FUTURES ARE INTERTWINED, BUT IF YOU WOULD LIVE TO SEE ANOTHER DAY, THEN YOU WILL DO AS I SAY."

-Beac-dair, Ranger of Alaitoc to an Imperial Commander

Guided by the hand of prophecy, the Children of the Crone Goddess understand that to survive until the foretold end they must heed the wisdom of the farseers. Just as Morai-Heg sacrificed her hand to drink of the blood of destiny, so too must the Asuryani be prepared to make sacrifices to ensure that fate of the Eldar is fulfilled.

### COMMON OPINIONS ON:

**Anhrathe:** The Path of the Outcast serves its purpose well, guiding those with stranger fates to where they need to be.

**Drukhari:** A tragedy that they have psychically stunted themselves so. Greater still that they birth new, darker divinities in their Muses, only darkening their fates further.

**Exodites:** Have you ever listened to the echoes of a World-Spirit? It suffuses all of them, a spiritual aegis, and they are empowered by it. No wonder they seem so incorruptible.

**Rillietann:** Mania unleashed! That they hold the greatest power of prophecy is no accident, their words and thoughts imbued with divine insanity.

**Mercenary Species:** So easily they fall to Chaos, dancing to the Architect of Fate's schemes. Best to keep watch to prune their flock at the first sign of a dark future.

## CHILD OF MORAI-HEG RULES

A character from the Child of Morai-Heg Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Willpower, + Fellowship, - Ballistic Skill

### FATE THRESHOLD

3 (Blessing 6+)

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Glimpse the Skein:* Children of Morai-Heg begin the game with the Psyker (PR 1) trait and the Foretelling Minor Psychic Power.

*Wisdom from Sacrifice:* While their Current Wounds are less than half of their Total Wounds, Children of Morai-Heg gain a +10 bonus to all tests.

### ORIGIN APTITUDE

Psyker

### WOUNDS

7 + 1d5 + Toughness Bonus

### BASE RENOWN

30

### RECOMMENDED PATHS

Awoken, Chronicler, Dreamer, Seer, Soul Weaver

## ASURYANI - CHILD OF VAUL

"... AND THE ENGINES OF VAUL WILL SMITE THEM, AND BRING FIRE UPON THEM, AND IN AGONY THEY WILL DEPART THIS REALM, THEIR SOULS SCREAMING INTO THE BLACK VOID."

-Farseer Ulthros before the cleansing of Krayak's Moon

For millions of years, the Aeldari Empire were the masters of technology. It is that mastery which caused the Fall, say the Children of Vault, as the people became distant from the labour, no longer making things with their own hands. Though many have taken to the art of bonesinging, many still delve into corporeal engineering, and take as much pride in it as their Paths allow.

### COMMON OPINIONS ON:

**Anhrathe:** It takes many cycles to produce a voidship, crafted with care, only for it to be plucked up and meddled with by wilder engineers. At least they care deeply for our handiwork.

**Drukhari:** Still reliant on technologies of the old Dominion, yet stunted by their psychic atrophy. They may invent new works but never for a good reason.

**Exodites:** Though they reject more advanced techniques of construction, our cousins still find ways to shape the natural world around them in such ingenious ways.

**Rillietann:** One must wonder what craftspeople toil for these mummies. Their equipment is advanced, intriguingly so, and they know just how to dangle such in sight to tempt you to their service.

**Mercenary Species:** No civilisation, not even the humans at their zenith, came close to the innovations of the Aeldari. The only reason to study their work is to learn how best to destroy it.

## CHILD OF VAUL RULES

A character from the Child of Vault Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Strength, + Intelligence, - Perception

### FATE THRESHOLD

2 (Blessing 6+)

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Psychosensitive:* Asuryani characters may choose to start the game with the Psyker Aptitude and the Psyker (PR 1) trait.

*Students of the Anvil:* Children of Vault gain a +20 bonus on all Crafting tests, any weapons they create gains +2 Damage, and any armour they create (including vehicle armour) gains +2 AP in all relevant areas.

### ORIGIN APTITUDE

Tech

### WOUNDS

9 + 1d5 + Toughness Bonus

### BASE RENOWN

40

### RECOMMENDED PATHS

Artisan, Cold Trader, Mime, Shaper, Way Seeker

## DRUKHARI - CAULDRONBORN

"HATEFUL DAY WHEN I RECEIVED LIFE! ACCURSED CREATOR! WHY DID YOU FORM A MONSTER SO HIDEOUS THAT EVEN YOU TURNED FROM ME IN DISGUST?"

-Excerpt from an ancient Terran artwork

Within the hidden laboratories and oubliettes of the Haemonculi, all manner of horrors are created. Though most cursed souls within these dark halls are captured slaves or desperate supplicants, some are handcrafted from the strangest cells into handcrafted servants for whoever can pay the soul price. The Cauldronborn are made for a purpose, born to serve, yet some may claim their freedom.

### COMMON OPINIONS ON:

**Anhrathe:** In their madness, some reshape themselves to new, unique forms, yet they cling to beauty. Ego drives them, yet they seem the quickest to accept us than any other of our kind.

**Asuryani:** None hate us more. 'Soulless', some call us, the word 'abomination' so quick to come to their lips. They do not see they are the curse ones.

**Exodites:** My creator said that Exodite flesh made for the least polluted reagents from our kind. Their souls too purer in their essence and agonies. Envy boils hot in my veins for them.

**Rillietann:** Are we not the topic of so many of their tales? The Eldar twisted into something horrific, the corruption in their morality plays to be slain? If only they did not laugh at the monster's demise...

**Mercenary Species:** I am made partially of kroot and nicassar genetic material. Why not show them kinship when we are of one blood?

## CAULDRONBORN RULES

A character from the Cauldronborn Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Strength, + Intelligence, - Ballistic Skill

### FATE THRESHOLD

1

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Power Through Pain:* Dark Eldar may only ever have 1 Fate Point. Whenever a Dark Eldar is adjacent to a character that suffers a critical wound/dies, forces a character to fail a Fear test, or uses the Interrogate skill to inflict pain on a target, they gain 1 Pain Token. When a Dark Eldar gains 10 + Corruption Bonus Pain Tokens, they refresh their Fate Point and set their Fate Threshold to 1 if it is 0. If a Dark Eldar ends a session with a Fate Threshold of 0, they gain 1d10 Corruption.

*Custom Creation:* Cauldronborn being play with two of the following traits: Amphibious, Auto-Stabilised, Flyer (12), Multiple Arms (4), Psyker (PR 1), Regeneration, Size (3 or 5), Toxic (0), Unnatural Strength (2), Unnatural Toughness (2), Unnatural Perception (2).

### ORIGIN APTITUDE

Strength

### WOUNDS

12 + 1d5 + Toughness Bonus

### BASE RENOWN

10

### RECOMMENDED PATHS

Beastmaster, Kabalite, Nightstrider, Scourge, Wrack

## DRUKHARI - MANDRAKE

"THERE IS A VERY GOOD REASON WHY SO MANY OF THE GALAXY'S CULTURES AND SOCIETIES ARE AFRAID OF THE DARK."

-Inquisitor Grimm, commenting on Mandrakes

In the darkest spaces of the webway, strange creatures lurk. Not true daemons, these beings of shadow have influenced the dark kin, spawning the Mandrakes, creatures linked to the strange plane of Aelindrach. Able to slip into the realm of shade, they appear before their victims, hands burning with sickly balefire, ready to feast on the fear they inspire.

### COMMON OPINIONS ON:

**Anhrathe:** They cling to starlight, forgetting the silhouettes their vessels draw. They do not run from their nightmares, though. They run towards them.

**Asuryani:** Their dead haunt their vessels, kill from shells of bloodless bone, and then they deem to call us foul and unnatural. Such hypocrisy...

**Exodites:** Hunting grounds that are off limits. Mostly. Their worlds dream, protecting them from aetheric predation, yet one can not help but wonder what could make such a great mind fall to fear?

**Rillietann:** Bright lights, burning colour, and darker shadows cast. They are like us. They know more than they will ever tell.

**Mercenary Species:** Some may slip into the realm of shadows without our hands pulling upon them. Some even thrive in it. Most do not.

## MANDRAKE RULES

A character from the Mandrake Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Weapon Skill, + Agility, - Fellowship

### FATE THRESHOLD

1

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Power Through Pain:* Dark Eldar may only ever have 1 Fate Point. Whenever a Dark Eldar is adjacent to a character that suffers a critical wound/dies, forces a character to fail a Fear test, or uses the Interrogate skill to inflict pain on a target, they gain 1 Pain Token. When a Dark Eldar gains 10 + Corruption Bonus Pain Tokens, they refresh their Fate Point and set their Fate Threshold to 1 if it is 0. If a Dark Eldar ends a session with a Fate Threshold of 0, they gain 1d10 Corruption.

*Nightstrider:* Mandrakes are considered to be Incorporeal so long as the start and end their movement within total darkness. In addition, they also gain the Dark Sight and Unnatural Senses (20) traits that detects shadows and creatures within them.

### ORIGIN APTITUDE

Weapon Skill

### WOUNDS

10 + 1d5 + Toughness Bonus

### BASE RENOWN

10

### RECOMMENDED PATHS

Shade Runner, Outcast, Hekatarii, Nightstrider, Wrack

## DRUKHARI - TRUEBORN

"YOU THINK TO CHALLENGE ME, PITIFUL HUMAN? I, THE BANE OF EMPIRES, THE FATHER OF PAIN? LET ME EDUCATE YOU; I NEED A NEW PET..."

-Archon K'shaic of the Kabal of the Bladed Lotus

Few Drukhari are born from natural means. The danger of trusting any partner to be intimate with is too high, especially for the one who will hold a life to gestate inside of them. A life that will inevitably turn on them. To be Trueborn is to be born into the ultimate privilege: to have parents that have the luxury of safety in a murderous society, with the resources to ensure it.

### COMMON OPINIONS ON:

**Anhrathe:** Children playing pirate, claiming to be unbound yet following their own little codes of personal honour. They even share their loot, even to those who serve beneath them! What fools.

**Asuryani:** Word has it some of their craftworlds seek to rebuild the Empire. Nonsense. If they truly wished a return to power, they would have joined with us millennia ago.

**Exodites:** Who? Oh, the worthless dung-dwellers. They are practically animals pretending to still be Aeldari, though animals that make for perfect beasts of burden.

**Rillietann:** Why the Supreme Overlord allows their kind into our domain remains a mystery to me. If I wanted to see true art, I would pay the Lhamaeans a visit.

**Mercenary Species:** The lesser beings exist only to serve our needs. They should be grateful for the chance to feed us and put their miserable lives to some use.

## TRUEBORN RULES

A character from the Trueborn Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Weapon Skill, + Fellowship, - Willpower

### FATE THRESHOLD

1

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Power Through Pain:* Dark Eldar may only ever have 1 Fate Point. Whenever a Dark Eldar is adjacent to a character that suffers a critical wound/dies, forces a character to fail a Fear test, or uses the Interrogate skill to inflict pain on a target, they gain 1 Pain Token. When a Dark Eldar gains 10 + Corruption Bonus Pain Tokens, they refresh their Fate Point and set their Fate Threshold to 1 if it is 0. If a Dark Eldar ends a session with a Fate Threshold of 0, they gain 1d10 Corruption.

*Dark Prestige:* Trueborn gain a +10 bonus to all Interaction tests against other Dark Eldar, and gain a +10 bonus to all Acquisition tests.

### ORIGIN APTITUDE

Social

### WOUNDS

7 + 1d5 + Toughness Bonus

### BASE RENOWN

40

### RECOMMENDED PATHS

Cold Trader, Courtier, Kabalite, Reaver, Starstorm Duellist

## DRUKHARI - VATBORN

"THE PURSUIT OF POWER VIRTUALLY REQUIRES THE ABANDONMENT OF RESOLUTION FOR PRAGMATISM, COOPERATION FOR COERCION AND PRINCIPLE FOR CONVENIENCE. SADLY ITS THE WAY OF THESE THINGS."

-Motley, Harlequin, commenting on the nature of ambition and Drukhari society

Victims of the Dark Kin's realspace raids may see the Dark Eldar as being a monolithic force of bloodshed, that they all must be blade wielding murderers. The truth is that most Drukhari are cloned slaves, born in great vats to slave and die along with other captives, just wearing different fetters. The lucky and murderous may loosen their chains but there are many that must die in order for them to be free.

### COMMON OPINIONS ON:

**Anhrathe:** Given the opportunity, I would sign on beneath a Corsair commander in a heartbeat. With such freedom I could become so much more than the Trueborn would ever allow here.

**Asuryani:** Slaves, all of them. They think themselves greater than us while they grow so weak, so vulnerable as they toil and allow that serpent trust to coil around their hearts and minds.

**Exodites:** They toil and dirty themselves daily and for what? There is no luxury, no prestige, no true satisfaction. Is such a life truly worth having no master?

**Rillietann:** Wherever they appear the jesters bring only misfortune, misfortune that always seems to make more work for us.

**Mercenary Species:** Better that some other creature risk their lives defending the Archon than our own, and better yet they seem so lacking in ambition they do not even try to betray you when able.

## VATBORN RULES

A character from the Vatborn Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Ballistic Skill, + Perception, - Strength

### FATE THRESHOLD

1

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Power Through Pain:* Dark Eldar may only ever have 1 Fate Point. Whenever a Dark Eldar is adjacent to a character that suffers a critical wound/dies, forces a character to fail a Fear test, or uses the Interrogate skill to inflict pain on a target, they gain 1 Pain Token. When a Dark Eldar gains 10 + Corruption Bonus Pain Tokens, they refresh their Fate Point and set their Fate Threshold to 1 if it is 0. If a Dark Eldar ends a session with a Fate Threshold of 0, they gain 1d10 Corruption.

*Born To Suffering:* Vatborn begin the game with the Jaded talent and gain a +10 bonus to Fear and Pinning tests.

### ORIGIN APTITUDE

Perception

### WOUNDS

7 + 1d5 + Toughness Bonus

### BASE RENOWN

20

### RECOMMENDED PATHS

Beastmaster, Hekatarii, Kabalite, Scourge, Skyreaver

## EXODITE - DRAGONLORD

*"YOU SEE THESE SCARS? THESE INKED MARKINGS? EACH IS AN INSULT MADE AGAINST THE HOUSE OF ANTLERS AND TELLS OF THE REPRISAL. I INVITE YOU TO READ THEM, THEN DECIDE IF YOU STILL WISH FOR BLOOD TO BE SHED ON THIS SOIL."*

-King Thaelain, negotiating with a Dragon Knight

Every Exodite world holds its own unique set of cultures, if somewhat unified by their clannish loyalties to their aristocratic warrior-kings. These Dragonlords are expected to be the guardians of their worlds, maintaining their rule through settling disputes between the tribes and clans of their worlds. Some whisper their bloodlines are the remnants of the Empire's old nobility, though the clans themselves rarely keep such ancient records to confirm.

### COMMON OPINIONS ON:

**Anhrathe:** On occasion, one of their vessels arrives on my world, trade in this and that, and leaves with a handful of rebellious younglings. At the very least they always remember to bring what was asked of them.

**Asuryani:** Ancient treaties will be upheld. They protect us, our Knights risk themselves to harvest their spirit stones. They think themselves above us yet we do not need trinkets to keep our souls secured.

**Drukhari:** I would sooner see my world destroyed than to allow a single soul as corrupt as theirs join with the World-Spirit! They would corrupt all that my kin have sought to build and maintain.

**Rillietann:** I hear tell there is a Dance dedicated to our clan and our dragons. The jesters show their reverence adequately, though I fear the laughter of my subjects is at a joke I do not fully understand.

**Mercenary Species:** The Lilaethan were crafted by Aeldari hands for the Aeldari. I do not blame them for lusting for our paradise yet they would only despoil it.

## DRAGONLORD RULES

A character from the Dragonlord Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Agility, + Fellowship, - Intelligence

### FATE THRESHOLD

4 (Blessing 10+)

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Psychosensitive:* Exodite characters may choose to start the game with the Psyker Aptitude and the Psyker (PR 1) trait.

*Of The Royal Circle:* Whenever a Dragonlord would gain Renown, in character creation and in play, the Dragonlord gains an additional 1 Renown.

### ORIGIN APTITUDE

Toughness

### WOUNDS

10 + 1d5 + Toughness Bonus

### BASE RENOWN

30

### RECOMMENDED PATHS

Diplomat, Dragoon, Knight, Kurnathi, Royal Guardian

## EXODITE - MAIDEN WORLD

*"EVER SINCE LEAVING MY WORLD, I HAVE HEARD IT REPEATED THAT LIFE IS CRUEL. UNTRUE. LIFE DOES NOT ACT WITH CONSCIOUS THOUGHT. PEOPLE ARE CRUEL. LIFE IS ONLY AS CRUEL AS YOU LET THE PEOPLE AROUND YOU MAKE IT."*

-Vrlain, Knight Pilot, relaxing between missions

During the millennia of control of the galaxy, the Eldar Empire seeded thousands of worlds with life. These Maiden Worlds developed slowly, crafted with patience, each world a work of biological art in of itself. Many Exodites before and during the Fall settled on these paradise worlds, their lives easier than those of the Claimed World yet still champion their rugged lifestyle.

### COMMON OPINIONS ON:

**Anhrathe:** They act so raucously, proclaiming how much they love their life of reaving. If you watch for long enough, though, you can see how vapid their lives can become and the sadness it fosters.

**Asuryani:** When we need aid, it is the starfarers that come to our aid. We are indebted to them, love them as distant family, but that love sometimes feels one-sided.

**Drukhari:** The fallen have no place upon the Lilaethan. We tell our young of the monsters lurking in the place between stone and spirit as a reminder of what evil the Exodus was escaping.

**Rillietann:** The Jackal lurks upon our worlds, playing His jests upon the other spirits and dancing with the Clans. We welcome their company and their strange guidance.

**Mercenary Species:** Those that come to our worlds only ever seek to exploit us. Why can they not see there is enough to share?

## MAIDEN WORLD RULES

A character from the Maiden World Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Toughness, + Fellowship, - Ballistic Skill

### FATE THRESHOLD

3 (Blessing 8+)

### ORIGIN BONUSES

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Psychosensitive:* Exodite characters may choose to start the game with the Psyker Aptitude and the Psyker (PR 1) trait.

*Paradise Known:* Whenever a Maiden Exodite would gain Insanity, they instead gain 2 less (to a minimum of 0).

### ORIGIN APTITUDE

Knowledge

### WOUNDS

8 + 1d5 + Toughness Bonus

### BASE RENOWN

20

### RECOMMENDED PATHS

Cultivator, Dragoon, Healer, Soul Weaver, Worldsinger

## EXODITE - CLAIMED WORLD

"THE GREAT WHEEL TURNS, THE CYCLE OF SUFFERING AND REVELATION CONTINUES. THE PAST SHOWS US WHAT THE FUTURE SHALL BE: BITTER ASHES AND BROKEN DREAMS."  
-Kelseth the Exodite, last of his clan

The most likely examples of what are considered "Exodite Worlds" by outsiders, Claimed Worlds are those that the first Exodites settled during the decadence of the pre-Fall Empire. They cared little for how habitable these worlds were, only that they could survive there. This has bred the toughest of the Aeldari people, able to weather the worst of the universe with grim determination.

### COMMON OPINIONS ON:

**Anhrathe:** No discipline whatsoever about them. Even the Dark Kin know when to hold back, yet the Corsairs cannot seem to control themselves at all. How can they expect to survive for long?

**Asuryani:** They live soft lives in soft places, yet manage to keep themselves focused and not fall into decadence. This I can respect, though they could still work harder.

**Drukhari:** Once I thought them weak, reliant on their tools, yet I have become aware of the dangers of their city. If somebody can survive in such dangerous environs, they must be of hardy sorts.

**Rillietann:** They dress in soft clothes and cannot speak plainly. Why people respect them I will never understand.

**Mercenary Species:** New threats can make for a unique way to strengthen oneself. If they are not a threat then perhaps a more useful tool.

## CLAIMED WORLD RULES

A character from the Claimed World Origin applies the following benefits during character creation:

### CHARACTERISTIC MODIFIERS

+ Strength, + Perception, - Fellowship

### FATE THRESHOLD

2 (Blessing 5+)

### ORIGIN BONUS

*Aeldari Celerity:* All Eldar start the game with Unnatural Agility (3).

*Psychosensitive:* Exodite characters may choose to start the game with the Psyker Aptitude and the Psyker (PR 1) trait.

*The Rough Ways:* Weapons wielded by Claimed Exodites lose the Primitive quality and increase their Damage and Penetration by their Renown Bonus. Additionally, they gain +20 to all Survival tests.

### ORIGIN APTITUDE

Fieldcraft

### WOUNDS

12 + 1d5 + Toughness Bonus

### BASE RENOWN

10

### RECOMMENDED PATHS

Awoken, Cloud Dancer, Kurnite Hunter, Survivalist, Witch

## STAGE 2: CHOOSE PATHS

"WHEN ONE TRULY UNDERSTANDS FATE AS IT IS, MYRIAD BRANCHING PATHS, THEN ONE CAN TRULY SEE THAT DUTY IS CLEAVING TO A PARTICULAR FATE, AND GLORY IS THE ACCOMPLISHMENT OF DUTY'S ENDS."

-Farseer Caerys of Ulthwé, on the nature of duty

There exists myriad ways for a mortal being to live, not all of them constructive. It was by the pursuit of unproductive, wasteful, and wanton lifestyles that the Fall of the Eldar occurred, their decadence leading to the birth of Slaanesh. As they reflected upon this greatest of failures and shames, the Asuryani choose to change how they wandered through life, creating disciplined roles from which they could dedicate their naturally fixating minds without falling into disaster.

These roles became known as *Ai'elethra*, meaning Paths. Though some Paths are dedicated to combat, such as the Path of the Warrior, most are not, instead guiding those that walk them a safe way to explore their passions without falling headlong into excess. Every step taken while on the Path is done to enrich not only the person's life but also the lives of those around them, fostering community with new like-minded allies and rivals.

Every Path holds structure at its core, those with more experience walking it teaching those that have only just begun their journey. Through this process more than knowledge is passed to the next generation; the wisdom of the ancients is passed on, examined, and expanded upon as those with new insights shape their Path and pass their experiences on to the next.

When an Asuryani finds they have had their fill of the Path, finding they have learned enough or simply not finding the fulfilment they desire upon it, the Eldar may leave their training and find a new Path to wander. That is unless they become too dedicated to their craft, too fixated, risking being Lost to the Path, mentally incapable of leaving their trade, forever bound to their work.

Such a fate is greatly feared, a future dedicated to one task, yet such Lost souls inevitably become masters of their path and serve as the greatest teachers of those that come after them. The most well known of the Lost are the Exarchs, those Lost on the Path of the Warrior, unable to drop their psychological War Mask and dedicated wholly to the teachings of their Aspect and passing them on to new warriors.

Though the other branches of Aeldari life do not follow the Paths — though the Asuryani proclaim the Anhrathe merely walk the Path of the Outcast — all of the Eldar hold fixations, the process intrinsic to their psychology. There is no official Path of the Scourge or Cloud Dancer or Dragoon yet those who would call themselves such are just as compelled by obsession as the rest of their kind, some even worse than others.

Every Player Character begins play with 6 Steps upon the following Paths they may take when creating a Corsair. Whenever a Corsair takes a Step in a Path, they gain the special rules and benefits of the next Step upon the Path, always starting with the 1<sup>st</sup> and ending with the 3<sup>rd</sup>. A Corsair may take Steps in any Path they meet the prerequisites for and do not need to finish a Path before taking Steps in a new one. Just because the journey of their life has been winding does not mean the Corsair cannot return to old roads!

The Paths are organised by which Aeldari subculture they come from along with a number of Generic Paths, each given a description for what the Path entails. Each Step along the Path also comes with the following benefits:

**Skills:** The Corsair gains a Skill Rank in two of the three skills shown. If desired, the Corsair may choose the Skills not previously taken instead of those from their current Step.

**Talents/Traits:** Choose one of the two Talents or Traits shown. The Corsair does not need to meet the prerequisites for their choice, though be wary as this may render some options unusable (i.e. gaining Psy Rating without having the Psyker Trait).

**Equipment:** All equipment listed in each Step is given to the Corsair, treated as having half their Upkeep Cost (rounded up).

**Aptitude:** An aptitude is gained every Step, though another non-Characteristic aptitude may be chosen if the Corsair already has the gained Aptitude.

**Renown:** Following the Path grants the Corsair Renown as they practice their craft, rolling the listed number of d5s (if any).

**Path Bonus:** Once the 3<sup>rd</sup> Step of a Path is taken, the Corsair gains a Path Bonus, a special ability only those on the Path gain.

## STARTING CHARACTERS OF DIFFERENT CAPABILITIES

If all Player Characters concur, the group may choose to begin play with characters with less life experience. This can lead to narratives of younger characters throwing themselves into greater danger or more grizzled veterans who have survived much more than their counterparts.

Alternatively, Player Characters may choose to begin play at a lower capability with a burning desire to prove themselves. If so, such Corsairs gain an additional 50xp per completed objective in a mission.

If desired, the Player Characters may consider the following options:

**Fledgling:** Begin play with 4 Steps and reduce Renown by 10.

**Voidscarred:** Begin play with 8 Steps and increase Renown by 10.

## ANH RATHE PATHS

*"BREACH THAT BULKHEAD! LET US TAKE ALL THAT THEY HOLD DEAR!"*

-Felarch Nalythas invading a T'au merchant vessel

Anhrathe Paths are cut-throat, suited best to those seeking Renown and loot, open to any that would dedicate themselves to the Prince and Anhrathe way.

### CLOUD DANCER

Seen only in the briefest of flashes, Cloud Dancers zip across the battlefield upon jetbikes, killing in the blink of an eye and disappearing just as swiftly.

*Prerequisites:* Anhrathe or Aeldari with two previous Steps taken or Any with four previous Steps taken

#### 1ST STEP

*Skills:* Awareness, Operate (Aeldari), Navigate (Surface)

*Talents/Traits:* Weapon Training (Asuryani or Drukhari, SP), Mounted Warrior

*Equipment:* Good Craftsmanship Aeldari Mesh Robe, Any Rare Pistol

*Aptitude:* Fieldcraft

*Renown:* +1d5

#### 2ND STEP

*Skills:* Dodge, Scholastic Lore (Aeldari Tech), Tech-Use

*Talents/Traits:* Hotshot Pilot, Independent Targeting

*Equipment:* Good Craftsmanship Aeldari Jetbike, Corsair Reaver Breastplate

*Aptitude:* Agility

*Renown:* +0

#### 3RD STEP

*Skills:* Scholastic Lore (Any Tech), Navigate (Stellar), Scrutiny

*Talents/Traits:* Hull Down, Push the Limit

*Equipment:* Any Vehicle Weapon, Vectored Engines Upgrade

*Aptitude:* Ballistic Skill

*Renown:* +1d5

#### PATH BONUS

*Swift Demise:* When taking a Full Action to use the Tactical Manoeuvring action, the Corsair may make a single attack with a melee weapon or one of the vehicle's weapons that may be fired by the Driver.

### KURNATHI

Often with a history within the Aspect Shrines, Drukhari arenas, or in more esoteric realms, the Kurnathi are blade masters and assassins—the best, if their boasting is to be believed.

*Prerequisites:* Anhrathe or Aeldari with two previous Steps taken or Any with four previous Steps taken

#### 1ST STEP

*Skills:* Athletics, Command, Parry

*Talents/Traits:* Weapon Training (Asuryani or Drukhari, Power), Ambidextrous

*Equipment:* Good Craftsmanship Shuriken Pistol, Plasma Grenade x3

*Aptitude:* Weapon Skill

*Renown:* +1d5

#### 2ND STEP

*Skills:* Deceive, Intimidate, Trade (Performancer)

*Talents/Traits:* One-on-One, Two-Weapon Wielder (Melee)

*Equipment:* Aeldari Power Sword, Guardian Armour

*Aptitude:* Defence

*Renown:* +1d5

#### 3RD STEP

*Skills:* Charm, Commerce, Operate (Aeldari)

*Talents/Traits:* Blademaster, Preternatural Speed

*Equipment:* Adamantine Hilt Guard Upgrade, Paired Upgrade

*Aptitude:* Social

*Renown:* +1d5

#### PATH BONUS

*Bladed Stance:* While armed with two one-handed melee weapons, the Corsair gains an additional Reaction they may only use to Parry.

### KURNITE HUNTER

Followers of Kurnous the Hunter, Kurnites groom the perfect hunting aid for their needs, the most common being the noble faolchú. Their bond is sacred, forged in ancient ritual, and the results are deadly.

*Prerequisites:* Anhrathe or Aeldari with two previous Steps taken

#### 1ST STEP

*Skills:* Navigate (Surface), Scholastic Lore (Beasts), Survival

*Talents/Traits:* Weapon Training (Asuryani or Drukhari, Power), Double Team

*Equipment:* Any Power Weapon, Guardian Armour

*Aptitude:* Fieldcraft

*Renown:* +1d5

#### 2ND STEP

*Skills:* Awareness, Medicae, Stealth

*Talents/Traits:* Matchless Grace, Swift Attack

*Equipment:* Faolchú, Pathfinder Report

*Aptitude:* Perception

*Renown:* +0

#### 3RD STEP

*Skills:* Dodge, Navigate (Any One), Scholastic Lore (Legends)

*Talents/Traits:* Deathdealer (Melee), True Grit

*Equipment:* Any Good Craftsmanship Familiar, Any Power Weapon

*Aptitude:* Intelligence

*Renown:* +1d5

#### PATH BONUS

*Bond of Kurnous:* The Corsair chooses one of their familiars; that creature has no Personal Upkeep, and gains +10 to three stats. If that creature dies, the Corsair may choose a new familiar during Downtime.

### SHADE RUNNER

Akin to the wyches of the dark kin, Shade Runners prefer the intimate kill, teleporting close with their Blink Packs, slicing deadly arcs in their foes, and flashing away.

*Prerequisites:* Anhrathe or Aeldari with two previous Steps taken or Any with four previous Steps taken

#### 1ST STEP

*Skills:* Acrobatics, Stealth, Sleight of Hand

*Talents/Traits:* Weapon Training (Asuryani or Drukhari, Low-Tech), Cat Fall

*Equipment:* Good Craftsmanship Wych Blade, Kabalite Armour

*Aptitude:*

*Renown:*

#### 2ND STEP

*Skills:* Interrogation, Parry, Security

*Talents/Traits:* Two-Weapon Wielder, Whirlwind of Death

*Equipment:* Paired Upgrade, Warp Jump Generator

*Aptitude:*

*Renown:*

#### 3RD STEP

*Skills:* Forbidden Lore (Drukhari), Linguistics (Any One), Navigate (Webway)

*Talents/Traits:* Assassin Strike, Blademaster

*Equipment:* Grav-Chute, Preysense Goggles

*Aptitude:*

*Renown:*

#### PATH BONUS

*Slicing Attack:* When taking the Charge action, the Corsair may attack their target at any point in their Charge movement instead of at the end of their movement. This movement is never considered as Leaving Combat with the target.

### "ANY" WITH PREVIOUS STEPS TAKEN?

Though this supplement focuses on Eldar Player Characters, future Dancing in the Ashes supplements will explore non-Aeldari options for players. It could well be that those too may be open to your Corsair, such as a Path of the Dynastic Agent, serving on a Rogue Trader's vessel, or the Path of Fire for those learning the T'au doctrines of Kauyon or Mont'ka. All manner of alien mercenaries may end up in your Coterie!

## SKYREAYER

Charioteers to the best of the fleet, Skyreaver pilots the troop transports of the raiding parties, the best of which are jealously scouted for by every Felarch and senior officer with an eye for good close air support.

*Prerequisites:* Anhrathe or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Navigate (Stellar), Operate (Aeldari), Trade (Voidfarer)  
*Talents/Traits:* Weapon Training (Asuryani or Drukhari, SP), Slay from the Skies  
*Equipment:* Combi-Tool, Good Craftsmanship Shuriken Pistol  
*Aptitude:* Agility  
*Renown:* +1d5

### 2ND STEP

*Skills:* Logic, Scholastic Lore (Aeldari Tech), Tech-Use  
*Talents/Traits:* Hotshot Pilot, Launcher Weapon Focus  
*Equipment:* Any Very Rare Vehicle, Good Craftsmanship Corsair Reaver Breastplate  
*Aptitude:* Fieldcraft  
*Renown:* +1d5

### 3RD STEP

*Skills:* Command, Forbidden Lore (Webway), Scholastic Lore (Any Tech)  
*Talents/Traits:* Target Selection, Vaul's Might  
*Equipment:* Any Vehicle Weapon, Expanded Passenger Compartment Upgrade  
*Aptitude:* Tech  
*Renown:* +2d5

### PATH BONUS

*Cloudstrike:* While operating a vehicle that uses the Flying rules, choosing to move down to Hovering Altitude from Low or High Altitude as a Free Action.

## SOUL WEAVER

With such reckless comrades, Soul Weavers have the unenviable task of keeping their fellow Corsairs alive after rash decisions are made. Failing that, they ensure any filled waystones are returned to the fleet.

*Prerequisites:* Psyker, Anhrathe or Aeldari with two previous Steps taken

### 1ST STEP

*Skills:* Medicae, Psyniscience, Scholastic Lore (Warp)  
*Talents/Traits:* Weapon Training (Asuryani, SP), Resistance (Psychic Powers)  
*Equipment:* Best Craftsmanship Mesh Cowl, Psy-Focus  
*Aptitude:* Intelligence  
*Renown:* +1d5

### 2ND STEP

*Skills:* Command, Interrogate, Scholastic Lore (Psykers)  
*Talents/Traits:* Concordance of Power, Strong Minded  
*Equipment:* Guardian Armour, Aeldari Power Sword  
*Aptitude:* Fieldcraft  
*Renown:* +1d5

### 3RD STEP

*Skills:* Forbidden Lore (Daemonology), Trade (Psychoengineer), Survival  
*Talents/Traits:* Favoured by the Warp, Psy Rating (+1)  
*Equipment:* Runes of Witnessing, Spirit Stone  
*Aptitude:* Leadership  
*Renown:* +1d5

### PATH BONUS

*Soul Channel:* The Corsair may take psychic powers from the Runes of Fortune discipline and gain the Renewer psychic power. In addition to the normal use of Fate points, the Corsair may spend a Half Action and a Fate Point to immediately give a friendly character within 5 meters x PR range a Half Action that they may take at the end of the Corsair's turn.

## STARSTORM DUELLIST

Prideful even for the Anhrathe, the Starstorm Duellists are rakish pistolers, charging into the melee with a cackle on their lips. Quick on the trigger, they show their gun-slinging prowess to all, if only for their dying moment.

*Prerequisites:* Anhrathe or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Awareness, Deceive, Dodge  
*Talents/Traits:* Weapon Training (Asuryani or Drukhari, SP), Ambidextrous  
*Equipment:* Best Craftsmanship Shuriken Pistol, Kabalite Armour  
*Aptitude:* Ballistic Skill  
*Renown:* +1d5

### 2ND STEP

*Skills:* Charm, Common Lore (Duellists), Common Lore (War)  
*Talents/Traits:* Two-Weapon Wielder (Ranged), Precision Killer (Ranged)  
*Equipment:* Custom Grip (Pistol) x2, Fusion Pistol  
*Aptitude:* Finesse  
*Renown:* +0

### 3RD STEP

*Skills:* Command, Scrutiny, Sleight of Hand  
*Talents/Traits:* Weapon Training (Any Two), Step Aside  
*Equipment:* Combat Vest, Plasma Grenade x3  
*Aptitude:* Offence  
*Renown:* +1d5

### PATH BONUS

*Pistol Barrage:* In addition to the normal use of Fate points, when making two attacks using Two-Weapon Wielder, the Corsair may spend a Fate point to gain +30 on both attack rolls.

## WAY SEEKER

The Way Seekers hold a special place in the bridge of every ship, steering and navigating their vessels. The best of them may become Void Dreamers, given the task of piloting through the Warp itself.

*Prerequisites:* Psyker, Anhrathe or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Navigate (Warp), Navigate (Webway), Psyniscience  
*Talents/Traits:* Weapon Training (Asuryani or Drukhari, SP), Warp Sense  
*Equipment:* Guardian Armour, Shuriken Pistol  
*Aptitude:* Perception  
*Renown:* +1d5

### 2ND STEP

*Skills:* Dodge, Forbidden Lore (Asuryani), Trade (Astrographer)  
*Talents/Traits:* Weapon Training (Force), Warp Conduit  
*Equipment:* Multi-Compass, Psy-Focus  
*Aptitude:* Knowledge  
*Renown:* +1d5

### 3RD STEP

*Skills:* Medicae, Operate (Aeldari), Trade (Empath)  
*Talents/Traits:* Secrets of the Seers, Seer of the Shifting Vector  
*Equipment:* Runes of Protection, Witch Staff  
*Aptitude:* Fieldcraft  
*Renown:* +2d5

### PATH BONUS

*Waysight:* When a friendly character within 5 meters x PR makes an attack or Evasion reaction, before they roll the Corsair may spend a Reaction to give that character +20 to their test.

## ASURYANI PATHS

"WHEN WAR CALLS WE ALL OUGHT TO ANSWER. WOULD THAT IT WERE NOT THIS WAY, BUT FOR OUR PEOPLE TO SURVIVE WE MUST TREAD THE DARKEST OF PATHS."

-Kysaduras the Anchorite, from her work *Introspections Upon Perfection*

The only truly organised Paths of the Asuryani are hyper-specialised, each dedicated to one manner of maintaining the Craftworlds needs, both materially, emotionally, and spiritually.

### ARTISAN

It is a universal fact that artists are an eccentric lot, fixated on their craft, and none are more hyper-fixated than Asuryani on the Path of the Artisan, their creations perfect down to the microscopic detail.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

#### 1ST STEP

*Skills:* Commerce, Scholastic Lore (Aeldari Tech), Trade (Any One)  
*Talents/Traits:* Celebrity, Technical Knock  
*Equipment:* Aeldari Mesh Robe, Backpack  
*Aptitude:*  
*Renown:*

#### 2ND STEP

*Skills:* Charm, Tech-Use, Trade (Any One)  
*Talents/Traits:* Armour-Monger, Matchless Grace  
*Equipment:* Combi-Tool, Inhaler/Injector  
*Aptitude:*  
*Renown:*

#### 3RD STEP

*Skills:* Navigate (Fleet), Scholastic Lore (Any One), Trade (Any One)  
*Talents/Traits:* Favoured by the Warp, Infused Knowledge  
*Equipment:* Best Craftsmanship Clothing/Ornamentation, Best Craftsmanship Writing Kit  
*Aptitude:*  
*Renown:*

#### PATH BONUS

*Become The Art:* The Corsair reduces the Personal Upkeep of armour, cybernetics, clothing, and personal items by 1 (to a minimum of 1).

### AWOKEN

Though the Aeldari physiology is fine tuned for fast reaction times, one must first be aware of the danger to avoid it. The Awoken have honed their senses, able to pick up the most imperceptible of details around them.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

#### 1ST STEP

*Skills:* Awareness, Psyniscience, Survival  
*Talents/Traits:* Clues from the Crowds, Warp Sense  
*Equipment:* Good Craftsmanship Auspex/Scanner, Best Craftsmanship Glow-Globe/Stabligh  
*Aptitude:* Perception  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Logic, Navigate (Surface), Scrutiny  
*Talents/Traits:* Constant Vigilance (Perception), Witch-Finder  
*Equipment:* Hand-Held Targeter, Good Craftsmanship Photo-Visors/Contacts  
*Aptitude:* Fieldcraft  
*Renown:* +0

#### 3RD STEP

*Skills:* Interrogation, Navigate (Fleet), Trade (Psychoengineer)  
*Talents/Traits:* Eye of Vengeance, Hunter of Relics  
*Equipment:* Best Craftsmanship Chrono, Screamer  
*Aptitude:* Psyker  
*Renown:* +1d5

#### PATH BONUS

*Every Little Detail:* The Corsair gains Unnatural Perception (2).

### CELEBRANT

While walking on other paths, it is unwise for an Eldar to allow themselves to show the full extent of their joy or happiness, instead relying on the Celebrants to express these emotions for them.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

#### 1ST STEP

*Skills:* Charm, Trade (Empath), Trade (Loremancer)  
*Talents/Traits:* Celebrity, Cover-Up  
*Equipment:* Gaming Set, Pict Recorder  
*Aptitude:* Fellowship  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Common Lore (Any One), Psyniscience, Trade (Performancer)  
*Talents/Traits:* Contact Network, Peer (Any Two)  
*Equipment:* Clothing/Ornamentation, Disguise Kit  
*Aptitude:* Willpower  
*Renown:* +1d5

#### 3RD STEP

*Skills:* Dodge, Scholastic Lore (Any One), Trade (Psychoengineer)  
*Talents/Traits:* Halo of Command, Peer (Any Two)  
*Equipment:* Distinctive Mask, Lumen-Heraldry Upgrade  
*Aptitude:* Social  
*Renown:* +1d5

#### PATH BONUS

*Love for Life:* The Corsair may use Willpower as an alternate characteristic for Charm, Command, and Commerce, and increase their maximum wounds by their WP Bonus.

### CHRONICLER

Eldar do not practice history as the mon-keigh, leading to a vivid mythology instead of a historiographical tradition based on accuracy. Chroniclers seek to memorise the myths of their people along with writing the tales of the new era.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

#### 1ST STEP

*Skills:* Trade (Loremancer), Common Lore (Anhrathe), Common Lore (Asuryani)  
*Talents/Traits:* Clues from the Crowd, Keen Intuition  
*Equipment:* Data-Slate, Pict Recorder  
*Aptitude:* Knowledge  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Common Lore (Drukhari), Forbidden Lore (Asuryani), Scholastic Lore (Rillietann)  
*Talents/Traits:* Archivator, Face in a Crowd  
*Equipment:* Vox-Caster, Best Craftsmanship Writing Kit  
*Aptitude:* Intelligence  
*Renown:* +1d5

#### 3RD STEP

*Skills:* Forbidden Lore (Drukhari), Forbidden Lore (Rillietann), Scholastic Lore (Dominion)  
*Talents/Traits:* Infused Knowledge, The Great Enemy  
*Equipment:* Auto Quill, Data-Loom  
*Aptitude:* Social  
*Renown:* +1d5

#### PATH BONUS

*Living Library:* Whenever the Corsair reaches Rank 2 (Trained) in a Scholastic Lore Specialisation, they also gain Rank 1 (Known) in one related or identical Forbidden Lore or Scholastic Lore Specialisation of their choice.

## CULTIVATOR

Some dedicate their lives to their fellow mortal, but the Cultivators study the ways to better the world around them and its inhabitants, from climate control to megafauna husbandry.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Scholastic Lore (Agri), Scholastic Lore (Beasts), Survival  
*Talents/Traits:* Bodyguard, Skilled Rider  
*Equipment:* Any Best Craftsmanship Scarce Familiar, Labour Breeding Upgrade  
*Aptitude:* Fieldcraft  
*Renown:* +1d5

### 2ND STEP

*Skills:* Athletics, Navigate (Surface), Trade (Chymist)  
*Talents/Traits:* Deny the Witch, Field Vivisection  
*Equipment:* Any Very Rare Familiar, Man-Catcher  
*Aptitude:* Defence  
*Renown:* +0

### 3RD STEP

*Skills:* Intimidate, Medicae, Parry  
*Talents/Traits:* Step Aside, Target Selection  
*Equipment:* Careful Grooming Upgrade, Holo-Spectus  
*Aptitude:* Perception  
*Renown:* +1d5

### PATH BONUS

*Wild Empathy:* The Corsair may use Fellowship as an alternate Characteristic for Survival, and gain a +20 bonus to tests to examine, understand, or interact with flora and fauna.

## DIPLOMAT

When two Eldar have a disagreement they cannot resolve, taking on the advice of a Diplomat will ensure the dispute does not escalate to bloodshed, sometimes even with non-Eldar.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Charm, Deceive, Scrutiny  
*Talents/Traits:* Heroic Inspiration, Peer (Any Two)  
*Equipment:* Good Craftsmanship Translator, Laud Hailer  
*Aptitude:* Social  
*Renown:* +1d5

### 2ND STEP

*Skills:* Command, Linguistics (Any One), Linguistics (Any One)  
*Talents/Traits:* Ambassador Imperialis, Xenosavant  
*Equipment:* Best Craftsmanship Clothing/Ornamentation, Good Craftsmanship Mono Sword  
*Aptitude:* Intelligence  
*Renown:* +1d5

### 3RD STEP

*Skills:* Interrogate, Scholastic Lore (Any One), Linguistics (Any One)  
*Talents/Traits:* Halo of Command, Peer (Any Two)  
*Equipment:* Any Exotic Weapon, Writing Kit  
*Aptitude:* Leadership  
*Renown:* +2d5

### PATH BONUS

*Perfidy:* The Corsair gains a +10 bonus to Charm, Deceive, and Scrutiny tests against other Eldar, and a +20 bonus to Deceive and Scrutiny tests against non-Eldar.

## DREAMER

Dreamers develop the natural abilities of all beings with souls to connect to the Sea of Souls in their sleep, adapting to the strange logic and girding their souls from the corruption that comes from Sha'eil.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Logic, Psyniscience, Trade (Cryptographer)  
*Talents/Traits:* Peer (Circle of Dreamers 2), Resistance (Psychic Powers)  
*Equipment:* Inhaler/Injector, Psi-Dampener  
*Aptitude:* Perception  
*Renown:* +1d5

### 2ND STEP

*Skills:* Forbidden Lore (Asuryani), Scholastic Lore (Legends), Scholastic Lore (Rillietann)  
*Talents/Traits:* Strong Minded, Warp Conduit  
*Equipment:* Runes of Warding, Spirit Stone  
*Aptitude:* Willpower  
*Renown:* +0

### 3RD STEP

*Skills:* Awareness, Linguistics (Any One), Scrutiny  
*Talents/Traits:* Favoured by the Warp, Psy Rating (+1)  
*Equipment:* Psycoculum, Ritual Kit  
*Aptitude:* Psyker  
*Renown:* +1d5

### PATH BONUS

*Emboldening Trance:* During Downtime, the Corsair may spend one action to enter into an Emboldening Trance. Until the next Downtime, the Corsair reduces all Corruption and Insanity gained from any source by 3 (to a minimum of 0).

## HEALER

Learning from the acolytes of the goddess Isha, Healers dedicate their time to the healing arts. Only the Haemonculi can state they have greater mastery of biology, but the Healers know to mend the spirit along with the body.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Medicae, Linguistics (Any One), Trade (Empath)  
*Talents/Traits:* Peer (Lleyari 2), Sound Constitution  
*Equipment:* De-Tox x2, Inhaler/Injector  
*Aptitude:* Fieldcraft  
*Renown:* +1d5

### 2ND STEP

*Skills:* Navigate (Fleet), Survival, Trade (Chymist)  
*Talents/Traits:* Field Vivisection, Hardy  
*Equipment:* Best Craftsmanship Medi-Kit, Diagnostor  
*Aptitude:* Fellowship  
*Renown:* +0

### 3RD STEP

*Skills:* Linguistics (Any One), Scholastic Lore (Any One), Tech-Use  
*Talents/Traits:* Superior Chirurgeon, True Grit  
*Equipment:* Good Craftsmanship Aeldari Mesh Robe, Mono Knife  
*Aptitude:* Intelligence  
*Renown:* +1d5

### PATH BONUS

*Soothe the Harmed:* When giving First Aid or Extended Care to a character, the Corsair removes additional damage equal to the Corsair's Fel Bonus.

## MARINER

All Asuryani live upon great vessels but the Mariners are the ones who understand best the operation of ships great and small. Unsurprisingly, many who walk this path are desired by the Anhrathe for their skills.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Operate (Aeldari), Scholastic Lore (Freeports), Trade (Voidfarer)  
*Talents/Traits:* Weapon Training (Any One, Low-Tech), Technical Knock  
*Equipment:* Combi-Tool, Void Suit  
*Aptitude:* Fieldcraft  
*Renown:* +1d5

### 2ND STEP

*Skills:* Forbidden Lore (Pirates), Operate (Aeronautica), Scholastic Lore (Aeldari Tech)  
*Talents/Traits:* Hardened Soul, Hotshot Pilot  
*Equipment:* Lasblaster, Mono Knife  
*Aptitude:* Tech  
*Renown:* +1d5

### 3RD STEP

*Skills:* Linguistics (Any One), Tech-Use, Trade (Bonesinger)  
*Talents/Traits:* True Grit, Vaul's Might  
*Equipment:* Any Very Rare Vehicle, Corsair Reaver Breastplate  
*Aptitude:* Knowledge  
*Renown:* +1d5

### PATH BONUS

*Part of the Ship:* The Corsair chooses one of their vehicles with the Space Craft trait; the vehicle has no Personal Upkeep, and reduce all Vehicle Upgrades Upkeep by 1 (to a minimum of 1).

## MOURNER

As the Celebrants express positive emotions, the Mourners handle the negative. Being able to express the overwhelming grief that the passing of close companion can cause is a rare skill, but one sure to be thanked for.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Psyniscience, Trade (Empath), Trade (Psychoengineer)  
*Talents/Traits:* Jaded, Resistance (Fear)  
*Equipment:* Good Craftmanship Mesh Cowl, Poor Craftmanship Clothing/Ornamentation  
*Aptitude:* Willpower  
*Renown:* +1d5

### 2ND STEP

*Skills:* Charm, Interrogate, Scholastic Lore (Any One)  
*Talents/Traits:* Iron Resolve, Strong Minded  
*Equipment:* Barbed Ring, Distinctive Mask  
*Aptitude:* Social  
*Renown:* +0

### 3RD STEP

*Skills:* Forbidden Lore (Any One), Logic, Operate (Any One)  
*Talents/Traits:* Bastion of Iron Will, Iron Faith  
*Equipment:* Best Craftmanship Stummer, Spirit Stone  
*Aptitude:* Knowledge  
*Renown:* +1d5

### PATH BONUS

*Catharsis:* Whenever the Corsair or their fellow Corsairs spend XP to remove Insanity, they may remove an additional point of Insanity.

## OUTCAST

The first step to becoming Anhrathe is admitting to being an Outcast. The true danger in this admission is in not knowing how far you will travel, how dark your Path will be, before you know to stop walking it.

*Prerequisites:* Aeldari with one previous step taken

### 1ST STEP

*Skills:* Deceive, Stealth, Survival  
*Talents/Traits:* Weapon Training (Any One, Las), Nowhere to Hide  
*Equipment:* Ranger Long Rifle, Void Suit  
*Aptitude:* Agility  
*Renown:* +1d5

### 2ND STEP

*Skills:* Forbidden Lore (Webway), Navigate (Webway), Tech-Use  
*Talents/Traits:* Marksman, Las Weapon Focus  
*Equipment:* Pan-Spectral Rangefinder, Ranger Mesh Robe  
*Aptitude:* Defence  
*Renown:* +0

### 3RD STEP

*Skills:* Commerce, Dodge, Linguistics (Any One)  
*Talents/Traits:* Deathdealer (Ranged), Sprint  
*Equipment:* Aeldari Jetbike, Grav Chute  
*Aptitude:* Offence  
*Renown:* +1d5

### PATH BONUS

*Path to Damnation:* Whenever the Corsair gains Corruption, they receive 50XP for every point gained.

## SEER

The longest and most complex Path to walk, to become a Seer is to know you stand at the cusp of oblivion, risking their souls by harnessing greater psychic power than they would ever have before.

*Prerequisites:* Psyker, Asuryani or Aeldari with two previous Steps taken

### 1ST STEP

*Skills:* Awareness, Psyniscience, Scholastic Lore (Warp)  
*Talents/Traits:* Psy Rating (+1), Warp Sense  
*Equipment:* Good Craftmanship Aeldari Mesh Robe, Psy-Focus  
*Aptitude:* Willpower  
*Renown:* +1d5

### 2ND STEP

*Skills:* Command, Forbidden Lore (Asuryani), Scholastic Lore (Runes)  
*Talents/Traits:* Weapon Training (Force), Concordance of Power  
*Equipment:* Best Craftmanship Clothing/Ornamentation, Runes of Witnessing  
*Aptitude:* Perception  
*Renown:* +1d5

### 3RD STEP

*Skills:* Deceive, Operate (Aeldari), Parry  
*Talents/Traits:* Psy Rating (+1), Secrets of the Seers  
*Equipment:* Good Craftmanship Witch Staff, Ritual Kit  
*Aptitude:* Leadership  
*Renown:* +2d5

### PATH BONUS

*Eldritch Mastery:* The Corsair gains the Sanctioned trait, may take psychic powers from the Runes of Fortune discipline, and gains the Focus Will psychic power. When casting a Psychic Power at Normal Strength, the Psyker only rolls Psychic Phenomena on a roll of 99 or 100. Additionally, when they Push a Psychic Power, they may add up to +4 to their PR, but rolls on Psychic Phenomena are increased by +10 per point of PR.

## SHAPER

Bonesinging is the noble art of manifesting warp energy into matter, the material self-repairing but requiring shaping by a psyker. Bonesingers are a necessity on craftworlds, where no natural resources can be extracted.

*Prerequisites:* Psyker, Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Scholastic Lore (Any One), Trade (Bonesinger), Tech-Use  
*Talents/Traits:* Psy Rating (+1), Weapon-Tech  
*Equipment:* Best Craftsmanship Aeldari Mesh Robe, Combi-Tool  
*Aptitude:* Tech  
*Renown:* +1d5

### 2ND STEP

*Skills:* Commerce, Scholastic Lore (Runes), Trade (Armourer)  
*Talents/Traits:* Armour-Monger, Deny the Witch  
*Equipment:* Backpack, Psytronomie Shaper  
*Aptitude:* Intelligence  
*Renown:* +1d5

### 3RD STEP

*Skills:* Common Lore (Any One), Scholastic Lore (Any One), Trade (Performancer)  
*Talents/Traits:* Peer (Bonesingers 2), Sprint  
*Equipment:* Loadstar Helm, Psy-Focus  
*Aptitude:* Social  
*Renown:* +1d5

### PATH BONUS

*The Music Of Creation:* The Corsair gains the Sanctioned Class of Psyker. While taking the Crafting Downtime action, the Corsair reduces the number of Extended Test Successes required by the Corsair's Fel Bonus.

## WARRIOR

One Path with many roads, becoming a Warrior first means dedication to one of the aspects of the Bloody Handed God, joining an Aspect Shrine to better refine themselves as a living tool of war.

*Prerequisites:* Asuryani or Aeldari with two previous Steps taken or Any with four previous Steps taken

### 1ST STEP

*Skills:* Dodge, Intimidate, Parry  
*Talents/Traits:* Weapon Training (Any Two), Rapid Reload  
*Equipment:* Any Scarce Melee Weapon, Best Craftsmanship Guardian Armour  
*Aptitude:* Weapon Skill  
*Renown:* +1d5

### 2ND STEP

*Skills:* Acrobatics, Athletics, Operate (Aeldari)  
*Talents/Traits:* Hip Shooting, Martial Adept (Any)  
*Equipment:* Any Rare Weapon Upgrade, Any Scarce Ranged Weapon  
*Aptitude:* Ballistic Skill  
*Renown:* +0

### 3RD STEP

*Skills:* Command, C. Lore (War), Psyniscience  
*Talents/Traits:* Battle Focus, [Any] Weapon Focus  
*Equipment:* Any Rare Ammo x2, Any Scarce Grenade x3  
*Aptitude:* Offence  
*Renown:* +0

### PATH BONUS

*Ninety Nine and One Blades:* The Corsair gains an Aspect Warrior Elite Advance of their choice, ignoring the Prerequisites, and chooses one of their weapons; the weapon has no Personal Upkeep, and reduce the Personal Upkeep of all other weapons by 1 (to a minimum of 1). The Corsair may choose a new weapon to have no Upkeep during Downtime.

## DRUKHARI PATHS

*"I CARE NOT WHO ENACTS MY WILL, ONLY THAT IS ENACTED! NOW!"*

-Lord Ra'sh, Archon of the Shadowed Claw

Every Path in Archon society is shaped by the dictates of the Tyrant Vect, to whom all would serve or die in rebellion. They are bloody, deceitful, and inspire lust for greater power.

## BEASTMASTER

The wych cults keep a wide variety of dangerous animals, both mundane and warp native, that need to be broken for use in the area. Beastmasters are given this role, and are known to victimise people with their methods too.

*Prerequisites:* Drukhari, or Aeldari with two previous Steps taken or Per 50

### 1ST STEP

*Skills:* Intimidate, Scholastic Lore (Beasts), Survival  
*Talents/Traits:* Slay from the Sky, Takedown  
*Equipment:* Any Rare Familiar, Totemic Mask  
*Aptitude:* Fieldcraft  
*Renown:* +1d5

### 2ND STEP

*Skills:* Parry, Scholastic Lore (Legend), Scholastic Lore (Warp)  
*Talents/Traits:* Weapon Training (Power or Shock), Dark Mirth  
*Equipment:* Any Rare Familiar, Agoniser  
*Aptitude:* Agility  
*Renown:* +0

### 3RD STEP

*Skills:* Interrogation, Operate (Aeldari), Trade (Performancer)  
*Talents/Traits:* Crushing Blow, Thunder Charge  
*Equipment:* Any Very Rare Familiar, Drukhari Skyboard  
*Aptitude:* Strength  
*Renown:* +1d5

### PATH BONUS

*Cruel Shamanism:* For every Familiar that the Corsair has under their Personal Upkeep, the Corsair gains +5 to Intimidation tests (to a maximum of +20). Additionally, they increase their Familiars' Fear trait by 1.

## COURTIER

Not all the ways to survive in the Drukhari are dedicated to bloodshed. Some choose to survive by being useful in an alternate fashion: entertaining the Archon and being more entertaining than their fellow Courtiers.

*Prerequisites:* Drukhari or Any with two previous Steps taken

### 1ST STEP

*Skills:* Charm, Linguistics (Any), Trade (Any)  
*Talents/Traits:* Peer ([Kabal] 2), Resistance (Poison)  
*Equipment:* Any Very Rare Cybernetic, Best Craftsmanship Clothing/Ornamentation  
*Aptitude:* Fellowship  
*Renown:* +1d5

### 2ND STEP

*Skills:* Common Lore (Any), Deceive, Scrutiny  
*Talents/Traits:* Cover-Up, Xenosavant  
*Equipment:* Any Rare Drug or Consumable, Any Rare Weapon  
*Aptitude:* Perception  
*Renown:* +1d5

### 3RD STEP

*Skills:* Command, Forbidden Lore (Any), Tech Use  
*Talents/Traits:* Halo of Command, Mithridatism  
*Equipment:* Any Very Rare Drug or Consumable, Any Very Rare Poison  
*Aptitude:* Social  
*Renown:* +2d5

### PATH BONUS

*Fake Smiles:* In addition to the normal use of Fate points, the Corsair may spend a Fate point when interacting with a character to gain a +10 bonus on all Interaction tests with the character and know when that character knowingly lies until the characters stop interacting.

## CRONE

To practice psychic powers in the Dark City is punished by death, yet most successful archons keep some council from psychic crones, secretly practising their forbidden arts in sub-realms away from the Tyrant's law.

*Prerequisites:* Drukhari or Psyker

### 1ST STEP

*Skills:* Deceive, Psyniscience, Stealth  
*Talents/Traits:* Psy Rating (+1), Keen Intuition  
*Equipment:* Any Scarce Low-Tech Weapon, Poor Craftsmanship Clothing/Ornamentation  
*Aptitude:* Psyker  
*Renown:* +0

### 2ND STEP

*Skills:* Awareness, Scholastic Lore (Runes), Survival  
*Talents/Traits:* Cover Up, Deny the Witch  
*Equipment:* Aeldari Mesh Robe, Ritual Kit  
*Aptitude:* Perception  
*Renown:* +0

### 3RD STEP

*Skills:* Commerce, Forbidden Lore (Webway), Linguistics (Any One)  
*Talents/Traits:* Weapon Training (Force), Emboldened By Bloodshed  
*Equipment:* Force Focus Upgrade, Runes of Witnessing  
*Aptitude:* Willpower  
*Renown:* +2d5

### PATH BONUS

*Secret Practices:* Whenever the Corsair casts a Psychic Power, they may take a -X penalty on the Focus Power test, were X is equal to 5 x the psyker's effective Psy Rating, making the power silent and forcing a -40 penalty to all tests to detect the effects of the psychic power. In addition, the Corsairs gains the Warp Perception Psychic Power, the Psyker Trait, and Psy Rating (1) if they did not already have them.

## HEKATARI

Mirthful murderers, the wyches - called Hekatarii - dedicate their lives to gladiatorial blood sports. With myriad tools, they seek new ways to slaughter, not allowing their targets to retreat from their bloody and entertaining end.

*Prerequisites:* Drukhari or Aeldari with two previous Steps taken

### 1ST STEP

*Skills:* Acrobatics, Dodge, Trade (Performancer)  
*Talents/Traits:* Weapon Training (Any One, Low-Tech), Frenzy  
*Equipment:* Good Craftsmanship Wych Blade, Wychsuit  
*Aptitude:* Weapon Skill  
*Renown:* +1d5

### 2ND STEP

*Skills:* Interrogation, Intimidate, Parry  
*Talents/Traits:* Battle Rage, Spectacle of Murder  
*Equipment:* Any Very Rare Poison, Splinter Pistol  
*Aptitude:* Finesse  
*Renown:* +1d5

### 3RD STEP

*Skills:* Forbidden Lore (Drukhari), Operate (Aeldari), Trade (Chymist)  
*Talents/Traits:* Weapon Training (Any Two), Step Aside  
*Equipment:* Any Very Rare Weapon, Trophy Rack  
*Aptitude:* Social  
*Renown:* +1d5

### PATH BONUS

*No Escape:* Enemy characters cannot benefit from the Disengage action against the Corsair, and may spend a Reaction to follow any character that leaves Engagement with them up to their Half Move rate.

## HELLION

Described as "feral" by other Drukhari, Hellion gangs are made up of anarchistic and rebellious skyboard riders. With an extreme hatred for authority, they make for difficult allies, but keen warriors against the right target.

*Prerequisites:* Drukhari or Aeldari with two previous Steps taken or Any with Hatred (Any Two)

### 1ST STEP

*Skills:* Dodge, Intimidate, Operate (Aeldari)  
*Talents/Traits:* Weapon Training (Any One, Low-Tech), Disarm  
*Equipment:* Good Craftsmanship Gang Leathers, Mono Knife  
*Aptitude:* Agility  
*Renown:* +1d5

### 2ND STEP

*Skills:* Forbidden Lore (Drukhari), Parry, Tech-Use.  
*Talents/Traits:* Weapon Training (Any Two), Hatred (Any One)  
*Equipment:* Drukhari Skyboard, Hellglaive  
*Aptitude:* Weapon Skill  
*Renown:* +0

### 3RD STEP

*Skills:* Acrobatics, Scholastic Lore (Judgement), Security  
*Talents/Traits:* Architect of Pain, Preternatural Speed  
*Equipment:* Shock Prow Upgrade, Stunclaw  
*Aptitude:* Tech  
*Renown:* +0

### PATH BONUS

*Anarch:* Whenever the Corsair inflicts a hit with an attack, they increase their attack's damage and penetration by the difference between their Inf bonus and the target's.

## KABALITE

Privileged compared to the rest of their kin, Kabalites have dedicated their lives to a Kabal. Though victimised by those above them in the hierarchy, they have a far greater population below them they can victimise themselves.

*Prerequisites:* Drukhari or Aeldari with two previous steps taken

### 1ST STEP

*Skills:* Dodge, Stealth, Security  
*Talents/Traits:* Weapon Training (Any One, SP), Prey on the Weak  
*Equipment:* Any Scarce Melee Weapon, Good Craftsmanship Splinter Rifle  
*Aptitude:* Offence  
*Renown:* +1d5

### 2ND STEP

*Skills:* Deceive, Interrogation, Intimidate  
*Talents/Traits:* Weapon Training (Any Two), Hip-Shooting  
*Equipment:* Any Rare Drug or Consumable, Kabalite Armour  
*Aptitude:* Agility  
*Renown:* +1d5

### 3RD STEP

*Skills:* Acrobatics, Operate (Aeldari), Sleight of Hand  
*Talents/Traits:* Eye of Vengeance, Sprint  
*Equipment:* Any Very Rare Weapon, Best Craftsmanship Translator  
*Aptitude:* Fellowship  
*Renown:* +2d5

### PATH BONUS

*Sadistic Glee:* When attacking a target who is Wounded, they gain a +10 bonus to the attack roll, and +20 when attacking Heavily Wounded targets.

## NIGHTSTRIDER

Mandrakes rarely teach their abilities to outsiders, requiring particularly dark souls necessary to channel their abilities, but some truly depraved individuals fall in to the visceral allure of the balefire's cold light.

*Prerequisites:* Drukhari or Corruption 40+

### 1ST STEP

*Skills:* Awareness, Intimidate, Stealth  
*Talents/Traits:* Weapon Training (Low Tech), Frenzy  
*Equipment:* Any Scarce Low-Tech Weapon x2  
*Aptitude:* Weapon Skill  
*Renown:* +1d5

### 2ND STEP

*Skills:* Interrogation, Parry, Trade (Scrimshawer)  
*Talents/Traits:* Killing Strike, Unnatural Strength (2)  
*Equipment:* Aeldari Mesh Robe, Glimmersteel Upgrade  
*Aptitude:* Strength  
*Renown:* +0

### 3RD STEP

*Skills:* Dodge, Navigate (Warp), Survival  
*Talents/Traits:* Psyker (PR 1), From Beyond  
*Equipment:* Distinctive Mask, Trophy Rack  
*Aptitude:* Agility  
*Renown:* +0

### PATH BONUS

*Balefire:* For the next 24 hours after killing a creature with a soul, the Corsair gains or reloads a unique ranged weapon attack:  
**Baleblast:** 50m, S/-/, Damage 1d10+6 Energy, Pen 4, Clip X, Crippling (3), Flame. X equals the Corsair's Toughness Bonus

## REAYER

Addicted to speed, Reavers are the affluent few of the Dark City able to obtain, maintain, and successfully pilot the swift jetbikes of the same name, making names for themselves in arena races and murdering in raids.

*Prerequisites:* Drukhari or Aeldari with two previous steps taken or Any with four previous steps taken

### 1ST STEP

*Skills:* Acrobatics, Navigate (Any), Operate (Aeldari)  
*Talents/Traits:* Nowhere to Hide, Slay from the Skies  
*Equipment:* Best Craftsmanship Kabalite Armour, Drukhari Reaver  
*Aptitude:* Agility  
*Renown:* +2d5

### 2ND STEP

*Skills:* Navigate (Any), Operate (Aeronautica), Trade (Performancer)  
*Talents/Traits:* Hotshot Pilot, Independent Targeting  
*Equipment:* Any Rare Drukhari Weapon w/ Vehicle Integration, Any Very Rare Vehicle Upgrade  
*Aptitude:* Ballistic Skill  
*Renown:* +1d5

### 3RD STEP

*Skills:* Operate (Voidship), Scholastic Lore (Aeldari Tech), Tech-Use  
*Talents/Traits:* Push the Limit, Vaul's Might  
*Equipment:* Any Extremely Rare Drukhari Vehicle, Shadow Field (Vehicle/Fortification)  
*Aptitude:* Tech  
*Renown:* +1d5

### PATH BONUS

*Terrifying Swiftness:* The Corsair increases the Tactical Movement by 1 for every Pain Token they generate in an encounter (to a maximum of +5). In addition, whenever the Corsair gains a Pain Token when using a Vehicle weapon or the Hit and Run Action, they gain +20 to their next test.

## SCOURGE

Finding the ground to be unworthy of them, Scourges maintain a rare position of trust in the cutthroat society of the Dark Eldar: they are couriers, expected to not read the correspondence of their clients.

*Prerequisites:* Drukhari, or Aeldari with two previous steps taken or Any with Flyer trait

### 1ST STEP

*Skills:* Acrobatics, Dodge, Inquiry  
*Talents/Traits:* Weapon Training (Las, SP), Slay from the Skies  
*Equipment:* Plasma Grenade x3, Scourge Wings  
*Aptitude:* Agility  
*Renown:* +1d5

### 2ND STEP

*Skills:* Awareness, Security, Scholastic Lore (Aeldari)  
*Talents/Traits:* Bulging Biceps, Independent Targeting  
*Equipment:* Ghostplate, Grenade Flight Pack  
*Aptitude:* Social  
*Renown:* +0

### 3RD STEP

*Skills:* Interrogation, Navigate (Fleet), Tech-Use  
*Talents/Traits:* Weapon Training (Heavy, Any One), Mighty Shot  
*Equipment:* Any Heavy Weapon, Any Very Rare Melee Weapon  
*Aptitude:* Ballistic Skill  
*Renown:* +2d5

### PATH BONUS

*Trusted Courier:* The Corsair gains a +20 bonus to interaction tests against characters with a higher Inf Bonus.

## WRACK

Only the most desperate of souls sell their existence to the most debased creatures in existence. Those that are useful enough may become Wracks, the assistants to a haemonculus, their flesh remade to be of more use.

*Prerequisites:* Drukhari or Int 50

### 1ST STEP

*Skills:* Medicae, Scholastic Lore (Aeldari Tech), Trade (Chymist)  
*Talents/Traits:* Weapon Training (Any, Low-Tech), Weapon-Tech  
*Equipment:* Aeldari Mesh Robe, Any Rare Fleshcraft  
*Aptitude:* Toughness  
*Renown:* +1d5

### 2ND STEP

*Skills:* Interrogation, Logic, Tech-Use  
*Talents/Traits:* Dark Mirth, Hardy  
*Equipment:* Any Mono Low-Tech Weapon, Any Very Rare Fleshcraft  
*Aptitude:* Tech  
*Renown:* +1d5

### 3RD STEP

*Skills:* Forbidden Lore (Drukhari), Parry, Trade (Armourer)  
*Talents/Traits:* Exotic Weapon Training (Any Two), Superior Chirurgeon  
*Equipment:* Any Exotic Weapon, Any Extremely Rare Fleshcraft  
*Aptitude:* Knowledge  
*Renown:* +1d5

### PATH BONUS

*Fleshshaper:* When Crafting Fleshcraft cybernetics, drugs, or toxins, the Corsair gains a +20 bonus.

## EXODITE PATHS

"I AM AS STONE, STALWART WHEN ROOTED AND DEVASTATING IN MOTION."

-Aerdryn, Exodite Survivalist

Though few in number, Exodite Paths deal in the necessities of their people: to slay, to tame, to shape, and to survive. Everything else is decadent luxury and to be kept at a distance lest it corrupts the soul.

### DRAGOON

Dragoons make up a variety of exodite warriors, from riders of their smallest dragons to their greatest megadons. They act as the heavy cavalry of the survivalists and are the most recognisable of the Exodite forces.

*Prerequisites:* Exodite or Aeldari with two previous Steps taken

#### 1ST STEP

*Skills:* Parry, Scholastic Lore (Beasts), Survival  
*Talents/Traits:* Mounted Warrior (Any), Weapon Training (Any One, Low-Tech)  
*Equipment:* Any Rare Familiar, Any Rare Melee Weapon  
*Aptitude:* Weapon Skill  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Navigate (Surface), Psyniscience, Trade (Armourer)  
*Talents/Traits:* Weapon Training (Las, Power), Hardy  
*Equipment:* Exodite Dragonbone Plate, Laser Lance  
*Aptitude:* Agility  
*Renown:* +1d5

#### 3RD STEP

*Skills:* Athletics, Command, Tech-Use  
*Talents/Traits:* Deathdealer (Melee), Shield Wall  
*Equipment:* Any Extremely Rare Familiar, Any Mount Upgrade  
*Aptitude:* Strength  
*Renown:* +1d5

#### PATH BONUS

*Dragon Rider:* The Corsair chooses one of their familiars with the Mount trait; that familiar has no Personal Upkeep, and attacks made while mounted gain a +10 bonus. If that familiar dies, the Corsair may choose a new one during Downtime.

### ROYAL GUARDIAN

Whether on foot defending the caverns of their planet's World Spirit or wading to war within a Knight, the Royal Guardians are the noblest of warriors of the Exodites, trusted with their greatest of weapons.

*Prerequisites:* Exodite or Any with Peer ([Exodite Clan] 2)

#### 1ST STEP

*Skills:* Athletics, Dodge, Operate (Battlesuit)  
*Talents/Traits:* Peer (Exodite Clan 1), Weapon Training (Any Two)  
*Equipment:* Any Rare Melee Weapon, Heavy Guardian Armour  
*Aptitude:* Weapon Skill  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Intimidate, Scholastic Lore (Heraldry), Survival  
*Talents/Traits:* Martial Adept (Any)  
*Equipment:* Any Rare Ranged Weapon, Best Craftsmanship Clothing/Ornamentation  
*Aptitude:* Leadership  
*Renown:* +1d5

#### 3RD STEP

*Skills:* Command, Parry, Tech-Use  
*Talents/Traits:* Battlesuit Finesse, The Great Enemy  
*Equipment:* Any Battlesuit Upgrade, Any Exodite Battlesuit  
*Aptitude:* Tech  
*Renown:* +2d5

#### PATH BONUS

*Mantle of the World Spirit:* While piloting a Battlesuit or wearing armour with AP 5 or greater, the Corsair increases their Strength Bonus and Toughness Bonus by X, where X is equal to their highest Peer ([Exodite Clan]) talent.

### SURVIVALIST

Having devoted themselves to living by what they can gain from the land, Exodites develop their survival instincts, developing a level of grit that other Eldar can only attain through augmentation.

*Prerequisites:* Exodite or Aeldari with two previous steps taken or Per 50

#### 1ST STEP

*Skills:* Stealth, Survival, Trade (Agri)  
*Talents/Traits:* Die Hard, Resistance (Any One)  
*Equipment:* Any Scarce Melee Weapon, Respirator/Gas Mask  
*Aptitude:* Fieldcraft  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Athletics, Awareness, Commerce  
*Talents/Traits:* Cover-Up, Hard Target  
*Equipment:* Grapnel & Line, Xenos Hide Vest  
*Aptitude:* Toughness  
*Renown:* +1d5

#### 3RD STEP

*Skills:* Deceive, Sleight of Hand, Tech-Use  
*Talents/Traits:* True Grit, Weapon Intuition  
*Equipment:* Any Scarce Familiar, Survival Suit  
*Aptitude:* Perception  
*Renown:* +1d5

#### PATH BONUS

*Rugged Determinism:* The Corsair gains Unnatural Toughness (+2).

### WORLDINGER

The specialist psykers of the exodites, worldingers take the role of bonesingers in their society, communing with the World Spirit and reshaping natural materials in the same manner as a bonesinger manipulates wraithbone.

*Prerequisites:* Psyker, Exodite

#### 1ST STEP

*Skills:* Command, Psyniscience, Trade (Agri)  
*Talents/Traits:* Keen Intuition, Mounted Warrior (Any)  
*Equipment:* Any Scarce Familiar, Psy Focus  
*Aptitude:* Fieldcraft  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Scholastic Lore (Runes), Scholastic Lore (Warp), Trade (Performancer)  
*Talents/Traits:* Weapon Training (Force), Deny the Witch  
*Equipment:* Witch Blade or Witch Staff, Ritual Kit  
*Aptitude:* Fellowship  
*Renown:* +1d5

#### 3RD STEP

*Skills:* Awareness, Inquiry, Trade (Bonesinger)  
*Talents/Traits:* Psy Rating (+1), Secrets of the Seers  
*Equipment:* Psytronome Shaper, Best Craftsmanship Xenos Hide Vest  
*Aptitude:* Leadership  
*Renown:* +2d5

#### PATH BONUS

*Geomantic:* When using a Psychic Power that uses Willpower as a part of the Focus Power test, the Corsair may use Fellowship instead. In addition, when taking the Crafting Downtime action while using natural materials (wood, stone, bone, etc.) the Corsair reduces the number of Extended Test Successes required by their WP Bonus.

## RILLIETANN PATHS

"SHOW ME ONE WHO MOCKS THE HARLEQUINS AS CLOWNS, AND I SHALL SHOW YOU A CORPSE IN THE MAKING."

-Autarch Antelyth of Saim-Hann

To be a Harlequin is to be a player in their narratives or one who sets up their stages. Both are instrumental to the Laughing God's plans, strange as they may seem.

### MIME

Support staff for a masque, the Distaura take the place of background dancers and advertisers, not full time members of the Masque. Though only Eldar may become true Players, any soul may become a Mime.

*Prerequisites:* Any (Once taken, this Path must be completed before taking Steps in other Paths)

#### 1ST STEP

*Skills:* Charm, Dodge, Trade (Performancer)  
*Talents/Traits:* Weapon Training (Rillietann, Monofilimant), Double Team  
*Equipment:* Good Craftsmanship Clothing/Ornamentation, Disguise Kit  
*Aptitude:* Fellowship  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Linguistics (Any One), Security, Stealth  
*Talents/Traits:* A Foot In The Future, Take Your Place  
*Equipment:* Best Craftsmanship Writing Kit, Holo-Suit  
*Aptitude:* Knowledge  
*Renown:* +1d5

#### 3RD STEP

*Skills:* Inquiry, Linguistics (Any One), Operate (Aeldari)  
*Talents/Traits:* Exotic Weapon Training (Any Two), Cegorach's Jest  
*Equipment:* Distinctive Mask, Harlequin's Embrace  
*Aptitude:* Defence  
*Renown:* +1d5

#### PATH BONUS

*Understudy:* Whenever a friendly character adjacent to the Corsair makes a non-combat skill test that the character and the Corsair are at least Trained in, the Corsair may grant that character a +20 bonus.

## TROUPER

The majority of a Masque is made up of Troupers, all wearing a mask that evokes the character they desire to portray. Each player has a role they desire to fulfil, both on the battlefield and on the stage.

*Prerequisites:* Aeldari (Once taken, this Path must be completed before advancing in other Paths)

#### 1ST STEP

*Skills:* Acrobatics, Parry, Trade (Performancer)  
*Talents/Traits:* Weapon Training (Rillietann, Monofilimant), Celebrity  
*Equipment:* Aeldari Power Sword, Good Craftsmanship Holo-Suit  
*Aptitude:* Finesse  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Dodge, Scrutiny, Stealth  
*Talents/Traits:* Daemonhunter, Player of the Saedath  
*Equipment:* Best Craftsmanship Shuriken Pistol, Good Craftsmanship Distinctive Mask  
*Aptitude:* Agility  
*Renown:* +1d5

#### 3RD STEP

*Skills:* Deceive, Forbidden Lore (Daemonology), Forbidden Lore (Rillietann)  
*Talents/Traits:* Exotic Weapon Training (Any Two), Favoured of the Laughing God  
*Equipment:* Any Rillietann Vehicle, Harlequin's Embrace  
*Aptitude:* Social  
*Renown:* +2d5

#### PATH BONUS

*Rising Crescendo:* After completing an attack, the Corsair may move up to their Half Move rate to any free location as a Free Action. This movement is consider to be a jump and does not trigger Leaving Melee attacks.

## GENERAL PATHS

"WHAT AM I DOING? EXACTLY WHAT I'M PAID TO DO."  
-Black Drask before murdering an Imperial Arbitrator

There exists more Paths to walk than exists within any one culture or species. General Paths make up some of the most likely Paths that any might choose to walk while within a Corsair fleet. Some are specialised in one particular skill or for one strata of Anhrathe society, walked by as many species as there are stars in the Great Wheel.

### ARCOLOGIST

Whether born into the cultural mixing pot of an arcologies or tasked to administer them, Arcologists learn to navigate the diverse environments, set to guide people of multiple species to friendly — or at least productive — cooperation.

*Prerequisites:* Any

#### 1ST STEP

*Skills:* Athletics, Linguistics (Any One), Trade (Technomat)  
*Talents/Traits:* Clues from the Crowds, Double Team  
*Equipment:* Any Scarce Weapon, Data-Slate  
*Aptitude:* Social  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Common Lore (Any One), Commerce, Scholastic Lore (Any One)  
*Talents/Traits:* Ambassador Imperialis, Xenosavant  
*Equipment:* Armoured Bodyglove, Best Craftsmanship Translator  
*Aptitude:* Finesse  
*Renown:* +0

#### 3RD STEP

*Skills:* Acrobatics, Navigate (Fleet), Operate (Aeldari)  
*Talents/Traits:* Peer (Any 2), Preternatural Speed  
*Equipment:* Any Rare Cybernetic/Fleshcraft, Spirit Stone  
*Aptitude:* Defence  
*Renown:* +1d5

#### PATH BONUS

*Inured to the Alien:* Whenever the Corsair reaches Rank 2 (Trained) in a species specific Common or Scholastic Lore Specialisation, they also gain the Weapon Training talent of that species.

## BODYGUARD

Who better to protect others than one that knows how to protect themselves? Bodyguards protect their allies, usually dedicated to a single individual that they would lay down their life for.

*Prerequisites:* Any

#### 1ST STEP

*Skills:* Athletics, Parry, Scrutiny  
*Talents/Traits:* Weapon Training (Any Two), Bodyguard  
*Equipment:* Any Rare Melee Weapon, Good Craftsmanship Carapace Chestplate  
*Aptitude:* Defence  
*Renown:* +1d5

#### 2ND STEP

*Skills:* Awareness, Intimidate, Security  
*Talents/Traits:* Hatred (Any One), Vengeful Strike  
*Equipment:* Best Craftsmanship Shield, Power Focus Upgrade  
*Aptitude:* Toughness  
*Renown:* +0

#### 3RD STEP

*Skills:* Command, Interrogation, Linguistics (Any One)  
*Talents/Traits:* Exotic Weapon Training (Any One), Shield Wall  
*Equipment:* Adamantine Hilt Guard Upgrade, Refractor Field  
*Aptitude:* Fellowship  
*Renown:* +1d5

#### PATH BONUS

*Loyal Shield:* While a Corsair is adjacent to an allied character, that character gains +X to their Toughness Bonus, where X is equal to the Corsair's T Bonus.

## COLD TRADER

Outlawed by the Imperium, the Cold Trade is the market for alien goods and artifacts. Cold Traders find little risk in a Corsair fleet, though, and will find plenty to gain if they keep their eyes sharp.

*Prerequisites:* Renown 50

### 1ST STEP

*Skills:* Commerce, Common Lore (Any One), Scholastic Lore (Any Tech)  
*Talents/Traits:* Weapon Training (Any Two), Jaded  
*Equipment:* Any Extremely Rare Weapon, Good Craftsmanship Clothing/Ornamentation  
*Aptitude:* Intelligence  
*Renown:* +1d5

### 2ND STEP

*Skills:* Deceive, Common Lore (Any One), Scholastic Lore (Any Tech)  
*Talents/Traits:* Constant Vigilance (Perception), Xenosavant  
*Equipment:* Best Craftsmanship Translator, Conversion Field  
*Aptitude:* Knowledge  
*Renown:* +1d5

### 3RD STEP

*Skills:* Forbidden Lore (Any One), Linguistics (Any One), Operate (Any One)  
*Talents/Traits:* Exotic Weapon Training (Any Two), Hunter of Relics  
*Equipment:* Any Exotic Weapon, Best Craftsmanship Xenos Hide Vest  
*Aptitude:* Fellowship  
*Renown:* +2d5

### PATH BONUS

*Notable Collection:* The Corsair reduces the Personal Upkeep of all Artifact items by 3 and may purchase the Dreams of Spoils Service for 0 Renown once per Mission.

## EXACTOR

Pilots of all kinds, from bikes to voidships, Exactors know how to get from point A to point B as swiftly as possible. In an occupation where swift entry and exit from a locale saves lives, Exactors find much work to do.

*Prerequisites:* Any

### 1ST STEP

*Skills:* Operate (Any One), Scholastic Lore (Any Tech), Tech-Use  
*Talents/Traits:* Skilled Rider, Sky Runner  
*Equipment:* Any Scarce Vehicle, Any Scarce Vehicle Upgrade  
*Aptitude:* Agility  
*Renown:* +1d5

### 2ND STEP

*Skills:* Navigate (Surface), Operate (Any One), Scholastic Lore (Any Tech)  
*Talents/Traits:* Hotshot Pilot, Independent Targeting  
*Equipment:* Any Rare Vehicle, Any Rare Vehicle Upgrade  
*Aptitude:* Perception  
*Renown:* +1d5

### 3RD STEP

*Skills:* Navigate (Stellar), Operate (Any One), Scholastic Lore (Any One)  
*Talents/Traits:* Hull Down, Push the Limits  
*Equipment:* Any Very Rare Vehicle, Any Very Rare Vehicle Upgrade  
*Aptitude:* Tech  
*Renown:* +1d5

### PATH BONUS

*This One Goes Faster:* When operating a vehicle, the Corsair increases the Tactical Speed of the vehicle by the Corsair's Ag Bonus.

## GUNNER

There will always be work for those with a gun and the will to use it. Gunners train to become arms-masters, being able to pick up and use whatever ranged instrument of death that they can get their blood slick hands on.

*Prerequisites:* Any

### 1ST STEP

*Skills:* Dodge, Scholastic Lore (Any Tech), Trade (Armourer)  
*Talents/Traits:* Weapon Training (Any Two), Rapid Reload  
*Equipment:* Any Rare Weapon, Any Rare Ammo x2  
*Aptitude:* Ballistic Skill  
*Renown:* +1d5

### 2ND STEP

*Skills:* Awareness, Operate (Any One), Tech-Use  
*Talents/Traits:* Weapon Training (Any Two), Marksman  
*Equipment:* Any Very Rare Ranged Weapon, Any Rare Ranged Upgrade  
*Aptitude:* Offence  
*Renown:* +0

### 3RD STEP

*Skills:* Commerce, Intimidated, Security  
*Talents/Traits:* Exotic Weapon Training (Any Two), Weapon Intuition  
*Equipment:* Any Extremely Rare Ranged Weapon, Any Very Rare Ammo  
*Aptitude:* Tech  
*Renown:* +1d5

### PATH BONUS

*None Like It:* The Corsair reduces the Personal Upkeep of all weapon Upgrades and Ammo by 1 (to a minimum of 1).

## KNIGHT

Across all sapient species, there exists a dream in the hearts of the young: to be big, and powerful. To be a pilot of a knight or battlesuit is to live up to that dream, and have the power to dictate their own destiny.

*Prerequisites:* Any

### 1ST STEP

*Skills:* Operate (Battlesuit), Scholastic Lore (Any Tech), Scholastic Lore (Heraldry)  
*Talents/Traits:* Weapon Training (Any Two), Weapon-Tech  
*Equipment:* Any Rare Armour, Lumen-Heraldry Upgrade  
*Aptitude:* Agility  
*Renown:* +1d5

### 2ND STEP

*Skills:* harm, Navigate (Surface), Tech-Use  
*Talents/Traits:* Hotshot Pilot, Martial Adept (Any)  
*Equipment:* Any Very Rare Battlesuit, Combi-Tool  
*Aptitude:* Fieldcraft  
*Renown:* +2d5

### 3RD STEP

*Skills:* Command, Operate (Any One), Security  
*Talents/Traits:* Battlesuit Finesse, Vaul's Might  
*Equipment:* Any Rare Battlesuit Upgrade, Any Very Rare Battlesuit Upgrade  
*Aptitude:* Ballistic Skill  
*Renown:* +1d5

### PATH BONUS

*Walking Idol:* Battlesuits owned by the Corsair gain +X Integrity, where X is equal to half of the Corsair's Renown (rounded up).

## MUTANT

The touch of Chaos warps the body in cruel and strange ways. Though rare amongst the Eldar, the ways of the Warp rarely play by consistent rules, laying curses and blessings on those that bath in its malignant influence.

*Prerequisites:* Any at character creation or Corruption 40+

### 1ST STEP

*Skills:* Intimidate, Stealth, Survival  
*Talents/Traits:* Resistance (Psychic Powers), Sound Constitution  
*Equipment:* Any Scarce Drug/Consumable, Inhaler/Injector  
*Aptitude:* Toughness  
*Renown:* +1d5

### 2ND STEP

*Skills:* Awareness, Deceive, Psyniscience  
*Talents/Traits:* Cover Up, Hardy  
*Equipment:* Any Rare Drug/Consumable, Medi-Kit  
*Aptitude:* Perception  
*Renown:* +0

### 3RD STEP

*Skills:* Forbidden Lore (Mutants), Medicae, Trade (Any)  
*Talents/Traits:* Mithridatism, True Grit  
*Equipment:* Cameleoline Cloak, Mono Knife  
*Aptitude:* Willpower  
*Renown:* +0

### PATH BONUS

*Mastered Mutation:* The Corsair rolls twice on the Mutations table, gaining one of the rolls of their choice. In addition, whenever the Corsair would roll to resist gaining Malignancies or Mutations, they may instead choose to automatically roll on the Mutation table.

## PRIEST

To lead others through faith in the grim dark universe is not a difficult task; people crave meaning. Though the gods of the Eldar are mostly dead, some still preach their teachings and inspire others with their faith.

*Prerequisites:* Any but Drukhari

### 1ST STEP

*Skills:* Command, Deceive, Scholastic Lore (Legend)  
*Talents/Traits:* Clues from the Crowd, Keen Intuition  
*Equipment:* Devotional Iconography Upgrade, Symbol of Faith  
*Aptitude:* Willpower  
*Renown:* +1d5

### 2ND STEP

*Skills:* Charm, Scholastic Lore (Occult), Scholastic Lore (Philosophy)  
*Talents/Traits:* Weapon Training (Any Two), Witch-Finder  
*Equipment:* Any Good Craftmanship Low-Tech Weapon, Laud Hailer  
*Aptitude:* Fellowship  
*Renown:* +1d5

### 3RD STEP

*Skills:* Awareness, Interrogation, Scrutiny  
*Talents/Traits:* Divine Protection, Halo of Command  
*Equipment:* Best Craftmanship Clothing/Ornamentation, Vox-Caster  
*Aptitude:* Social  
*Renown:* +2d5

### PATH BONUS

*Curate:* Whenever the Corsair triggers a Righteous Fury, they may give 1 temporary Fate point to one friendly character of their choice which disappears if not used before the end of the encounter.

## SWASHBUCKLER

The archetypal pirate wields a blade in one hand, a pistol in the other, and derring-do in their heart. Though the reality is far less sanitised, Swashbucklers do embody Corsair recklessness as they charge into conflict.

*Prerequisites:* Any

### 1ST STEP

*Skills:* Acrobatics, Charm, Parry  
*Talents/Traits:* Weapon Training (Any Two), Disarm  
*Equipment:* Any Rare Melee Weapon, Best Craftmanship Cosmetics  
*Aptitude:* Weapon Skill  
*Renown:* +1d5

### 2ND STEP

*Skills:* Commerce, Deceive, Operate (Any One)  
*Talents/Traits:* Combat Master, Counter Attack  
*Equipment:* Any Rare Pistol, Any Rare Weapon Upgrade  
*Aptitude:* Defence  
*Renown:* +1d5

### 3RD STEP

*Skills:* Command, Logic, Security  
*Talents/Traits:* Crushing Blow, Weapon Mastery (Any)  
*Equipment:* Good Craftmanship Refractor Field, Xenos Hide Vest  
*Aptitude:* Fellowship  
*Renown:* +1d5

### PATH BONUS

*Rakish Audacity:* While Engaged with multiple hostile characters, and with no allies adjacent to them, the Corsair gains an additional Evasion Reaction on their turn, and gains +1 to damage rolls equal to the number of enemies Engaged with them.

## WITCH

Hated by many for the risk they inherently cause with their existence, Witches seek to understand their abilities through research and more practical application when untethered from fearful dogma.

*Prerequisites:* Psyker

### 1ST STEP

*Skills:* Scholastic Lore (Psykers), Scholastic Lore (Warp), Psyniscience  
*Talents/Traits:* Psy Rating (+1), Warp Sense  
*Equipment:* Glow-Globe/Stabligh, Mesh Cowl  
*Aptitude:* Willpower  
*Renown:* +1d5

### 2ND STEP

*Skills:* Awareness, Deceive, Forbidden Lore (Daemonology)  
*Talents/Traits:* Deny the Witch, Warp Conduit  
*Equipment:* Any Scarce Familiar, Psyber-Implants Upgrade  
*Aptitude:* Perception  
*Renown:* +0

### 3RD STEP

*Skills:* Interrogation, Scholastic Lore (Legends), Scholastic Lore (Runes)  
*Talents/Traits:* Weapon Training (Force), Psy Rating (+1)  
*Equipment:* Any Force Weapon, Ritual Kit  
*Aptitude:* Knowledge  
*Renown:* +1d5

### PATH BONUS

*Guidance of the Ancients:* The Corsair reduces the cost of Psychic Powers by 25XP for every Peer contact that is a psyker (to a maximum of 100XP).

### STAGE 3: CREATE VESSEL

"JUST AS FALCON BROUGHT ANARIS TO EL DANESH, WE BRING WARRIORS TO THE FRONT."

-Nelaris, Falcon Grav Tank Pilot

Every Anhrathe Coterie requires at least one Vessel for them to enact the Corsair lifestyle, for what good is a pirate that cannot sail the solar tides? The greatest of them hole entire fleets of vessels, paying tribute to a Prince whose direction and resources lead their followers to greater spoils.

Once all of the Players have chosen their Paths, they come together to build the ship all of their characters live upon during their time as Corsairs. More than simply giving them a method to travel the stars, a Vessel is a reflection of those that travel within it. After all, the Corsairs had a pick of all of the voidships in the fleet and yet they chose the one they travel in now.

Perhaps they valued the captain's form of command, respected the long history of the ship, or simply found the culture of the Vessel's crew more appealing than any other. Whatever the reason, the Corsair decided upon their Vessel as their chariot and will ride it until they fail it or it fails them.

Every Vessel is unique. They have their own quirks in their construction, stories long and short from the paths they have taken through the void and forged by the actions of their crew. Every if two Vessels came from the same shipyard, made by the same hands, and built to the same classification, it is the people within it that will truly give it a spirit of its own.

Aeldari Vessels are swift, stealthy, and capable of great destructive force directed at a moments notice, following the Eldar's similar propensities in terrestrial engagements. Whether grown from wraithbone or crafted in highly advanced workshops, all Aeldari shipwrights understand that the best way to protect the souls of their people is to ensure those that would take them have the smallest opportunities to do so. Thus, they favour the use of sensor distorting shields, sleek silhouettes, and with engines and armaments to make conflicts swift and easily fled if necessary.

For the Anhrathe, all Vessels primary purpose is to bring their Corsairs to the fight, outfitted with hanger bays to allow for the swift assaults of their crew against the target of their plundering. Whether it be by webway borer, Vampire Raider, or even more esoteric means, the Vessel is ultimately a platform of wealth generation and bloody invasion, the most successful of which outfitted to see these primary goals achieved.

When creating a Vessel, the Players first must see how many Components their ship can possess, calculating their Component Maximum. This is an abstraction of the wealth and renown the Vessel's occupants have managed to gain, allowing them the reputation to request and keep the supporting souls to keep the components functional. It is much easier to lure mariners to your cause when they know they are serving amongst the best of Aeldari society.

The Component Maximum of a Vessel is equal to half of the combined Renown Bonus of all Player Characters (rounded up). E.g. a party of four with Renown of 34, 39, 42, and 51 would have a Component Maximum of 8.

Knowing the Component Maximum, the Players then create their Vessel using the following four steps:

#### VESSELS FOR SMALLER GROUPS

If the total number of Player Characters is equal to or less than 3 then the GM should consider allowing the Component Maximum of the Vessel be equal to the Corsairs' total Renown Bonus. Though not necessary, Players of smaller groups may find they cannot make an interesting enough Vessel.

#### STEP 1: ORIGINS

Who made the Vessel? From what kind of shipyard was it built? All Aeldari vessels come equipped with some manner of augury-occluding shield but the work of a Drukhari slave-engineering team will be different to that of an Anhrathe or Asuryani shaper cadre, building the hull for different presumed purposes.

#### STEP 2: SIZE

How large the ship is. Though most Corsairs favour small, fast ships, many find the presence of a cruiser or the unassuming presence of a transport to be more to their tastes.

#### STEP 3: CAPTAIN DEMEANOUR

No Corsair needs to serve under any soul they do not desire to, making it necessary for Captains to prove their right to lead through charisma, competence, or both.

#### STEP 4: SUPPLEMENTAL COMPONENTS

From the trappings of the Vessel's history to the equipment of the crew and the hull space dedicated to rooms and facilities, Supplemental Components tell of the smaller yet no less important aspects of life on the Vessel.

#### STEP 5: FINISHING TOUCHES

Uniting all of a Vessel's facets is its name, one that will be spoken in space stations throughout the universe with fear and reverence, with stories of its crew passed down for generations to come.

### STEP 1: ORIGINS

The Origins of a vessel is just as important as the size of its hull. Aeldari shape their vessels into existence, either woven into realspace by the works of bonesingers, slave-artisans of the Dark City, or through the rare Anhrathe owned freeports, and their craftspeople leave their essence behind to echo in the ship's spirit.

#### ANHRATHE

*Prerequisites:* None

Though most vessels of a Corsair fleet are constructed from Craftworld or Drukhari shipyards, the spirit of Anhrathe vessels are known for their ruthless and often reckless influence, pushing its crew to gather plentiful plunder and infamy.

**Fleet Loyalists:** All Corsairs gain Peer (3) talent with one Anhrathe Faction of their choice.

**Dathedi:** The Ship gains the HoloField / Shadowfield Facility component for no Component Cost.

#### ASURYANI

*Prerequisites:* At least 1 Asuryani Player Character

The most likely form of vessel for a non-Eldar to encounter in way diplomacy, Asuryani vessels are clean, well ordered, and just as likely to be ancient as they are to be newly sung into existence. Where such vessels journey, Fate is sure to be altered.

**Guided by Fate:** All Corsairs gain +1 to their Fate Threshold.

**Dathedi:** The Ship gains the HoloField / Shadowfield Facility component for no Component Cost.

#### DRUKHARI

*Prerequisites:* At least 1 Drukhari Player Character

Under constant spiritual threat while outside the Webway, the dreaded ships of the Drukhari bleed their prey with cruel mirth, striking swiftly before returning to the shadows.

**Realspace Raiders:** All Corsairs gain one level of advancement in two of the following skills: Acrobatics, Interrogation, Intimidate, Operate (Any), or Stealth.

**Dathedi:** The Ship gains the HoloField / Shadowfield Facility component for no Component Cost.

### STEP 2: SIZE

Rumours circulate wildly about the nature of Eldar vessels, few ever truly baring witnesses to any such example, but there are as many diminishing tales of minute raiders dancing nimbly through the void as there are fearful talks of grand and lithe behemoths that rival even the Imperium's greatest of flagships.

#### TRANSPORT

*Examples:* Fireflies, Rocs, Slavehaulers

Though rarely equipped for combat, transport vessels often hold the space to become mobile space stations, troop carriers and factories both.

**Great Holds:** During Downtime, the Corsair may take an additional Downtime action.

**Component Cost:** 1

#### RAIDER

*Examples:* Hemlocks, Shadowhunters, Sigils

Favoured by wolfhounds and pirates, raiders are capable of swift movement, picking their fights as they desire, easy to hide from would-be hunters.

**Easily Overlooked:** Reduce all Subtlety loss by 1 (to a minimum of 1).

**Component Cost:** 0

#### FRIGATE

*Examples:* Aconites, Hellebores, Venom Blades

Often overlooked, frigates have the speed to range far while having the carrying capacity to fill the role as forward explorers or gunboats.

**Scouts and Escorts:** All Corsairs treat their Agility Bonus as being 2 higher when determining Movement rates.

**Component Cost:** 1

#### CRUISER

*Examples:* Bleak Souls, Dragonships, Eclipses

Taking up the bulk of military vessels, cruisers make up a plethora of roles in void warfare, from gunboats to troop carriers, fit to their particular purpose.

**Flexible Doctrine:** All Corsairs may gain one Aptitude of their choice.

**Component Cost:** 2

#### BATTLESHIP

*Examples:* Dying Suns, Phoenix Ships, Void Stalkers

Eclipsed only by void cities, these titans may claim whole star systems on their own, housing hundreds of thousands and hosting the most powerful of weapons.

**System Dominance:** Reduce the cost of all Reinforcement Services by 3 (to a minimum of 1).

**Too Big To Hide:** When testing Subtlety when entering a new star system, planet, or system feature, failing the test instead sets the Alert Level to Aware.

**Component Cost:** 3

### STEP 3:

## CAPTAIN DEMEANOUR

Though the hierarchy of a Corsair Vessel is often fluid and democratic, most will assign one soul as the captain to whom snap decisions are to be followed in the energy of a mission. The way such a soul carries themselves is as much a reflection of themselves as it is a reflection of those that would have them lead them.

A Vessel may have multiple Captain Demeanour components, likely developing a more complex character for the Corsairs to deal with. Even if only one Demeanour is taken, remember that the Captain is an important character, and the Coterie will be dealing with them often.

### ANCIENT

With age comes experience, and in the piracy game an old captain is a mark of great success, bringing with them battle-tested loyalists.

**Trusted Veterans:** All Corsairs and Coterie NPCs are created with an additional Path Step.

**Component Cost:** 3

### DIPLOMATIC

To survive the politics of the fleet, a captain must as much find their allies as slay their hated foes, for tyrants do not last long in Anhrathe society.

**Friends Everywhere:** All Corsairs gain the Contact Network talent if they do not already have it or the Peer (Any 1) talent if they do.

**Component Cost:** 1

### GLORY HOUND

Typically younger captains live up to the recklessness the corsairs are known for, but some never temper their ambitions, still seeking glory in blood.

**Forward Into Hell:** All Corsairs gain the Resistance (Any) talent.

**Component Cost:** 0

### GREGARIOUS

The raid is fun, but it is the feast after is the real aim, where the captain may make merry with their fellows on a job well done.

**Charming:** All Corsairs gain one level of training in two of the following: Charm, Command, Inquiry, Linguistics, or Scrutiny.

**Component Cost:** 1

### PERFIDIOUS

Perfidy is a trait commonly given to the Eldar, their deceptive and sly form of warfare seen as dishonourable when it keeps their motives well hidden.

**Unorthodox Conflict:** Whenever the Corsair's complete a mission, they increase their Subtlety by 10.

**Component Cost:** 2

### SKYREAPER

The word Corsair is synonymous to that of skyreaver to many of their victims, as the pirates descend from on high to ravage those below.

**Aerial Hunter:** All Corsairs and Coterie NPCs gain the Slay from the Skies talent and a Corsair Jump Pack with a Personal Upkeep of 0.

**Component Cost:** 2

### SOCIAL CLIMBER

First impressions matter, especially in a fleet acting as a cultural melting pot, and being able to foster a strong connection from first greetings is an art form.

**Bridge Building:** All Corsairs treat their Peer talents as being one rank higher (i.e. Peer (Bonesingers 1) would be considered Peer (Bonesingers 2).)

**Component Cost:** 1

### SWORN ENEMY

Devoting ones life to the destruction of another being may seem petty to some, but they have just not been slighted enough to summon such rapturous hatred.

**Vendetta:** All Corsairs gain the Hatred and Enemy (1) talents with one faction chosen at ship creation.

**Component Cost:** 0

### WARMONGER

Seeking true domination over their foes, captains that drive their crew to true war fronts are rare in pirate fleets, but the loot of the battlefield entices in its bloody rest.

**Kill Team:** All Corsairs gain the Combat Master, Double Team, and Hardy talents.

**Component Cost:** 3

### XENOPHILIOUS

The galaxy is a cruel place, but some seek to be a beacon of cooperation, inviting those different than them for their unique, and useful, qualities.

**Diverse Crew:** The cost of purchasing Coterie NPCs is reduced by 100XP (to a minimum of 100XP).

**Component Cost:** 1

### STEP 4:

## SUPPLEMENTAL COMPONENTS

A starship is more than just its necessary systems and its circumstances of creation; it is defined more by the hardships and victories it has achieved, by its crew and their desires, and its use beyond being a chariot to the stars.

Choose as many of the following Supplemental Components until your Coterie has reached their Component Maximum. There are three forms of Supplemental Components: Histories, Crew, and Facilities, each denoting the nature of their bonuses and what they are likely to effect. Unless otherwise stated, each of these options may only be taken once for each vessel, and many have their own prerequisites.

### HISTORY

More than just a record of their past, a History of a Vessel shows exactly what the ship does best. It defines the ship's reputation, how the stories told in freeports around the Great Wheel are told, and what those that pick up its signature can expect as it flies into auspex range.

### Chaosbane

The vessel has a long and stories history of action against the Great Enemy, striking out at the forces of corruption with iron wills and burning fury.

**Warriors of the Rhana Dandra:** All Corsairs gain the Hatred (Chaos) talent, where Chaos includes all characters devoted to Chaos, and gain a +10 bonus on all opposed tests against Chaos characters.

**Component Cost:** 1

### Chariot of the Phoenix

**Prerequisites:** Anhrathe or Asuryani Vessel Origin

Once a Phoenix Lord travelling upon the vessel, and their passage has inspired many to take up war masks of the Aspects of Khaine.

**In His Aspect:** The Ship gains an Aspect Shrine Facility component, reduce the cost of all Aspect Warrior Elite Advances by 250XP, and reduce the Renown cost for all Aspect Warrior Reinforcements by 2 (to a minimum of 1).

**Component Cost:** 3

### Emissary of the Court

**Prerequisites:** Ancient, Diplomatic, or Social Climber Captain Demeanour

Emblazoned with the iconography of the fleet, this ship ferries those most loyal to the Prince to enact their will upon the stars.

**Prince's Dictate:** All Corsairs start with Peer (Prince's Court 2) and the Agent of the Prince Elite Advance (this is not counted towards a Corsair's maximum Elite Advances).

**Component Cost:** 2

### Freshly Forged

**Prerequisites:** No other History Component

Having only recently left the shipyards of origin, this vessel's crew are inexperienced, yet make up for it with their determination to make their names known.

**Eager Learners:** Corsairs only gain 500XP from Step 7 of Character Creation, but gain an additional 50XP from every completed objective per mission.

**Component Cost:** 0

### Notorious Legacy

**Prerequisites:** Non-Transport Vessel Size

In port and between the stars, shanties are sung of the great and terrible achievements of this vessel, its reputation growing with every engagement.

**Continue The Saga:** Whenever the Corsairs successfully complete a mission where they failed a Subtlety roll or were operating openly, all characters gain an additional 1 Renown.

**Component Cost:** 1

### Reliquary

Though all ships will have their treasure vaults, this vessel has made a name for itself as a hunter of riches, finding exotic loot to fill their coffers.

**Storied Armaments:** All Corsairs choose one piece of their starting equipment to become an Artifact, gaining a single appropriate Artifact trait. In addition, when taking the Dedicate Artifact Downtime Action, they gain an additional 1 Renown.

**Component Cost:** 3

### Turbulent Past

Shame hangs over this vessel's name, an unfortunate history of failures tainting its crew's image but driving them to prove their contemporaries wrong.

**Unfortunate History:** The Corsairs take a -10 penalty to Acquisition tests and Interaction tests against characters aware of their ship's history, but increase their Max Components by 3.

**Component Cost:** 0

### Unquiet Grave

Even in the Webway the spirits of the dead may not so easily move on, yet with the understanding of the fleets spiritual guides, wisdom may be found in their haunting.

**Guidance of the Dead:** The Ship gains the Infinite Node Facility component, and whenever they spend a Fate point using the Infinite Node they gain the bonus to all tests instead of the single one.

**Component Cost:** 2

## Ynnari Allegiance

The captain and her crew have hoisted the colours of the Ynnari, the cult of death, which, while not banned by the Princes, is heavily frowned upon in most of fleets for their morose and perceive suicidal nature.

**Ynnead's Boon:** All Corsairs gain the Ynnari Elite Advance and gain the Peer (Ynnari 2) talent, but also gain Enemy (Prince's Court 2).

**Component Cost:** 1

## CREW

Though the population of a Corsair Vessel is in constant flux, the crewmen able to join and leave as they desire, some Vessels draw recruits of a particular sort. Some desire great warriors, others draw in those that desire comfort or hold an industrious spirit. Whatever the case, some crews are more notable in structure than others.

## Clan Kindred

Few ships can boast a crew so dedicated to their shipmates, their loyalty total and greater than even to the powers of the fleet.

**Nothing Stronger Than Family:** All Corsairs increase their Coterie Maximum by 3.

**Component Cost:** 2

## Cult of Personality

Reverence to the felarchs and their equivalents have fostered a culture of hero worship in their crews, each corsair building a legacy that their inferiors eagerly follow.

**Do As I Do:** Before a Mission, all Corsairs may choose one of their Tier 1 or Tier 2 talents; all of their Coterie NPCs gain that talent for the duration of Mission.

**Component Cost:** 1

## Drone Labour

Ignoring the warnings of the decadence of the Eldar Dominion, the ship boasts a massive fleet of drone labourers, leaving most maintenance to the machines.

**Constant Fabrication:** During Downtime, the Corsairs gain 3 Crafting Downtime Actions. These actions made as if made with a character with Int 50, Trade (All) +10, and Tech-Use +10.

**Component Cost:** 1

## Elite Ratings

No member of the ship is allowed to shirk their combat drills, their instructors using their long experience to turn even the lowliest ratings into adept warriors.

**Best of the Best:** All Coterie NPCs are created with an additional +20 Characteristics and increase their Wounds by their Corsair's Fellowship Bonus.

**Component Cost:** 3

## Highborn Luxury

**Prerequisites:** At least 1 Player Character with Renown 50 or higher

A long history of successful raids on high valued targets has littered the halls of the vessel with treasures, its officer caste rich with curios to trade.

**Nothing Beyond Reach:** All Corsairs may spend a Fate point to automatically succeed on Acquisition tests where the test's final modifier was -20 or greater.

**Component Cost:** 3

## Packed Billets

Population levels in the vessel are particularly high on the vessel, its crew quarters densely packed with souls looking to gain the luxury of more living space.

**Many Recruits:** All Corsairs increase the Unit Strength of Squad Coterie NPCs by 3.

**Component Cost:** 1

## FACILITIES

Voidships are massive vessels, kilometres long from front to back, and space within is precious. Every dedicated square metre within their hulls must be carefully considered, even after the essential components have been set, making every facility not dedicated to operational necessity all the more precious.

## Arcology

**Prerequisites:** Any Origin but Drukhari

Though ever vessel in a Corsair fleet is expected to bring in wealth to the great Coterie, some host civilian arcologies, hubs were noncombatants of any species may live their lives, supporting their roguish hosts as they can.

**Civilian Infrastructure:** The Personal Upkeep of all Gear is reduced by 1, to a minimum of 1.

**Component Cost:** 2

## Artisan Forges

Staffed by the greatest craftsman and equipped with perfect tools, these forges ensure the crew are equipped with the highest quality equipment.

**Perfect Tools:** When taking the Crafting Downtime Action, Corsairs grant all successful tests +3 Degrees of Success.

**Component Cost:** 2

## Aspect Shrine

Hosting an Aspect Shrine on their vessel is a great honour for any captain, even if they must deal with the exacting demands of one lost on the Path of the Warrior.

**Khaine's Own:** Choose one type of Aspect Warrior or Incubus Elite Advance; reduce the cost of that Elite Advances by 250XP, and reduce the Renown cost for that Aspect Warrior Reinforcements by 1 (to a minimum of 1). This Supplemental Component may be taken multiple times, choosing a new Aspect Warrior each time.

**Component Cost:** 1

## Battlesuit Hanger

Specialist alcoves that can house the Corsair's battlesuits, be they wraiths, knights, or even titans, allowing for greater ease of maintenance, rearmament, and communing with the spirits of the great machines.

**Myomer Advancements:** All Corsairs treat the Availability of Battlesuit systems as being 2 steps lower for the purposes of Acquisition tests.

**Component Cost:** 2

## Beast Glade

**Prerequisites:** Non-Raider Vessel Size

Making space for large beasts inside the enclosed area of a voidship is typically non-viable, yet some Corsairs who will not abandon their familiars find a way.

**Beastmastery:** All Familiars with the Bestial trait increase their Weapon Skill, Ballistic Skill, Strength, Agility, and Toughness by 5, and reduce their Availability by 2 steps (to a minimum of 1).

**Component Cost:** 2

## Black Archives

**Prerequisites:** At least 1 Player Character who has completed a Rillietann Path.

The Black Library does not allow for texts to leave its halls, but copies and simulacra of their vaults may be gifted to trusted vessels, if it is the Laughing God's will.

**Superior Librarium:** All Corsairs receive a +20 bonus on all Research Downtime Actions, and gain an additional benefit on a success.

**Component Cost:** 2

## Devotional Clades

When gods are known to exist and grant power, even while known to be slain, devotion even to slain deities can inspire the weakest of souls to great acts.

**Spiritual Fortitude:** Whenever spending a Fate Point to remove damage from a character, that Corsairs removes an additional 3 damage.

**Component Cost:** 2

## Displays of Spoils

**Prerequisites:** At least 1 Player Character with Renown 50 or higher

The halls of the vessel are festooned with the spoils of the crew's raiders, certainly impressive to all that bare witness to the glory of the Anhrathe.

**Ostentatiousness:** All Corsairs gain a +20 bonus on all Interaction tests against characters not of their crew made on the Ship.

**Component Cost:** 1

## Expanded Armoury

Corsairs typically want for little, they still are limited by the sizes of their storehouses, and expanded their ammo depots allows for each crewman to keep well equipped.

**Ready For Action:** All Corsairs gain 3 (Extra) Standard Ammo with Personal Upkeep of 0 before a Mission. In addition, reduce the Personal Upkeep of all Upgrades and Ammo by 1 (to a minimum of 1).

**Component Cost:** 2

## Faction Embassy

With so many political powers within an Anhrathe Coterie, a Vessel keeping their more trusted allies close is a great boon for planing and conspiring.

**Close Friends:** Chose one faction; all Corsairs gain Peer (+1) with that faction and reduce the Renown cost of Services offered by that faction by 1 (to a minimum of 0). This Supplemental Component may be taken multiple times, choosing a new faction each time.

**Component Cost:** 1

## Haemonculus Abattoir

**Prerequisites:** At least 1 Drukhari Player Character

Most captains do not choose to host Haemonculi on their vessel willingly but the services they provide at least make up for the horrors enacted in their domain. Hopefully.

**Perfected Flesh:** All Corsairs reduce their Fleshcraft Cybernetics Personal Upkeep to 0.

**Component Cost:** 1

## Holofield / Shadowfield

Instead of using typical void shields, the Eldar utilise sensor-spoofing technology to make detecting their ships onerous, especially when trying to target them.

**Nothing On Sensors:** All Subtlety tests made to hide the Ship's presence in a system gains a +20 bonus.

**Component Cost:** 2

## Greenways

**Prerequisites:** At least 1 Exodite Player Character

The Exodites understand that biological life is tied to the natural spaces it claims as home, ensuring that even in the void of space there is a space to reflect and be calm.

**Serenity:** All Corsairs remove 1 Insanity after every Mission.

**Component Cost:** 1

## Infinity Node

Whether an exodite menhir system, a soul capture device, or a true crystal nexus, the Vessel carries its fallen with its superstructure, the most honoured summoned for their wisdom.

**Aid From Beyond:** During a Downtime Action, Corsairs may spend a Fate point to automatically succeed on a non-Acquisition test with X degrees of success, where X is equal to their Renown Bonus.

**Component Cost:** 1

## Ishan Temple

*Prerequisites:* At least 1 Asuryani Player Character

Isha lives, or so the Harlequins say, and some craftworlders keep to her teachings all the harder for it, losing themselves on the Path of the Healer.

**Healing Touch:** Whenever the Corsairs return to their vessel, they gain the benefits of the Intensive Care Downtime action.

**Component Cost:** 2

## Mimic Engine

*Prerequisites:* At least 1 Drukhari Player Character

By manipulating incoming waves and particles, the vessel is able to hide its true shape, spoofing signals to let it be seen as anything the crew desires to be disguised as.

**Old Codes Check Out:** The Corsairs never test Subtlety when their Ship enters into a system or planetary orbit occupied by non-omnicidal characters (i.e. not Necrons or Tyranids).

**Component Cost:** 1

## Resolution Cages

The unbound Eldar mind is prone to seek vengeance; a prepared captain ensure spaces are set out for such conflicts to be held in a safe(ish) and profitable environment.

**Greater Audience:** When taking the Arena Conflict Downtime Action, Corsairs grant all successful tests +1 Degrees of Success.

**Component Cost:** 2

## Spacious Landing Bays

Corsair Vessels hold a greater number of small craft to ferry their raiders to their targets, and some prefer to take space away from their armaments to make space for more.

**Pilot's Privilege:** All Corsairs reduce the Personal Upkeep of Battlesuits and Vehicles by 2 (to a minimum of 1).

**Component Cost:** 1

## Teleportarium / Webway Borers

Mistrusted by all but the most reckless of Eldar, temples dedicated to unshielded jaunts through the warp or creating temporary breaches in the Webway are carefully maintained and watched for signs of incursion.

**Strike from Sha'eil:** The Corsairs gain a Site-to-Site Homer and may utilise teleportation for entry and exit of mission locations.

**Component Cost:** 3

## Temple of Abundance

Feeding the crew of a vessel requires frequent docking for resupply, but vessels with the ability to enrich their diets with advanced recyclers maintain a high standard of health.

**Well Fed:** All Corsairs increase their Maximum Wounds by 3.

**Component Cost:** 2

## Vaulted Ceilings

When a soul is able to hold their head up high as they stride through their domain, knowing they can waste precious space on decadent luxury, they know they are free.

**Height of Luxury:** All Corsairs gain a +5 benefit to all Interaction and Willpower tests made on the Ship per Component Cost spent.

**Component Cost:** 1-4

## Webway Sub-Nexus

Webway gates allow for the swift and silent infiltration of a world, few vessels smaller than a battleship hosting such a rare boon as a nexus.

**Connected:** All Corsairs treat the Availability of Aeldari equipment as being 1 step lower for the purposes of Acquisition tests, and if a location has a Webway gateway, the Corsairs never test Subtlety to arrive or exit a mission.

**Component Cost:** 3

## Wraith Tomb

*Prerequisites:* At least 1 Player Character with the Psyker trait or Ghost Warrior Elite Advance

Vessels that host a detachment of Wraiths are feared for their open use of necromancy but the aid of the honoured dead provides overwhelming firepower against their foes.

**Bloodless Allies:** Corsairs reduce the cost of that Ghost Warrior Elite Advances by 500xp, the Ghost Warrior Elite Advance do not have to take the Chains of Duty Downtime action during Downtime, and all Corsairs reduce the cost of the Wraithwalk Service by 2 (to a minimum of 1).

**Component Cost:** 3

## Wraithbone Forest

Wraithbone is solidified warp energy, summoned into existence by bonesingers, though some singers plant wraithbone trees to passively generate the material.

**Summoned Resources:** When taking the Crafting Downtime Action, Corsairs reduce the Availability of their crafted items by 2 steps for the purposes of determining required Extended Test Successes.

**Component Cost:** 1

## STEP 4:

### FINISHING TOUCHES

Once the Vessel has been constructed, all that is left to do is to flush out the particular details of the ship itself. This not only includes the name of the Vessel but also those of the key power players within the crew.

#### NAME THE VESSEL

What is a legend without a name? The presence of those of the highest renown imbued everything around them with greater significance, from the sword in their hand to the chariot they ride. The Eldar do not just remember Asuryan and Khaine but also their steeds Sunstorm and Alean, made mythic by ferrying the gods.

Together, the party should come up with a name for their Vessel that best represents them. Consider aspects of the voidship, such as its Origin and its Supplemental Components, for inspiration: perhaps it was named after one of the Asurya after being made a Chariot of the Phoenix or the frightful Wraith Tomb in its hull inspired a similarly ghostly title.

If no names come to mind, the Players may also choose to roll on Table 2-X: Random Vessel Names instead, or simply use the results as inspiration for their own ideas.

#### CAPTAIN'S DETAILS

With the context of the Captain's Demeanour and the Vessel's purpose, the Players now create the soul that directs the manic energy of their crew. Their Origin, the Paths they have walked, why they have managed to keep control in a society with such fluid mobility, all are important to consider for why the Corsairs choose to let this soul direct their power.

The Captain is considered a Contact (see page XX) for all Corsairs. Use the directions provided for Contact creation to bring this Captain Contact to life.

#### CREW AND CONTACTS

Eldar Vessels hold far few crewmen than those of the other species, their systems managed by automated systems monitored by spirit stone linked systems and advanced technology. Still they crew hundreds of thousands of mariners, their work less backbreaking than Imperial ships and open to far more leisure time.

To fill out the ship with more characters, create a Contact for every non-Origin Vessel Component chosen, such as the engineer in charge of the Mimic Engine or the groundskeeper of the Greenways. Use the directions provided for Contact creation to fill out the ship's roster.

TABLE 2-X: RANDOM VESSEL NAMES

d100 ROLL	ANHRATHE	ASURYANI	DRUKHARI
01-06	Alean's Mate	Asurya's Reprieve	Arhra's Venom
07-13	Aspect of Passion	Bane-of-Thirst	Blademistress
14-19	Bierellian's Bastard	Banshee's Chilling Grasp	Courtsbane
20-26	Cagebreaker	Claw of the Jackal	Eyebiter
27-32	Dances-In-Ashes	Dance of Gea	Flayed Dracon
32-38	Endless Gravitas	Farwalker	Goblet of Ynesth
39-44	Eye of Endobai	Hunter's Revenant	Illmaea's Jailer
45-51	Falconchaser	Loving Mother's Cradle	Last Word
52-57	Pathless Wanderer	Lunar Reverie	Red Crone's Glee
58-64	Mon-keigh's Friend	One of Ninety-Nine	Rosegarden
65-70	Serpent's Own	Sapphire Herald	Sigil Reforged
71-77	Slaver-Of-Enslavers	Starspear	Slave's Crown
78-83	Souldancer	Voice of the Bladewind	Smile of the Living Muse
84-90	12 <sup>th</sup> Riddle of the Gyre-Sphynx	Young King's Chariot	Unbound Divinity
91-96	Yngirbait	Yth's Webspinner	Void's Second Consort
97-100	Re-roll a Drukhari name	Re-roll an Anhrathe name	Re-roll an Asuryani name

## STAGE 4: SPEND EXPERIENCE POINTS, EQUIP CORSAIR

*"THE FAVOURED HAVE ALWAYS BEEN GRANTED THE CHOICE PICKS OF THE SPOILS AFTER THE RAID, AND THOSE WITH THE CHOICE SPOILS TEND TO BECOME MORE FAVOURED. HOW PERFECT A MILLSTONE FOR GRINDING OUT THE COTERIE'S LEAST WORTHY."*

- Felarch Shesden, on the turnover rate of Anhrathe recruits.

To be a great Corsair, one must rise above their origin and the Paths they have walked before. They must flourish into something greater, becoming both indispensable to their Coterie and building up their own legend. To reflect these quirks, every Player Character begins with some experience points (xp) and will gather more in play, allowing them to develop their Corsair in more unique ways.

### STARTING EXPERIENCE

In a basic game of Dancing in the Ashes, each Corsair begins play with an additional 1,000xp. These experience points can be used to increase characteristics, become more proficient with their skills, gain new talents or psychic powers, or even advance into an elite advance.

The costs of these advances are dependant on their Aptitudes, usually gained through Paths. The cost of these advances are the same as human Acolytes in Dark Heresy.

### STARTING CHARACTERS OF DIFFERENT CAPABILITIES

If the Player Characters chose to play at a different capability than normal (see page XX), the Corsairs change their Starting Experience:

Fledgling: Reduce Starting Experience to 750xp.  
Voidscarred: Increase Starting Experience to 1,250xp.

### ELITE ADVANCES

More specialised than typical Paths, elite advances grant Player Characters the ability to play as the elite of their chosen species. All elite advances have their own specific prerequisites to fulfil in order to gain them, such as a completed Path, a specific kind of Origin, or more narrative achievements before they can be taken.

To obtain an elite advance, a Player Character must have the permission of the GM, meet all of the prerequisites, and spend the specified amount of experience. For more information, see page XX

### EQUIP CORSAIR

All Corsairs will gain equipment from their Paths, yet what they have gained from their study and experience is not all their own. It may be that they looked for equipment that may bolster their capabilities or simply collected things that took their fancy.

A Corsair gains a number of Acquisition Rolls to gain additional pieces of equipment up to their Renown Bonus, gathered from this book or Dark Heresy. For example, a character with a Renown of 42 could make 4 Acquisition Rolls. As per normal Acquisition tests rules (see page XX), a character may choose to simply gain their chosen equipment if they meet their Availability Minimum.

In addition to simply rolling to gain additional pieces of equipment, the Corsair may instead spend their Acquisition Rolls in the following ways:

- Spend 1 Roll to make an Acquisition test.
- Spend 1 Roll to gain a +20 bonus on an Acquisition test made using another Acquisition Roll.
- Spend 1 Roll to increase an already owned piece of equipment's Craftsmanship (e.g. from Common to Good).

### PERSONAL UPKEEP

While a Coterie may host a large amount of equipment, individual Corsairs can only maintain a certain amount of equipment at a time. As such, player characters should track their Personal Upkeep, an abstraction of the gear they can bring to a mission without suffering drawbacks.

A Corsair has a Maximum Personal Upkeep equal to their Renown. Every piece of equipment they wish to bring to a mission — including their armour, weapons, gear, familiars, and vehicles — adds the Upkeep Cost (see page XX) together; if a Corsair starts a mission bringing equipment above their Maximum Personal Upkeep, they suffer a -10 penalty on all tests, with an additional -10 penalty for every 10 Upkeep Cost they are using above their Maximum.

All equipment that the Corsair gains from their Paths and Elite Advances have their Upkeep Costs discounted by half (rounded up) as the Corsair is more adept at maintaining that equipment. Similarly, ammunition, equipment upgrades, and cybernetics have their Upkeep Cost halves also (rounded up), halved again if gained from their Paths or Elite Advances.

## STAGE 5: GIVE THE CHARACTER LIFE

*"WHAT WOULD YOU KNOW OF WHAT A LIFE WELL LIVED IS? YOU HAVE BARELY THE YEARS TO COMPREHEND THE QUESTION LET ALONE THE WISDOM TO ANSWER IT."*

-Farseer Rrydryl, to a Hernkyn mercenary

With the basic details of the Corsair's life gathered and recorded, they now delve into the minutia of their life. A person is more than their skills and education, this stage flushing out the Player Character's history, desires, and allies.

### GENDER, APPEARANCE, AND PERSONAL DETAILS

Many non-Eldar hold the reductive perception of the Aeldari that they exists only within the basic archetypes of Craftworlder, Dark Eldar, Corsair, and Exodite, if they think of them as anything other than "perfidious". Every Asuryani is just like every other Asuryani, in their eyes, not seeing the individual past their culture. This is not a unique against the Eldar — the Eldar are also known for their own brand of chauvinism — with every Eldar being unique with friends and enemies that influence them just as much as they are influenced in turn.

Corsairs may be created as any sex or gender, near-all Aeldari cultures being egalitarian and meritorious. The divide between the sexes is lessened further as the species' mastery of biology and technology allow for a fluidity of sexual presentation impossible to other species. Even their genders may shift, seen most obviously in the Asuryani where some Paths may direct the Eldar's mind down more masculine or feminine frames of mind, such as with the Howling Banshee's feminine War Mask.

Visually, there are a few traits that the Aeldari share: they are lithe, tall, have sharp facial features, and move with what other species see as an unnerving grace. Other than this, they are as physically diverse as humanity naturally and more so with Aeldari fleshcrafting and artistry. It could well be that a Player Character has dyed their skin an unnatural hue, in line with their ship or faction colours. Maybe they have multiple eyes from a cybernetic, or even only one! Whatever they choose, the Corsair has chosen to look that way for a reason, a reason for the Player to explore and explain.

It is also here to think on where the character came from. Is they are Asuryani, which Craftworld were they born into? Which was their district of the Dark City like for a Drukhari? Do they still interact with their family, if they ever had one? Consider how these elements shaped their thoughts and feelings, how they live their daily life, and how it led them to the Anhrathe.

### NAME

Coming from a people whose history spans over sixty million years, the Aeldari have a lexicon laden with mythic and historical allegory, the simple twist of a syllable able to add radical context to the word itself. Such is the same for Aeldari names. There are no 'common' names amongst the species, even amongst the many cultures, the Eldar able to draw inspiration from their expansive past and extensive linguistic tradition.

Some recurring sounds can be found, likely due to quirks of Aeldari physiology in their vocal cords and tongues. Many xenolinguists attribute a serpentine quality to Eldar speech and a lyricism they are proud of, considering other languages to be more guttural and base. Their names reflect this, multi-syllabic and favouring the

### NATURE

Just as when creating an Inquisitorial Acolyte, a Player should consider the Corsair's desire, their hatreds, and what they would be willing to sacrifice for their people to help expand the Corsair's personality. Those Imperials have to consider how they joined the Inquisition and their opinions of their Inquisitor, and the Corsair must consider their place within the Anhrathe.

Along with the other relevant questions mentioning on a character's nature (see Dark Heresy page 84) consider the following two questions to expand on your Corsair's nature.

### WHAT DID THE CORSAIR LEARN IN THEIR PREVIOUS PATHS?

The Corsair has walked multiple Paths in their life, each having its own trials and tribulations. For every Path they have taken, consider the sequence the Steps were taken. Did the Corsair complete the Path? Why did they leave early if not? What was the most impacting moment of the Corsair's life while upon that Path? Every little bit of detail at this stage will help the Player weave the tapestry of their Corsair's life to the point they are now.

### WHAT DROVE THE CHARACTER TO BECOME A CORSAIR?

Ultimately, the Corsair jumped aboard an Anhrathe vessel. What circumstances drove them to this act? Look to what their last Step upon the Paths was and think on what might have happened in those last days. Perhaps the Corsair still considers themselves to be on that Path. Maybe a rival or enemy forced them to flee to the relative safety of the Anhrathe. Did they know the Captain? Reflect on this and how they eventually ended up with the other Player Characters.

## TWIST OF DESTINY

More than any other species in the galaxy, the Eldar know that the skein of fate twists and turns, pulling all souls towards their ultimate destinies. Having greater comprehension of Fate allows a greater level of control over it, guiding themselves and their people towards the future that sees them avoid the worst possible outcomes.

To represent this greater comprehension, each Corsair must roll on Table 2-X: Runes of the Crone below. The result of their 1d100 roll represents their current destiny, represented by one of the Runes passed down to the Eldar by the goddess Morai-heg. Each rune comes with a name, a short interpretation of what it represents, and the effects this destiny has upon the Corsair, one positive and one negative.

Unlike humans, short lived and with barely an understanding of the Sea of Souls, the Eldar know better how to swim in its currents. As such, all Corsairs may choose to invoke their Rune while out in the galaxy.

Once per session after making a test of any kind, succeeding or failing, the Player may state the current test is thematically resonant with their Rune. If the GM agrees, the Corsair may invoke their rune to invert their dice roll, changing the 10s digit for the 01 digit (e.g. 90 becomes 09), possibly making the test succeed or increasing the Degrees of Success.

Additionally, if the Corsair feels as though the circumstances of the test are significant enough as to be the climax of their current destiny, such as the slaying of a great demon or saving the lives of hundreds of Eldar. If the GM agrees, the Corsair may fulfil their Rune, automatically succeeding on the test with a number of Degrees of Success equal to their Renown Bonus. If they do so, they lose the negative effect of their current Rune and roll 1d100 for a new one during their next Downtime, re-rolling if they gain one they have had before.

TABLE 2-X: RUNES OF THE CRONE

d100 ROLL	RUNE	EFFECT
01	<i>Dysjunction - Webway and Warp Collide, Tragedy Falls Upon the Many, Opportunity For the Few</i>	Reduce this character's Fate threshold by 1. Whenever another character spends a Fate Point, roll 1d10. On a 7+, this character regains 1 Fate point.
02-05	<i>Flame - The Fire of Asuryan, Wisdom Found Through Conflict, Cleansed and Reborn</i>	The character gains the Sound Constitution talent and increase their Intelligence or Willpower by 3. Reduce this character's Toughness by 5.
06-09	<i>Tear - Isha's Sorrow, The Tragedy of Loss, Protection Given Through Any Means</i>	This character gains the Resistance (Psychic Powers) talent. If they already have it, increase their Willpower by 3. Whenever a friendly Corsair burns a Fate point, this character loses 1 Fate point.
10-13	<i>Raven - The Crone's Gaze, Manipulation Through Guidance, Forewarning Of Doom</i>	Increase this characters Perception or Fellowship by 3. Whenever this character takes Critical damage, they increase the result by 1.
14-17	<i>Arrow - Shaft of Kurnous, The Strike That Ends The Hunt, Passion Directed To Victory</i>	Called Shots made by this character take a Half Action instead of a Full Action. Attacks made by the character that do not benefit from an Aim action receive a -10 penalty.
18-21	<i>Sword - Khaine's Wrath, Violent Passions Channelled, Pride Earned Through Conflict</i>	This character gains the Unnatural Weapon Skill (+1) or Ballistic Skill (+1) trait. Reduce this character's Fellowship by 5.
22-25	<i>Tower - Vaul's Gaol, Opposition To Injustice, Ingenuity In The Face Of Danger</i>	This character gains the Hardy talent. If they already have it, they increase their Intelligence by 3. Reduce this character's Weapon Skill or Ballistic Skill by 5.
26-29	<i>Jackal - Cegorach's Grin, Joy Found In Cruelty, Knowledge Hidden Until The Right Time</i>	The first time in a session that a character with the Touched by the Fates trait uses a Fate point, this character regains 1 Fate point. This character makes all Interaction tests with a -10 penalty.
30-33	<i>Spider - Anakh-Yth's Web, Guarding From The Corrupt, Strength Found In Companions</i>	This character gains the Hatred (Daemons) talent. If they already have it, they increase their Perception by 3. The first time a friendly Coterie NPC dies per mission, the Corsair gains 1d5+1 Insanity.
34-38	<i>Moon - Dreams of Lileath, Beautiful and Impetuous Insight, The Purity Of Joy</i>	Increase this character's Willpower or Fellowship by 5. Whenever the character would gain Corruption, they increase the Corruption gained by 1.
39-53	<i>Serpent - Brood of Saim, Secret Knowledge Of Stone And Soul, Swift And Devastating Action</i>	This character gains a +10 bonus on all Evasion and Jink Reactions. The Personal Upkeep of all Vehicles and Familiars with the Mount trait is increased by 2.
44-49	<i>Mirror - Shield of Eldanesh, Aggression Redirected, Introspection Of The Soul</i>	Reduce this character's Toughness by 5. This character gains the Counter Attack Talent. If they already have it, they increase their Weapon Skill or Agility by 3.

## CONTACTS

Throughout their life, the Corsair will have made allies and enemies aplenty. Being so long lived results in a long history of friends, rivals, and grudges gained, some forgotten while the greatest remain with them forever. These more important individuals are Contacts, those whom the Corsair can call upon in times of trouble, whether the contacts want them to or not.

Contacts serves as important NPCs to both flush out the Corsair's history and also provide useful characters that can supply the Coterie with information, missions, and possibly even equipment, the only necessity is that they must always be reachable during Downtime.

The Corsair gains Contacts based on the choices they have made during the previous steps of character creation. They gain a Contact for each of the following:

- For every Completed Path.
- For every group they have the Peer talent for.
- For every group they have the Enemy talent for.

When creating a Contact NPC, consider the following questions:

- How did they meet the Corsair?
- What is their current opinion of the Corsair?
- Do they represent the Path or group?
  - Alternatively, are they antagonistic to the Path or group?

No matter what, all Contacts should be useful to the Corsair. Perhaps they are their old Exarch from learning on the Path of the Warrior, their experience in warfare sure to be of use in planning raids. Maybe they are a bounty hunter who hate your Enemy just as much as you, tracking their movements.

All Contacts should be recorded on both the Corsairs' character sheets and the Vessel's sheet, allowing for better planning when a friend of a friend might need to be called upon.

TABLE 2-X: RUNES OF THE CRONE (CONTINUED)

d100 ROLL	RUNE	EFFECT
50-54	<i>Mirror Inverted - The Mirror of Planes, Self-Destruction, Weakness Exploited</i>	Increase this character's Perception by 5. Whenever the character would gain Insanity, they increase the Insanity gained by 1.
55-59	<i>Serpent Inverted - The Dragon, Renewal Through Destruction, Terror Of The End</i>	This character increases the damage they deal with weapons that have the Blast or Spray traits by 3. This character suffers a -10 penalty on all tests they are forced to make by weapon traits.
60-63	<i>Moon Inverted - The Hero, Action Taken With Grim Resolve, Victory Found Through Trickery</i>	Reduce this character's Agility or Willpower by 5. While Lightly or Heavily Damaged, this character gains a +10 bonus on all tests made during combat.
63-67	<i>Spider Inverted - The Scorpion, Poisonous Knowledge, Slaying Of The Stronger Foe</i>	This character character increases the duration of all Drugs and Consumables by 3 rounds and suffers a -20 penalty on all Excessive Drug Use and Addiction tests.
68-71	<i>Jackal Inverted - Cegorach's Frown, Deceit Woven In Truth, A Jest Ruined Through Explanation</i>	Reduce this character's Agility by 5. This character cannot be the target of a Feint Action and may make Leaving Melee attacks against characters taking the Disengage Action.
72-75	<i>Tower Inverted - The Fall, Genius Turned Manic, Iconoclastic Ruin Scarring The Soul</i>	Once per combat, the character may take an additional Half Action on their turn. This character takes a -20 penalty on all tests to resist gaining Corruption or Insanity.
76-79	<i>Sword Inverted - The Brother, Graceful Forgiveness, Aid Given To Kin and Stranger Alike</i>	This character gains the Unnatural Fellowship (+1) trait. Reduce this character's Weapon Skill or Ballistic Skill by 5.
80-84	<i>Arrow Inverted - The Backbiter, The Traitorous Blow, Failure Born of Sorrow</i>	This character gains the Step Aside talent. If they already have it, increase their Agility or Willpower by 3. The cost of Coterie NPCs is increased by 200xp.
85-89	<i>Raven Inverted - The Trickster, Unexpected Truths Emerge, Safety Found In Ignorance</i>	When dealing Critical damage, the character may increase or decrease the Critical effect by 1. This characters gains 1d5-2 Insanity whenever they succeed on an Intelligence test.
90-94	<i>Tear Inverted - The Martyr, Vengeance Gained At A Price, The Suffering Of The Mad</i>	When no allies are within 10m of the character, they reduce all damage taken by 3. If the character ends combat without taking damage, they gain 1d5 Insanity.
95-99	<i>Flame Inverted - The Consuming Inferno, Smoke Hiding The Truth, Pain That Disfigures</i>	Increase this character's Agility or Strength by 4. Whenever the character takes Critical damage, they gain Corruption equal to half of the damage taken (rounded up).
100	<i>Infinity - The Mortal Cycle, Lingering Influences Of The Fallen, History Repeating</i>	Increase this character's Fate threshold by 1. When burning a Fate point, the character rolls 1d10. On a 7+, they burn 2 instead, dying if they cannot.

## ELITE ADVANCES

*"I HAVE SEEN TOO MANY OF MY STUDENTS, THEY WHO HAVE TRAINED FOR DECADES OR EVEN CENTURIES UPON THE PATH OF THE WARRIOR, SLAIN BY THE MASSES FIRE OF PITIFUL, UNDISCIPLINED MAYFLIES. WE ARE GREATER, YET NEVER LET PRIDE LEAD YOU TO A FOOL'S DEATH."*

-Ais'lann, Dire Avenger Exarch teaching humility to her newest pupils

Some ways a Corsair may develop are not so complex as to warrant walking an entire Path for them, instead working as a title or specialisation earned through their adventuring in the galaxy. Just as all Aspect Warriors have walked the Path of the Warrior, so to have the Sybarites of the Drukhari Kabals been Kabalites or an Imperial warrior may become a Sister of Battle. No matter how the Corsair develops, be that in leading more of their kind to battle or developing their particular form of combat further, choosing to take on an elite advance is an important part of their destiny and should not be taken lightly.

### AELDARI ELITE ADVANCES

Living far longer than most sapient species in the Great Wheel, the Aeldari have ample opportunities to specialise in multiple areas, becoming masters of multiple fields of study and practice. As such, they are far more likely to pick up an elite advance than the younger peoples, the lessons learned through these unique methods of advancement often granting them wisdom for when they inevitably move on to other Paths. A Warrior may put down their blade to become a Diplomat but the life experiences gained on the battlefield will surely influence how they negotiate with others.

The elite advances to come work just as elite advances do in Dark Heresy. There are prerequisites the characters must fulfil, grant instant changes to characters to grant them unique abilities, and many offer further advances that can be bought with experience points. Each hold a particular narrative weight, seen in their description, paired with an example of how such an elite operative may work within a Corsair fleet.

The elite advances found within Dark Heresy and its core supplements are designed for the use of human characters. As such, they are not available to Aeldari characters.

### AELDARI ASTROPATHS?

Capable of carrying messages safely through the Webway, it is not unheard of for the Eldar to make use of astropathic communication, though they would not call it as such.

For characters that wish to do this, the GM may allow any Corsair with the Psyker trait that has completed the Path of the Dreamer, Seer, or Way Seeker may take Astropath Psychic Powers (see Enemies Beyond page 37)

## ASPECT WARRIOR ELITE ADVANCES

*"WHEN I FIRST FELT KHAINE'S CALL, I FEARED MYSELF TO BE A MURDERER AT HEART, A FREAK DESIRING BLOODY HANDS. NOW MY TIME AT THE SHRINE IS DONE, I HAVE NEVER FELT MORE AT PEACE."*

-Bonesinger Bhaithwyn, reminiscing on a previous Path

One may claim greater proficiency in the ways of conflict than the Aspect Warriors, those Eldar who have sworn themselves, if only temporarily, to the defence of their people through mantling the many aspects of the Bloody-Handed God, Khaine. As they walk the Path of the Warrior, following the commands of those lost on the Path, the Aspect Warrior shields and sharpens their mind, free from battle fatigue and ready to dish out death in ways that would traumatise the uninitiated Aeldari.

To become an Aspect Warrior is to create a persona within the Eldar's mind known as a War Mask, a fragment of themselves that is able to put empathy aside and control their naturally wild emotions. Slaughter without such compartmentalisation runs the risk of drawing an addition to the highs of battle, to become no better than the Dark Kin to whom murder is delicious sport. The Asuryani do not wage war to sake bloodlust or for perverse pleasure; war is a dark necessity, even against the forces of Chaos or the younger species, and only the elite can be trusted with enacting it without becoming like those that caused the Fall.

Though rare, some Corsair Vessels house Aspect Shrines within their hulls. There are many stories of the Anhrathe lending support to the Blades of Khaine, the Asuryata telling of Phoenix Lords blessing their Outcast kin as they killed righteously for their species, most notably in the Shade of Twilight's resurrection upon Betalis III. Any Corsair fleet would be blessed to have such a resource to call upon, especially as such Shrines tend to produce Aspect Warriors who dedication to combat is a little more closely aligned to Anhrathe principles.

Aspect Warrior Corsairs are those that previously walked the Path of the Warrior before join their fleet. How they retained their armaments, usually kept within their shrine, is typically seen as a faux pas to bring up, yet the reasons are myriad. Perhaps they were rescued by the Corsairs when their brethren were slain or they swore an oath of loyalty to the Prince for assisting their Craftworld, no matter what their prowess is rarely turned away when offered.

## CRIMSON HUNTER

An Aspect Temple whose popularity is on the rise, the Crimson Hunters embody Khaine's aspect of pursuit and aerial superiority. As the forces of the universe become more savvy to the methods of the Asuryani, the Crimson Hunters have been key in the defence of the Craftworlds against encroaching forces.

The Whitedown Gryphons have found themselves host to a number of Crimson Hunter Shrines, mostly those that have become orphaned from their Craftworld for any reason. Unlike other temples in the fleet, the Hunter's find the Anhrathe to be keenly welcoming, finding close allies with those that find great benefit to such skilled wingmen.

### CRIMSON HUNTER TALENTS

The following talents are available only to characters with the Crimson Hunter elite advance, and are purchased in the same manner as other talents:

#### Aerial Predator

Having mastered fighting in the skies, the Hunter has learned by their own skills how to fight another that would claim their dominion.

**Tier:** 1

**Prerequisites:** Exarch (Crimson Hunter), Marksman

**Aptitudes:** Ballistic Skill, Finesse

**Aptitudes:** Finesse, Social

When the Corsair makes an attack against a vehicle with the Flyer or Space Craft traits, they deal +X additional damage, where X is equal to half of their Agility Bonus.

#### Eyes of Khaine

Though the Dark Reapers call themselves the master of long-ranged warfare, it is the Crimson Hunters that must have the furthest sight to slay enemies moving just as swiftly as themselves.

**Tier:** 3

**Prerequisites:** Aerial Predator

**Aptitudes:** Perception, Offence

In addition to the normal uses of Fate Points, the Corsair may, when making an attack with a vehicle mounted weapon against a character with Flyer trait or a vehicle with the Flyer or Space Craft traits, they may spend a Fate Point to automatically succeed on the attack with Agility Bonus Degrees of Success.

#### Hawkeye

Lesser pilots must fight their vehicles to line up their shots, yet the Hunter is as one with their Nightshade, able to fire their heavy weapons with the ease of a pistol.

**Tier:** 1

**Prerequisites:** Agility 50

**Aptitudes:** Agility, Offence

When making an attack with a vehicle-mounted weapon, the Corsair ignores penalties to attack from the vehicle having moved before attacking that turn.

## CRIMSON HUNTER SPECIAL RULES

The Crimson Hunter elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 30
- **Talents:** Battle Focus, Hotshot Pilot
- **Skills:** Operate (Aeldari), Operate (Aeronautica or Voidship) +10
- **Other:** Must have completed the Aspect Training (Crimson Hunter) Downtime action 3 times if not taken at Character Creation, and must not have the Exarch Elite Advance.

### EQUIPMENT

Crimson Hunter Aspect Armour  
Good Craftsmanship Aeldari Nightshade

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **Wings of Khaine:** The Corsair may choose to turn 90° while piloting a vehicle with the Flyer trait, and may choose to turn at the start, middle, or end of their movement instead of just in the middle or end.
- **Raptorous War Mask:** Before a mission, the Corsair may mentally don their Raptorous War Mask, gaining a +10 bonus to Operate (Aeronautica, Voidship) tests. Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Crimson Hunter character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

#### Hemlock Fate

Never wanting to leave the freedom of the open skies, the Crimson Hunter swears their immortal soul to the Spiritseers, guaranteeing a body of wraithbone once their flesh finally fails them.

**Tier:** 2

**Prerequisites:** Renown 40

**Aptitudes:** Finesse, Social

If the Corsair dies and their waystone is retrieved, they may gain the Ghost Warrior Elite Advance for free, gain a Veteran Coterie NPC with the Psyker trait, and exchange their Nightshade Interceptor with a Best Craftsmanship Hemlock Wraithfighter.

#### Honoured Pilot

Perhaps the greatest aerial operators in the Great Wheel, any pilot aware of the intense training and airborne finesse of the Hunters are sure to show respect for those that have so dedicated their lives to the sky.

**Tier:** 1

**Prerequisites:** Fellowship 40

**Aptitudes:** Fellowship, Social

The Corsairs gains the Peer (Pilots 2) talent, where Pilots are any characters with Operate (Aeronautica) Trained and are aware of the Crimson Hunters.

#### Hunter's Edge

The Hunter has learned to master the heavy application of laser and plasma and shuriken, tracking their shots with preternatural accuracy.

**Tier:** 2

**Prerequisites:** Exarch (Crimson Hunter), Perception 50

**Aptitudes:** Perception, Finesse

When making an attack with a vehicle-mounted weapon, the Corsair may invert the results of their roll (i.e. a roll of 82 becomes 28).

#### Kurnothi Kinship

Finding familiarity with the winged beasts of the universe, the Crimson Aspect Warrior can impart the revelations of their War Mask onto their bestial allies.

**Tier:** 2

**Prerequisites:** Survival +10

**Aptitudes:** Perception, Fieldcraft

Whenever the Corsair acquires a familiar with the Flyer trait, the Familiar gains +10 to their Weapon Skill, Strength, Agility, and Toughness.

#### Strafing Assault

Though often silent in their flight, the devastation the Hunter brings down upon their landlocked foes is total and inescapable, allowing for no coward to hide from their claws.

**Tier:** 3

**Prerequisites:** Exarch (Crimson Hunter), Nowhere to Hide

**Aptitudes:** Ballistic Skill, Offence

When attacking the target at ground level, the Corsair ignores any AP gained from cover so long as they are not totally concealed.

#### Swooping Evasion

Blazing through the wild blue and void black, the Hunter is so swift that not even the great Cosmic Serpent would struggle to snap its jaws in their passing.

**Tier:** 3

**Prerequisites:** Mastery (Operate (Aeronautica))

**Aptitudes:** Agility, Defence

The Corsair may take the Evasive Manoeuvring action as a Half Action, and whenever they do they gain a Protection Rating equal to double their vehicle's Tactical Speed.

## DARK REAPER

In the role of grim harvesters, the Dark Reapers embody the Blood-Handed God in his aspect as the Destroyer. This bleak image inspires much dread in the Aeldari psyche, as it is this aspect of Khaine which threatens all of existence. The warriors of the temple understand this well, and make fear just as much a weapon of theirs as the Howling Banshees.

Killjoys, remark the Anhrathe when reflecting on the Dark Reapers. Many corsairs leave their previous lives to abandon the rampant fixation on the Rhana Dandra, and the Destroyers only serve as a grim reminder. Yet, they cannot deny the efficacy of the temple's fire support, and thus tend to keep abnormally diplomatic in their interactions with them.

### DARK REAPER TALENTS

The following talents are available only to characters with the Dark Reaper elite advance, and are purchased in the same manner as other talents:

#### Bringer of Doom

Wherever the Reaper strides, slow but purposeful, they bring them the certainty of death. Even those touched by Fate find the Skein suddenly unwilling to aid them as such a dark symbol looms in their presence.

Tier: 3

Prerequisites: Ballistic Skill 50

Aptitudes: Ballistic Skill, Social

Enemy characters within 5 x Willpower Bonus meters of the Corsair may not spend Fate points or re-roll tests from any source. In addition, they increase any Critical Damage dealt by them by 3.

#### Cold Presence

Looming with nerve-rending presence, the Dark Aspect Warrior's demands are rarely denied, an aspect of themselves they struggle to shrug off even when removing their War Mask.

Tier: 1

Prerequisites: Strength 40 or Willpower 40, Jaded

Aptitudes: Strength, Social

The Corsair gains a +10 bonus to Command, Deception, and Intimidate Skill Tests when opposed by someone with either a Strength Bonus or Willpower Bonus lower than themselves, but receives a -10 penalty to Charm and Commerce tests against the same characters.

#### Deadly Touch

Just as Maugan Ra's scythe cuts down even the immortal, his Aspect Warriors may learn to reap their foes' souls without their signature launchers.

Tier: 2

Prerequisites: Exarch (Dark Reaper), Strength 50

Aptitudes: Strength, Offence

When making a melee attack, the Corsair reduces the damage reduction caused by the target's Toughness Bonus by the Corsair's Renown Bonus.

## DARK REAPER SPECIAL RULES

The Dark Reaper elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 30
- **Talents:** Battle Focus, Marksman, Weapon Training (Heavy)
- **Other:** Must have completed the Aspect Training (Dark Reaper) Downtime action 3 times, and must not have the Exarch Elite Advance.

### EQUIPMENT

Dark Reaper Aspect Armour  
Reaper Launcher

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **Inescapable Accuracy:** The Corsair may choose when making an attack with a Heavy weapon, they may choose to ignore all negative modifiers to the attack roll.
- **Morbid War Mask:** Before a mission, the Corsair may mentally don their Morbid War Mask, allowing them to ignore Fear (3) trait from any source. Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Dark Reaper character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

## Grim Harbinger

Striking a terrifying silhouette, the Reaper draws more fear to those that spy them from the distance, fearing that death is slowly making its approach.

Tier: 2

Prerequisites: Cold Presence, Intimidate +10

Aptitudes: Willpower, Leadership

The Corsair is considered to have the Fear (3), Fear (2), or Fear (1) trait to enemy characters within extreme, standard, or close range of the Corsair's wielded weapon.

## Herald of Dread

Some influence those around them through strength of charisma and guile. The Dark Reaper needs no such trivial traits. They are death, and others will listen under their force of will.

Tier: 3

Prerequisites: Grim Harbinger

Aptitudes: Willpower, Social

The Corsair may use Willpower as an Alternate Characteristic for all Interaction tests.

## Rain of Death

In the hands of the Dark Aspect Warrior, weapons seem all the more keen to spit finality into the hearts of their targets.

Tier: 2

Prerequisites: Exarch (Dark Reaper), Weapon Tech

Aptitudes: Ballistic Skill, Finesse

While wielding a heavy weapon with a Semi- or Full-Auto Rate of Fire, the Corsair increases the Semi-Auto rate by 1 and the Full-Auto rate by 2.

## Reaper's Reach

There are no souls within the Great Wheel beyond the Reaper's touch. All will end, will die, eventually, and no amount of running or distance from cold death will see them escape.

Tier: 1

Prerequisites: Exarch (Dark Reaper), Per 40

Aptitudes: Perception, Finesse

The Corsair increases the range of Heavy weapons by 20% (rounded up).

## Wrath of the Destroyer

Having fully subsumed themselves into the persona of death, Exarchs of the Dark Reaper Aspect allow Khaine's raw aggression to flow through them, channelling his rage into raining inescapable death down upon everybody and everything.

Tier: 3

Prerequisites: Exarch (Dark Reaper)

Aptitudes: Ballistic Skill, Offence

The Corsair grants any heavy weapon they are wielding the Accurate (X) and Volatile traits, where X is equal to half their BS Bonus (rounded down).

## DIRE AVENGER

Followers of the first Phoenix Lord, the Dire Avengers are renowned for their tactical flexibility. Embodying Khaine in his aspect of the noble and merciless warrior, the Dire Avengers are the ultimate defensive warriors of the Craftworlds, their evasive prowess unmatched and their commanding presence highly respected.

Within the Court of Feathers hangs a suit of vacant blue Aspect Armour. Last worn by Exarch Fhelna, the Stalwart Blade, who fell during the Shattering of Craftworld Deonach, the Princess has denied the Dire Avengers attempts to reclaim it. It shall only be granted to one of their number that proves themselves to be an equal to Fhelna, an insult only allowed due to the Princess' known passion for the passed Exarch.

### DIRE AVENGER TALENTS

The following talents are available only to characters with the Dire Avenger elite advance, and are purchased in the same manner as other talents:

#### Avenger of Asuryan

Living up to the leader of the Phoenix Lord's example, the Dire Aspect Warrior seeks to perfect their own fighting style. They understand that before seeking victory they must make themselves invulnerable to defeat.

Tier: 3

**Prerequisites:** Weapon Skill 50 *or* Ballistic Skill 50, Agility 50

**Aptitudes:** Agility, Finesse

The Corsair gains a +10 bonus on all attacks and evasion tests.

#### Avenging Strikes

No loss of Aeldari life can go unpunished say the Avengers, some even going to far as to include the Dark Kin. As such, any witnessed casualty must be met with swift and total destruction.

Tier: 1

**Prerequisites:** Exarch (Dire Avenger), Vengeful Strike

**Aptitudes:** Willpower, Offence

The first time another Corsair or Coterie NPC is incapacitated (knocked unconscious or killed) during combat, the Corsair receives a +20 bonus to all attacks until the end of the encounter.

#### Battle Fortune

After mastering the ways to defend themselves, the Dire Aspect Warrior finds even Fate keeps them standing.

Tier: 3

**Prerequisites:** Exarch (Dire Avenger), Mastery (Dodge *or* Parry)

**Aptitudes:** Weapon Skill, Defence

Whenever the Corsair succeeds on an Evasion test, they gain a Protection Rating equal to the result of their Evasion test (e.g. a result of 35 would grant a 35 Protection Rating) until the end of their next turn. This Protection Rating is ignored if an attack against them rolls a double to hit.

## DIRE AVENGER SPECIAL RULES

The Dire Avenger elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 40
- **Talents:** Battle Focus, Weapon Training (SP, Any Three)
- **Skills:** S. Lore (Tactics) +10
- **Other:** Must have completed the Aspect Training (Dire Avenger) Downtime action 3 times if not taken at Character Creation, and must not have the Exarch Elite Advance.

### EQUIPMENT

Dire Avenger Aspect Armour  
Avenger Shuriken Catapult

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **Defence Tactics:** When taking the Overwatch action, the Corsair always acts before the target does, and gains a +20 bonus to the attack.
- **Stalwart War Mask:** Before a mission, the Corsair may mentally don their Stalwart War Mask, allowing them to take the Defensive Stance action as a Half Action. Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Dire Avenger character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

## Bladestorm

The Shuriken Catapult is a signature of the Asuryani at war, the sound of whistling death terrifying to the few that have survived an encounter with them. The Avenger turns the whistle into a roar, a storm of razor-sharp death.

Tier: 1

**Prerequisites:** Exarch (Dire Avenger), SP Weapon Focus

**Aptitudes:** Ballistic Skill, Finesse

The Corsair increases the rate of fire granted by the SP Weapon Focus talent by their full Ballistic Skill Bonus instead of half.

## Never Defenceless

To be unarmed is to be flatfooted. The Avenger will never allow themselves to be flatfooted and so will never be unarmed.

Tier: 1

**Aptitudes:** Fieldcraft, General

The Corsair is always considered to have a Shuriken on their person, a Best Craftsmanship Knife with a range of 6 x Strength Bonus, the Razor Sharp trait, and Mono upgrade. This Shuriken gains a Rate of Fire of S/-/X as if it were a ranged weapon, where X is equal to the Corsair's Weapon Skill Bonus. This weapon does not count towards the Corsair's Personal Upkeep.

## Shredding Fire

The Dire Avenger kills with such precision that even the thickest of armour is sundered before them. Where a mono-molecular edge may cut deep, an Avenger can rend their victims to the core.

Tier: 2

**Prerequisites:** Exarch (Dire Avenger), Bladestorm

**Aptitudes:** Ballistic Skill, Offence

While the Corsair is wielding a ranged weapon with the Razor Sharp trait, they triple the Pen of the weapon instead when the trait is active.

## Stand Firm

When a Dire Aspect Warrior is told to defend a location, they will see it defended to their last breath, still standing on their feet even as life leaves their body.

Tier: 2

**Prerequisites:** Toughness 40

**Aptitudes:** Toughness, Defence

The Corsair gains the Sturdy trait.

## Tactical Acumen

Known for studying the many ways of war for thousands of years, having one of Asurmen's followers available to advise on a war front is to any commander's dream, if they can handle the intensity of an Aspect Warrior.

Tier: 2

**Prerequisites:** Mastery (S. Lore (Tactics))

**Aptitudes:** Intelligence, Leadership

The Corsairs gains the Peer (Officers 2) talent, where Officers are any characters with Command Trained and are aware of the Dire Avengers.

## Total Defence

Though they train their reflexes to be so swift they could dodge bullets, the Avenger understands that once they find the perfect spot to defend, they will not need to.

Tier: 3

**Prerequisites:** Step Aside

**Aptitudes:** Agility, Defence

Whenever the Corsair takes the Defensive Stance action, all opponents suffer a -20 to Ballistic Skill tests against the Corsair.

## FIRE DRAGON

Scions of Fuegan, the first student of Asurmen, the Fire Dragons walk with the fires of the mythic dragon of Aeldari myth within them. Destruction manifest, wielding weapons that can turn even the thickest of armour to slag, the Fire Dragons wage war in close quarters, hunting the heaviest of armoured foes to fell.

It is said that Fuegan shall be the Phoenix Lord that calls all others together for the Rhana Dandra, the Final Battle. This grants them an air of omen which the Anhrathe desire to avoid. This has not stopped the Princess from keeping one of their number - Fheylden, Exarch of the Coiled Inferno Shrine - as her personal herald, keeping close ties with the Dragons for both pragmatic and allegorical reasons.

### FIRE DRAGON TALENTS

The following talents are available only to characters with the Fire Dragon elite advance, and are purchased in the same manner as other talents:

#### Armour-Melter

With a mighty roar, the Dragon breathes out a tide of molten destruction against those that would think something so flimsy as armour will protect them from the destruction of Fuegan.

**Tier:** 3

**Prerequisites:** Exarch (Fire Dragon), Melta Weapon Focus

**Aptitudes:** Perception, Offence

Whenever the Corsair makes an attack against a battlesuit or vehicle, they may roll their damage twice and choose either result.

#### Blazing Fury

Fire burns all the hotter when the Dragon is the one to summon them. The Aspect Warrior's weaponry seems to be invigorated in their hands, their fuel burning brighter with their desire to destroy.

**Tier:** 2

**Prerequisites:** Marksman

**Aptitudes:** Perception, Finesse

The Corsair grants any Flame, Melta, or Plasma weapon they are wielding the Vengeful (9) trait.

#### Blistering Heat

The weapons wielded by the Fire Dragons give off such heat that those that would do them harm find themselves buffeted by the super-heated air surrounding them.

**Tier:** 1

**Prerequisites:** Exarch (Fire Dragon)

**Aptitudes:** Toughness, Defence

While the Corsair is wielding a Flame, Melta, or Plasma weapon, they impose a -20 penalty to Weapon Skill tests against the Corsair.

## FIRE DRAGON SPECIAL RULES

The Fire Dragon elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 30
- **Talents:** Resistance (Heat), Weapon Training (Melta)
- **Other:** Must have completed the Aspect Training (Fire Dragon) Downtime action 3 times if not taken at Character Creation, and must not have the Exarch Elite Advance.

### EQUIPMENT

Fire Dragon Aspect Armour  
Dragon Fusion Gun *or*  
3x Fusion Charges

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **Assured Destruction:** Whenever the Corsair rolls a 1 on a Damage roll, they may re-roll the die until they do not roll a 1.
- **Draconic War Mask:** Before a mission, the Corsair may mentally don their Draconic War Mask, making them immune to the Flame and Toxic traits. Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Fire Dragon character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

#### Burning Fists

With the tips of their claws shining bright, the Flaming Aspect Warriors can rend and burn their foes with a swipe of their hands, not needing to wield their fusion weapons to bring about fiery destruction.

**Tier:** 1

**Prerequisites:** Martial Adept

**Aptitudes:** Weapon Skill, Offence

While wearing Aspect armour, the Corsair's unarmed melee attacks gain the Flame and Melta traits.

#### Dragon's Bite

Savvy combatants know that swiftly engaging an enemy carrying heavier weapons in melee is the best way to render them ineffective. The Dragon simply thanks their prey for running right into their maw.

**Tier:** 3

**Prerequisites:** Target Selection

**Aptitudes:** Ballistic Skill, Finesse

The Corsair treats all Flame, Melta, and Plasma weapons as being Pistols while Engaged.

#### Herald of the Final Battle

Fuegan shall be the first of the Phoenix Lords to join in the Final Battle and his followers follow his example, always seemingly the first to act in conflict.

**Tier:** 3

**Prerequisites:** Fellowship 50

**Aptitudes:** Fellowship, Leadership

The Corsair is always treated as having rolled a 10 on Initiative rolls.

#### The Fire Within

Though sometimes seen as simpleminded in their aggression, the Dragons know there is little reason to let the mind bend when their bodies do not break, letting their will be bolstered by their trust in their fortitude.

**Tier:** 2

**Prerequisites:** Hardy

**Aptitudes:** Toughness, Defence

Whenever the Corsair is forced to make a Willpower test, they may instead use Toughness instead.

#### Volatile Knowledge

All Aspect Warriors are expected to know how to tend to their sacred equipment, yet few consider their armament's ammunition in their maintenance. As those reliant on explosives and volatile fuel, the Dragons understand the benefit of knowing exactly what they will be incinerating their enemies with.

**Tier:** 1

**Prerequisites:** Tech-Use +10 or Trade (Chymist)

**Aptitudes:** Intelligence, Fieldcraft

When Crafting Grenades, Missiles, or Ammo for Flame or Melta weapons, the Corsair may choose to apply one of the following options to the item:

- Increase or decrease the Blast trait by 1 (to a minimum of 0).
- Increase or decrease the Spray area by 45 degrees.
- Impose a -20 penalty to tests to resist the Flame trait.
- Increase the weapon's Range by 10m.
- Increase the weapon's Damage and Pen by 3.
- Gain Irradiated (+1) trait.

#### Wall of Fire

As would-be slayers make to charge and pierce the wurm's hide, the Dragon defends themselves through their overwhelming breath, warding off their assailants through the risk of total annihilation.

**Tier:** 2

**Prerequisites:** Exarch (Fire Dragon), Vigilant

**Aptitudes:** Ballistic Skill, Defence

Whenever the Corsair successfully hits a target with an Overwatch attack while the Corsair is wielding a weapon with the Flame or Melta trait, the target takes 1 damage, ignoring armour and toughness, for every 2m they move towards the Corsair until the start of the Corsair's next turn.

## HOWLING BANSHEE

The Dark Reapers are masters of dread, but the Howling Banshees are the mistresses of terror. The banshees of Aeldari myth are more than harbingers of ill omen; they are spirits that can lure a soul out of the body - and even worse, the spirit stone - to be yanked into the warp to be consumed. Their temple similarly inspires the terror of looming death, moving swiftly, letting out body-rupturing shrieks, and cutting the soul's tether to reality down in a flurry of blades.

The Princess of the Whitedown Gryphons is notably taciturn on the presence of the Banshee temples in the fleet. Some whisper that she feels slighted, that the Phoenix Lord Jain Zar, renowned for her travelling between her temples, has not stepped foot onto her ships, and that this is a snub by the ancient warrior. That the Howling Banshees have always held the smallest population of Aspect Warriors in the fleet does not seem to be reason enough.

### HOWLING BANSHEE TALENTS

The following talents are available only to characters with the Howling Banshee elite advance, and are purchased in the same manner as other talents:

#### Acrobatic Warrior

Pouncing through the air to reach their targets, the Banshee descends upon doomed souls like shadervens soon to be feasting upon a corpse, showing similar athletic prowess as the Rillietann.

**Tier:** 2

**Prerequisites:** Agility 40, Catfall

**Aptitudes:** Agility, Finesse

The Corsair does not need to move in a straight line during a Charge action and can move as if they had the Flyer trait when taking a Charge or Full Move action.

#### Crone's Blood

The Banshees of myth are the daughters of Khaine and Morai-Heg, their madness touched with their mother's prophetic insight. Through their War Mask, the Howling Aspect Warrior can reach for that oracular madness, finding insights otherwise lost to them through the Skein of Fate.

**Tier:** 3

**Prerequisites:** Intelligence 50, Forewarn

**Aptitudes:** Knowledge, Psyker

In addition to the normal uses of Fate Points, the Corsair may spend 10 minutes and a Fate point to fall into a trance, considering a particular question. The Corsair makes an Intelligence (+0) test, gaining a cryptic hint on the question for every Degree of Success.

## HOWLING BANSHEE SPECIAL RULES

The Howling Banshee elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 30
- **Talents:** Hard Target, Two-Weapon Fighting
- **Skills:** Acrobatics +10
- **Other:** Must have completed the Aspect Training (Howling Banshee) Downtime action 3 times if not taken at Character Creation, and must not have the Exarch Elite Advance.

### EQUIPMENT

Howling Banshee Aspect Armour  
Best Craftsmanship Shuriken Pistol  
Good Craftsmanship Aeldari Power Sword

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **War Shout:** When the Corsair charges a creature, the target and creatures within 10m of the target must make a Fear (+2) test.
- **Portentous War Mask:** Before a mission, the Corsair may mentally don their Portentous War Mask, granting them a +20 bonus on Intimidate and Scrutiny tests. Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Howling Banshee character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

### Decapitating Strikes

Be it with Mirrorswords, Triskelee, or the signature Power Sword of their temple, the Banshee has the perfected martial insight to sweep their blades through their foes, removing limbs with surprising ease.

**Tier:** 2

**Prerequisites:** Precision Killer (Melee)

**Aptitudes:** Weapon Skill, Offence

Whenever the Corsair triggers a Righteous Fury with a Melee Called Shot, they may roll a Weapon Skill (-20) test, rolling 2d5 instead of 1d5 when determining the Critical effect on a success.

### Disarming Grace

With startling alacrity, Banshee Exarchs can ensure nothing stands in their way of bringing doom to those before them, be that a shield, blade, or an arm raised in fear for the coming blow.

**Tier:** 1

**Prerequisites:** Exarch (Howling Banshee), Disarm

**Aptitudes:** Weapon Skill, Offence

The Corsair may use the Disarm talent as a Half Action.

### Forewarn

Having little patience for trivial things like civility, the harbingers of woe do not need kindness to get others to do as they please, simply making demands and letting the fear of others move them to action.

**Tier:** 2

**Prerequisites:** Fellowship 40

**Aptitudes:** Fellowship, Social

The Corsair may use Intimidate whenever they are called to make a Charm or Command tests.

### Graceful Avoidance

The Exarch flies through the battlefield like a spirit of vengeance, their movements so quick that it almost seems that attacks simply pass through the afterimages of them in their passing.

**Tier:** 2

**Prerequisites:** Exarch (Howling Banshee), Step Aside

**Aptitudes:** Agility, Defence

Whenever the Corsair successfully takes the Evasion Reaction, they gain a Protection Rating equal to their Agility. In addition, they gain an additional +10 to this Protection Rating for every successful Evasion test after the first.

### Nerve-Shredding Shriek

The Banshee's wail is more than a portent of doom, it is just as likely to be the cause of its victim's soul passing from their body as the sonic energy ruptures their internal organs and shatters their nervous system.

**Tier:** 1

**Prerequisites:** Intimidate +10

**Aptitudes:** Fellowship, Offence

Whenever the Corsair use a Banshee Mask's attack, the targets of the attack make the Toughness test with a -20 penalty and must also succeed on a Willpower (-10) test to resist Pinning.

### Piercing Strikes

Taking on the ethereal nature of the Banshee, the Howling Aspect Warrior slips their blades through armour as if they were simply reaching through the material universe to strike at the soft flesh within.

**Tier:** 3

**Prerequisites:** Crushing Blow

**Aptitudes:** Perception, Offence

The Corsairs adds half of their Per Bonus on their melee weapon Penetration.

### Whirling Blades

Just as Jain Zar sweeps through her foes like a dervish, so to do her Exarchs, their weapons a shimmering haze that leave bloody trails in the air with their passing.

**Tier:** 2

**Prerequisites:** Exarch (Howling Banshee), Whirlwind of Death

**Aptitudes:** Weapon Skill, Finesse

When making a Whirlwind of Death attack, any target hit by the attack is struck twice instead of once.

## SHADOW SPECTRE

Rare is it that the Eldar have tales to tell of ancient legends returning before the Rhana Dandra. No wonder then that the story of the return of Irillyth, the Phoenix Lord of the Shadow Spectre, has spread swiftly throughout the craftworlds. How apt that the aspect temple embodying Khaine as the Eternal Warrior should rise from its dying state, rising to prominence upon their jump packs and burning their enemies in prismatic light.

The Shadow Spectres, ghostly in presence, have held a close relationship to wraiths throughout the craftworlds, often given the "honour" of being guaranteed a wraithbone body in death. The Bloodless King upholds this treaty, with the Spectres guarding the Court's crypts and wraithguard stationed at every aspect temple. The ghosts connive with one another, and no outsider is quite sure what whispered truths must pass in their quiet halls.

### SHADOW SPECTRE TALENTS

The following talents are available only to characters with the Shadow Spectre elite advance, and are purchased in the same manner as other talents:

#### Cynosure

As a squad of Spectres prepares to unleash prismatic devastation together, they choose the most worthy amongst them to be the focal point, and rare is it that their Exarch is not given the honour.

**Tier:** 2

**Prerequisites:** Exarch (Shadow Spectre), Per 50

**Aptitudes:** Ballistic Skill, Finesse

Whenever taking part in a joint Prism Rifle or Prism Blaster attack, the Corsair increases the maximum damage bonus to +5d10 instead of +3d10.

#### Flickering Lights

Like will-o-wisps guiding souls to their death, the Spectre uses the scintillating lights of their prism to usher their foes to their demise.

**Tier:** 1

**Prerequisites:** Exarch (Shadow Spectre), Las Weapon Focus

**Aptitudes:** Ballistic Skill, Offence

Whenever the Corsair makes an attack with a Las weapon, they may increase the Pen of the attack by the Corsair's Renown Bonus.

#### Ghostly Withdrawal

Silent as the grave, the Spectre unleashes their blinding flashes of ghostlight before fading away, seemingly there one moment and disappearing into thin air in moments.

**Tier:** 2

**Prerequisites:** Agility 50

**Aptitudes:** Agility, Defence

The Corsair is considered to have used the Disengage Action when making use of Fire and Fade talent, and gains a +20 bonus to Stealth tests made at the end of their movement.

## SHADOW SPECTRE SPECIAL RULES

The Shadow Spectre elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 30
- **Talents:** Fire and Fade, Weapon Training (Heavy)
- **Skills:** Operate (Aeronautica) +10
- **Other:** Must have completed the Aspect Training (Shadow Spectre) Downtime action 3 times if not taken at Character Creation, and must not have the Exarch Elite Advance.

### EQUIPMENT

Shadow Spectre Aspect Armour  
Prism Rifle

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **Shadow of Death:** All enemy characters that can perceive the Corsair must roll Fear and Pinning tests twice, taking the worst result, even if the Corsair is not the cause of the test.
- **Eternal War Mask:** Before a mission, the Corsair may mentally don their Eternal War Mask, granting them +5 Wound Total. Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Shadow Spectre character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

## Righteous Vengeance

Though they roam the Great Wheel with one foot in the grave, the Spectres would see those Eldar still firmly on the mortal coil remain there, and punish those who would send mortals to their death before their time.

**Tier:** 1

**Prerequisites:** Vengeful Strike

**Aptitudes:** Fellowship, Offence

Whenever the Corsair witnesses an ally suffer Critical Damage, the Corsair's attacks against the source of the Critical Damage gain the Vengeful (X) trait until the end of the Encounter, where X equals 10 - the Critical Damage roll.

## Shade of Twilight

Darkness follows the Spectres into their deployment, hiding their presence from those they are sent to dispatch in the gloam, hiding their allies under their umbral cloak as they hunt.

**Tier:** 3

**Prerequisites:** Mastery (Stealth)

**Aptitudes:** Agility, Fieldcraft

While within 5 x Willpower Bonus meters of the Corsair, friendly characters treat areas of visual obfuscation (i.e. fog, mist, shadow, smoke) as being in total darkness for the purposes of characters perceiving or attacking them, and treat total darkness as being imperceptible with Dark Sight.

## Soulstealer

The Shadowy Aspect Warrior plucks the souls of powerful foes and draws power from their passing, spreading such energy to their fellow ghosts and living allies.

**Tier:** 3

**Prerequisites:** Exarch (Shadow Spectre), Deathdealer (Ranged)

**Aptitudes:** Willpower, Leadership

Whenever the Corsair successfully kills a Master type character, they may immediately grant all allies within 10 x WP Bonus meters a temporary Fate point until the end of the encounter.

## Spiritual Ascent

Floating silently above the ground, the Eternal Aspect Warriors find the tether of gravity to be a suggestion more than a law of reality, the greatest of them able to bring themselves far from the firmament.

**Tier:** 2

**Prerequisites:** Slay from the Skies

**Aptitudes:** Agility, Finesse

While wearing Shadow Spectre Aspect Armour, the Corsair may treat their Hoverer trait as being the Flyer trait, but are not required to make at least one Movement action to remain airborne.

## Visions of Doom

Knowing they are closer to inhabiting their spirit stone than most of their kind, the Spectre contemplates their half-life wearing their War Mask, preparing themselves for whatever may come to finally set their soul free from their mortal body.

**Tier:** 2

**Prerequisites:** Trade (Soothsayer) +20

**Aptitudes:** Intelligence, Knowledge

Before a mission, the Corsair may roll a Trade (Soothsayer) test, gaining a number of Vision Points equal to their Intelligence bonus plus the Degrees of Success of the test until the end of the mission. Whenever the Corsair is dealt Critical Damage from any source, they instead reduce their Vision Points before taking any Critical Damage.

## Wraithfriend

Few Eldar see the wraiths within anything less than wary fear. The scions of Irillyth know that the living and the dead are not so different, often making close allies and even kinship with the fallen.

**Tier:** 3

**Aptitudes:** Fellowship, General

The Corsair gains the Peer (Wraiths 2) and Spiritseer talents, and if the Corsair is killed but their Spirit Stone recovered, they may take the Ghost Warrior Elite Advance for free.

## SHINING SPEAR

There are fewer Shining Spear temples within Asuryani society than ever during these dying years. Unlike the Shadow Spectres who lost their Phoenix Lord to battle, the Spears lost them to failure. During a great battle with the daemon N'kari, the Tempest of Starlight arrived to the battle late, failing to save Asurmen from the demon's blade. Though he slew the demon, he has long since gone into hiding, and the stain on the swift warrior's temple has yet to be cleansed.

Yet the warriors that embody the aspect of Khaine's spear find allies with the Anhrathe. Though the Corsairs still balk at walking the path, the Shining Spears embody their outcast cousin's favoured method of combat: striking fast and with inspiring radiance. Though gossip is rife in the fleet, their stained history matters less than individual achievements, and the Spears find very willing allies hoping to fight beside the white-clad knights.

### SHINING SPEAR TALENTS

The following talents are available only to characters with the Shining Spear elite advance, and are purchased in the same manner as other talents:

#### Anti-Grav Swiftess

Spending years being propelled by anti-gravity engines, the Shining Aspect Warrior trains their body to better fight against that tyrant gravity, fighting inertia to throw their form into such swiftess that others struggle to keep pace with them.

**Tier:** 1

**Prerequisites:** Leap Up

**Aptitudes:** Agility, Finesse

The Corsair does not trigger Leaving Melee attacks while Running, and does not need to move before making Running Horizontal Leaps or Running Vertical Jumps.

#### Couched Spear

The laser lance is a versatile weapon used from the highest of craftworlds to the lowliest of Exodite worlds, yet only the most skillful of its wielders can leverage its use without risking being dismounted from their bike or dragon.

**Tier:** 1

**Prerequisites:** Exarch (Shining Spear), Precision Killer (Melee)

**Aptitudes:** Weapon Skill, Finesse

The Corsair ignores the penalty to the Weapon Skill tests made as a part of a Hit & Run attack, and never goes Out of Control when failing the test.

## SHINING SPEAR SPECIAL RULES

The Shining Spear elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 30
- **Talents:** Mounted Warrior (Melee)
- **Skills:** Operate (Aeronautica) +10
- **Other:** Must have completed the Aspect Training (Shining Spear) Downtime action 3 times if not taken at Character Creation, and must not have the Exarch Elite Advance.

### EQUIPMENT

Shining Spear Aspect Armour  
Good Craftsmanship Laser Lance  
Best Craftsmanship Aeldari Jetbike

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **Aeronautic Grace:** The Corsair can never be forced to dismount vehicles with the Bike trait by anything but being incapacitated.
- **Fulgurous War Mask:** Before a mission, the Corsair may mentally don their Fulgurous War Mask, granting them a +10 bonus to all Charge and Hit & Run attacks. Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Shining Spear character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

#### Heartstrike

A single perfect thrust is all it takes to destroy most mortals, a feat made easier in force but far more difficult in practice when enacted from a speeding jetbike. The Shining Exarch trains to perfect that strike, able to run down any lone opponent with ease.

**Tier:** 3

**Prerequisites:** Exarch (Shining Spear), Couched Spear

**Aptitudes:** Weapon Skill, Offence

When making a Hit & Run or Called Shot attack, the Corsair adds X to the Damage and Pen of the attack, where X is equal to their Agility Bonus.

#### His Bloody Spear

In the rare instances the Shining Aspect Warrior is forced off of their mount, they are still adept warriors with the strength to barrel through their enemies without the need of an anti-grav generator.

**Tier:** 3

**Prerequisites:** Thunder Charge

**Aptitudes:** Strength, Offence

While making a Thunder Charge attack, each character that fail the Opposed Strength test when moving through them are automatically hit with a Standard Attack by the Corsair.

#### Lightning Rain

Striking with such swiftess from the back of their jetbike, the Spear stabs and fires their lance with overwhelming power, such that it seems their targets are struck by white lightning.

**Tier:** 3

**Prerequisites:** Vault's Might

**Aptitudes:** Agility, Finesse

The Corsair ignores the penalty to shooting attacks if they have moved its Tactical Speed or more during their previous turn and ignore penalties to make Semi-Auto or Full-Auto attacks after using the Tactical Manoeuvring action.

#### Lunging Strikes

The signature weapon of the Shining Spears is the Laser Lance, a noble and versatile weapon that teaches the Aspect Warrior that an extended reach is always to the Warrior's benefit.

**Tier:** 1

**Prerequisites:** Perception 40

**Aptitudes:** Weapon Skill, Defence

All melee weapons wielded by the Corsair have a range of 3m, or increase their reach by an additional 1m if they already had an extended range.

#### Never Still

To be immobile is to be dead. This is a common belief amongst all Aeldari warriors, yet none embody this as much as the Shining Spears, known for their celerity on and off their jetbikes.

**Tier:** 2

**Prerequisites:** Hard Target

**Aptitudes:** Agility, Defence

The Corsair gains the benefit of the Hard Target talent when they have moved at least up to their Full Move rate on their turn.

#### Swiftest Hunter

Once set out upon a hunt to slay the enemies of the Asuryani, the Spear strikes with such speed that their enemies rarely have time to register they are being attacked until their life has left their body.

**Tier:** 2

**Prerequisites:** Inescapable Attack (Melee)

**Aptitudes:** Perception, Offence

The Corsair gains the benefit of Inescapable Attack while making Hit & Run attacks.

#### White Knight

Either in shame for the actions of their Phoenix Lord or out of a sense of personal honour, the Exarchs of the Shining Spears hold themselves to the highest standard, earning them a reputation for romanticised honour.

**Tier:** 2

**Prerequisites:** Exarch (Shining Spear)

**Aptitudes:** Fellowship, Social

The Corsair gains a +20 bonus on all Interaction tests while they act with civility, kindness, or honour.

## STAR MANTID

Taking their name from a myth of the Newy'n, a swarm of insects born of Khaine's eternal hunger for battle, the Star Mantids are a temple whose name is synonymous with greed. They claim to be born from an Asurya named Bwyntar, a close friend to Irillyth the Shade of Twilight, both of whom found joy in weightless freedom- some temples even suggesting a deeper bond. Most other temples laugh at the suggestion, with records of Bwyntar and their Star Mantids only being mentioned in later, post-Fall accounts.

Star Mantids are to the void as the Swooping Hawks are to the skies and the Warp Spiders are to the Webway. They specialise in void-warfare, swiftly setting upon enemy vessels through the temple's signature equipment: an inertia-manipulating device built into the lower backs of their aspect armour called a Tegmen, paired with miniaturised solar sails in the form of billowing skirts spread behind them like an insect's wings. The joint Tegmen field lets off an eerie buzzing noise, with a squad's worth of active Tegmina sounding like a roaring swarm as they make their approach towards an enemy, ready to scythe them apart with their axe-blades.

### STAR MANTID TALENTS

The following talents are available only to characters with the Star Mantid elite advance, and are purchased in the same manner as other talents

#### Directed Reckless

Rarely found outside of the Corsair fleets due to the eccentric nature of their War Mask, the Mantids are often found leading Anhrathe into battle, urging them to greater heights of reckless aggression.

**Tier:** 2

**Prerequisites:** Exarch (Star Mantid), Command +10

**Aptitudes:** Fellowship, Leadership

As a Full action, the Corsair may make a Command (+0) test, granting all Coterie NPCs a +20 bonus on All-Out and Full-Auto Attacks until the end of the Corsair's next turn.

#### Drowned in the Void

Though any haemonculus could grant an Eldar the ability to survive in the vacuum of space, the Star Mantids place themselves through uniquely suicidal endurance training to make themselves inured to the void's embrace.

**Tier:** 1

**Prerequisites:** Toughness 40

**Aptitudes:** Toughness, Defence

The Corsair can survive unharmed in Vacuum for a number of rounds equal to double their Toughness Bonus, and gain a +20 bonus on Suffocation tests.

## STAR MANTID SPECIAL RULES

The Star Mantid elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 40
- **Talents:** Two-Weapon Master
- **Skills:** Acrobatics +10 *or* Athletics +10
- **Other:** Must have completed the Aspect Training (Star Mantid) Downtime action 3 times if not taken at Character Creation, and must not have the Exarch Elite Advance.

### EQUIPMENT

Star Mantid Aspect Armour  
Tarsus Pistols

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **Hunger of the Void:** While under the effects of Zero or Low Gravity, the Corsair gains a +10 to all attacks.
- **Avaricious War Mask:** Before a mission, the Corsair may mentally don their Avaricious War Mask, granting them a +10 bonus to all Acquisitions and Inquiry tests. Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Star Mantid character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

### Force of Bravado

The War Mask of the Star Mantid inspires the Aspect Warriors to act with boisterous swagger, motivated by feeding their own avaricious desires for fame, and to excel as a Mantid is to let that hunger become an almost spiritual aegis.

**Tier:** 3

**Prerequisites:** Fellowship 50

**Aptitudes:** Fellowship, Defence

Whenever the Corsair is forced to make a Toughness or Willpower test, they may roll Fellowship instead.

### "Make Bwyntar Proud!"

Pride is a dark emotion to the Asuryani, a path that empowers and tempts She Who Thirsts, yet the Starry Aspect Warriors see it as a worthy goal to strive for, to live up to the legends of the greatest of their kind.

**Tier:** 2

**Prerequisites:** Halo of Command

**Aptitudes:** Agility, Leadership

Whenever the Corsair grants friendly characters the Inspire bonus, they increase the effected characters increase their Agility Bonus by 2 for the purposes of determining Movement rates.

### Newy'n Monarch

The temple's mythic inspiration were spawn of Khaine's hunger, the greatest of which were Monarchs the size of voidships. These Monarchs are icons of freedom, of greed, of reckless abandon, a symbol embodied by Star Mantid Exarchs and respected by the Anhrathe.

**Tier:** 3

**Prerequisites:** Exarch (Star Mantid), Renown 70

**Aptitudes:** Fellowship, Social

The Corsair gains the Peer (Anhrathe 2) talent, where Anhrathe is any Aeldari character that is correctly walking the Path of the Outcast, has Steps in an Anhrathe path, or identifying as Anhrathe.

### On Solar Wings

Identified by the gossamer-like strands that harden with the use of their anti-grav Tegmena devices, Star Mantids appear to fly through the void on bioluminescent wings towards those that they would devour.

**Tier:** 1

**Prerequisites:** Agility 40

**Aptitudes:** Agility, Finesse

The Corsair increases the Flyer trait granted to them by Aeldari Jet Packs or Tegmena by half of the Corsair's Agility Bonus.

### Scything Blows

Akin to a wych wielding bladed gauntlets or a insect with bladed forelimbs, the Mantid's swipes their hands at their target to rend the flesh from their targets with arcing finesse.

**Tier:** 1

**Prerequisites:** Martial Adept

**Aptitudes:** Finesse, Offence

Whenever the Corsair makes an attack with a wrist-mounted weapon, they may also make an unarmed Standard Attack as a Free Action. Additionally, whenever the Corsair makes an unarmed attack action, they may also make a Standard Attack with a wrist-mounted weapon as a Free Action

### Terminal Dive

The Newy'n fell upon worlds from the dark of space, not unlike the spawn of the Great Devourer, their first strike always the most surprising and destructive. Few would consider a comparison to the Tyranids to be an insult, yet the Mantids take the jibes with wry amusement.

**Tier:** 3

**Prerequisites:** Weightless Pounce

**Aptitudes:** Agility, Offence

When making a Charge attack from a higher altitude than their target, the Corsair instead the Damage and Penetration of their attack by the Agility bonus for every altitude level they descend as a part of the Charge action.

### Weightless Pounce

The Crimson Hunters and Shining Spears grow accustomed to weightlessness with their fighters and jetbikes while the Star Mantids train in the vacuum of space, learning to pounce at speeds impossible with air resistance getting in the way.

**Tier:** 2

**Prerequisites:** On Solar Wings

**Aptitudes:** Agility, Finesse

While equipped with an Aeldari Jet Pack or Tegmena, the Corsair may Charge using their Run rate.

## STRIKING SCORPION

When Arhra summoned daemons into the First Temple to do battle with the Phoenix Lords, a dark shadow was cast upon the Striking Scorpions Aspect Temple. They who embody the ability to overpower those physically greater than themselves serve as stealthy hunters, existing in the dark act as giant slayers, using their shadowy nature to fullest advantage. Their new Phoenix Lord Karandras leads them to redemption, striking against the enemies of the Asuryani and those tainted by chaos.

With such a cosmopolitan population, some level of corruption is inevitable within the Whitedown Gryphons, where reckless ambitions can drive souls to dark means. Ships hosting a Striking Scorpion temple rarely have this issue, as the Scorpions lurk in the dark places, cutting out any whiff of Chaos before it can root itself into the vessels. Fear rarely deters would-be Chaos cultists but a chainsword cuts their ambitions short swift enough.

### STRIKING SCORPION TALENTS

The following talents are available only to characters with the Striking Scorpion elite advance, and are purchased in the same manner as other talents

#### Bloody Withdrawal

The typical tactics of an Aeldari force is to kill on the move, cutting down the opponent in a hail of gunfire while on the run. Though not as swift as their Banshee cousins, the Striking Aspect Warrior leave bloody wounds before they make their escape.

**Tier:** 2

**Prerequisites:** Fire and Fade

**Aptitudes:** Weapon Skill, Defence

The Corsair may make a melee attack as a part of a Hip Shooting action, and gains a +20 bonus on the Stealth test as a part of Fire and Fade.

#### Crushing Claws

Notable for their greater appreciation for physical strength amongst the Aspect Warriors, the Exarchs of the Scorpions are feared for their claws, both the weapon they wield and the bone-shattering force of grip.

**Tier:** 1

**Prerequisites:** Exarch (Striking Scorpion), Crushing Blow

**Aptitudes:** Strength, Offence

When taking the Damage Opponent Grapple Option, the Corsair doubles their Strength Bonus for damage dealt.

## STRIKING SCORPION SPECIAL RULES

The Striking Scorpion elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 30
- **Talents:** Two-Weapon Fighting
- **Skills:** Athletics +10, Stealth +10
- **Other:** Must have completed the Aspect Training (Striking Scorpion) Downtime action 3 times if not taken at Character Creation, and must not have the Exarch Elite Advance.

### EQUIPMENT

Striking Scorpion Aspect Armour  
Scorpion Chainsword  
Good Craftsmanship Shuriken Pistol

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **Shadow Strike:** When making an attack against an Unaware target, the Corsair may roll damage twice and take the better result.
- **Merciless War Mask:** Before a mission, the Corsair may mentally don their Merciless War Mask, granting them +X Damage and Penetration to their attacks, where X is half the target's Size trait (rounded up). Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Striking Scorpion character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

#### Deadly Ambush

Seen only when they desire it, the Scorpion Exarch kills with the efficiency of the greatest of assassins, their appearance witnessed only after blood has been spilt and their first target lies dead.

**Tier:** 3

**Prerequisites:** Exarch (Striking Scorpion), Mastery (Stealth)

**Aptitudes:** Agility, Offence

When attacking an Unaware target, the Corsair automatically triggers Righteous Fury on a successful attack that deals damage without rolling a 10.

#### In Arhra's Shadow

Though thousands of years have passed, the Striking Scorpion Aspect has never forgotten their traitorous founder, creating a culture of shame and hatred for those that would follow in Arhra's cursed example.

**Tier:** 3

**Prerequisites:** Jaded

**Aptitudes:** Willpower, Social

The Corsair gains the Hatred (Corrupt Eldar) talent, where Corrupt Eldar is any Aeldari character that worships Chaos, has been corrupted mentally or physically by Chaos, or is an Incubus. In addition, the Corsair gains a +20 bonus to resist psychic powers used by Chaos characters.

#### Scorpion's Grasp

Snapped spines and leaving behind bisected bodies behind them, the Exarch's hand becomes like the mythical Scorpion's claw, able to under through the hardest shells.

**Tier:** 2

**Prerequisites:** Exarch (Striking Scorpion), Crushing Claws

**Aptitudes:** Strength, Offence

When making an unarmed attack or using a gauntlet-based melee weapon (i.e. Lightning Claw, Chainsabre, Harlequin's Caress, etc), the Corsair increases the weapon's Pen by their Strength Bonus.

#### Scorpion's Sting

The Mandiblaster is an often overlooked weapon in the Striking Aspect's arsenal, even as they stare back at anybody who looks upon the Scorpion's face, serving as just another advantage to the stealthy killers.

**Tier:** 3

**Aptitudes:** Ballistic Skill, Defence

The Corsair may use their Mandiblasters Free Action attack twice per round and treat their Mandiblaster as having the Tearing and Vengeful (7) traits.

#### Stalking Shadow

Able to still themselves in body and in mind, the Scorpion is rarely seen before they wish to be, even by those the Aspect Warrior is unaware of.

**Tier:** 1

**Prerequisites:** Stealth +20

**Aptitudes:** Agility, Finesse

Creatures take a -20 penalty on all tests to perceive the Corsair.

#### Sustained Attack

While the Banshee decapitate with single, perfect blows, the Scorpion strikes out with swift, overwhelming attacks, each hit opening their opponent up to the next.

**Tier:** 2

**Prerequisites:** Swift Attack

**Aptitudes:** Weapon Skill, Finesse

Whenever making multiple melee attacks as a part of the same action, the Corsair gains +1 to the Damage and Penetration for each successful hit in the sequence (e.g. second hit gains +1, third hit gains +2, etc.) up to the Corsair's Perception Bonus.

#### Terrain Mastery

The interior of every Aspect Shrine is unique, if sharing similarities dependent on their particular Aspect. Scorpion Aspect Temples tend towards rough landscapes hosting ample places to hide and climb to train for ambushes.

**Tier:** 1

**Prerequisites:** Survival +10

**Aptitudes:** Strength, General

The Corsair ignores difficult terrain, treats Sheer Surfaces as Simple Climbs for the purposes of climbing, and climbs an additional 2m per Degree of Success on climbing tests.

## SWOOPING HAWK

The Cry of the Wind was said to be Asurmen's finest student, and from this lofty plinth did Baharroth teach his Aspect Temple the ways of the Phoenix. Clad in thin aspect armour with resplendent wings, the Swooping Hawks wage war from the sky, raining las-fire upon their foes and inspiring their allies below. They are the heralds of victory and retribution, saviours and executioners, symbols of hope in these Times of Ending.

Few Swooping Hawk shrines find their home within Corsair fleets, few still in the Whitedown Gryphons. This is not out of any animosity between the Temples and the Gryphons, merely out of a logistical issue: without the great domes of a craftworld there is little space for the Hawks to train. As such, only the biggest of vessels can host these flying warriors. Their doctrine renders their use in boarding actions limited but on land bound targets they are invaluable.

### SWOOPING HAWK TALENTS

The following talents are available only to characters with the Swooping Hawk elite advance, and are purchased in the same manner as other talents

#### Elegance of the Hurricane

As resplendent as the Phoenix, the Hawk inspires those around them with their elegant grace, using their great wingspan and poise just as much as their tone and guile to influence others.

**Tier:** 1

**Prerequisites:** Exarach (Swooping Hawk), Charm +10 or Performancer +10

**Aptitudes:** Agility, Social

The Corsair may use Agility as an Alternate Characteristic on all Interaction tests.

#### Herald of Victory

To be as Baharroth is to be a symbol of hope, magnificent or terrifying depending on where one stands beneath them, and the Exarchs strive to live up to his example and serve as even a fragment of his splendour.

**Tier:** 2

**Prerequisites:** Fellowship 50, Halo of Command

**Aptitudes:** Fellowship, Social

While in Low or High Altitude, the Corsair gains a +20 bonus to all Interaction tests.

## SWOOPING HAWK SPECIAL RULES

The Swooping Hawk elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 30
- **Talents:** Hip Shooting, Slay from the Skies
- **Skills:** Operate (Aeronautica) +10
- **Other:** Must have completed the Aspect Training (Swooping Hawk) Downtime action 3 times if not taken at Character Creation, and must not have the Exarch Elite Advance.

### EQUIPMENT

Swooping Hawk Aspect Armour  
Good Craftsmanship Lasblaster  
Grenade Flight Pack

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **Skyleap:** If at the start of the Corsair's turn they are not Engaged with an enemy, they may ascend to Low Altitude as a Free Action.
- **Vindictive War Mask:** Before a mission, the Corsair may mentally don their Vindictive War Mask, granting them a +10 bonus on attacks against characters that have made an attack since the Corsair's last turn. Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Swooping Hawk character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

### Intercept

Never to let another aerial predator outdo them, the Swooping Aspect Warriors do battle with other airborne combatants, never letting them escape from battle while the Hawk does not wills it.

**Tier:** 1

**Prerequisites:** Nowhere to Hide

**Aptitudes:** Agility, Offence

When a Flying character finishes a Movement action within 50m of the Corsair, the Corsair may move up to their Full Move rate toward the target's new location as a Reaction.

### Rapid Redeployment

Rarely keeping their boots in the dirt longer than they have to, the Aspect Warrior is quick to take to the air and swoop to their next objective.

**Tier:** 2

**Aptitudes:** Agility, Finesse

Whenever the Corsair uses their Skyleap trait, they may also move up to their Full Move once in Low Altitude.

### Suppressing Rain

Light falls upon the heads of the enemies of the Aspect Warrior, las blasts making wide areas impossible to traverse without risking frying the foolhardy foe's skulls.

**Tier:** 2

**Prerequisites:** Exarch (Swooping Hawk), Las Weapon Focus

**Aptitudes:** Ballistic Skill, Finesse

While in Low Altitude and taking the Suppressing Fire action, the Corsair may choose to make the established kill zone a Blast (X) area within Short Range, where X is equal to half the Corsair's Flying trait if using a Semi-Auto Burst attack or the Corsair's Flying trait if using a Full Auto attack. Hits assigned in this Blast area always hit the Head location.

### Swift Barrage

In a single flight, the Swooping Aspect Warrior unloads their weapon into their prey, their lasblasters striking the same spot upon their target with devastating accuracy

**Tier:** 2

**Prerequisites:** Battle Focus

**Aptitudes:** Ballistic Skill, Offence

If the Corsair starts their movement going directly towards the target of their Hip Shooting attack, they deal X additional Damage against that target, where X is equal to half of their Flyer trait (rounded up).

### Swooping Bombardment

When a Hawk chooses to descend to the firmament it is often to make sure they may ensure their chosen foe is struck down in the bombardment, confirming the death from a closer perspective.

**Tier:** 3

**Prerequisites:** Swift Barrage

**Aptitudes:** Ballistic Skill, Finesse

While taking a Hip Shooting action against a character at a lower Altitude, the Corsair may choose to descend Altitude to Hovering at any point during their movement. If they do so, their attack gains the Proven (X) trait, where X is equal to their Agility Bonus.

### Winged Evasion

Startling swift and difficult to strike, the Exarchs of the Swooping Hawks dart around the battlefield and the skies above with extreme speed unseen in any other warrior.

**Tier:** 2

**Prerequisites:** Exarch (Swooping Hawk), Step Aside

**Aptitudes:** Agility, Defence

Whenever the Corsair succeeds on an Evasion test while Flying, they may move up to their Full Move rate in any direction or change Altitude by one level.

### Wings of the Phoenix

Even if a foe managed to knock a Hawk from the sky they will find that even stunned the Aspect Warrior will not falter, able to rise from their landing point like the Phoenix being reborn.

**Tier:** 1

**Prerequisites:** Toughness 40, Operate (Aeronautica) +20

**Aptitudes:** Toughness, Finesse

Whenever the Corsair would be rendered incapacitated while Flying or would otherwise be forced to reduce their altitude, they do not suffer falling damage as they fall to the ground.

## WARP SPIDER

Out of all the Aspect Warrior Temples, it is the Warp Spiders which hold the most shrouded lore with a Phoenix Lord so elusive that she was often considered mythical even by other Eldar. The Warp Spider act as the ultimate form of defence: with sudden and unavoidable offence. Like their namesake, the Spiders defend the craftworlds through sudden strikes from the Sea of Souls, using of warp jump generators to appear into real space with shredding weapons that rip their enemies apart before fading away to find their next victim.

On numerous occasions, captains within the fleet have found themselves made host to a Warp Spider shrine without knowing. Often fixed within the underdecks of the ships, or hidden in extra-dimensional demiplanes, the Exarchs of these temples only reveal themselves when they have found a substantive threat to the vessel, bringing the captain a mutinous head and an announcement that they will be protecting them from then on. It is hard to say no to a trained killer, especially when they could appear before you in any moment.

### WARP SPIDER TALENTS

The following talents are available only to characters with the Warp Spider elite advance, and are purchased in the same manner as other talents

#### Alien Mindset

To intrude into the mind of a Warp Spider is to witness an endlessly complex web, spun from thoughts reordered from their experiences in the Warp.

**Tier:** 1

**Prerequisites:** Scholastic Lore (Warp) +10

**Aptitudes:** Willpower, Offence

The Corsair is immune to abilities to read their mind and gain an additional +10 bonus on attacks benefiting from the Feint Action.

#### Defenders of Infinity

The natural Warp Spiders of the Webway protect its endless matrix from intruders, be they daemons attempting to break in or Seers ranging too far in their dreams. The Aspect Shrines learn from their example, training to deal with such ethereal intruders into realspace.

**Tier:** 2

**Prerequisites:** Perception 50, Daemonhunter or Witch Finder

**Aptitudes:** Perception, Offence

The Corsair grants their weapons the Vengeful (8) trait against characters with the Daemonic and Psyker traits, and ignores damage reduction granted by the Daemonic trait.

## WARP SPIDER SPECIAL RULES

The Warp Spider elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Warrior
- **Renown:** 30
- **Talents:** Resistance (Fear)
- **Skills:** Navigate (Warp) +10
- **Other:**

### EQUIPMENT

Warp Spider Aspect Armour  
Death Spinner

### INSTANT CHANGES

- **Aspect Warrior:** +10 Renown
- **Flickerjump:** When using a Warp Jump Generator, the Corsair gains an additional +20 bonus to the Willpower test and automatically succeeds on the Fear test caused by the Warp Jump Generator.
- **Enigmatic War Mask:** Before a mission, the Corsair may mentally don their Enigmatic War Mask, forcing a -20 penalty on all Scrutiny tests made against them. Only one War Mask may be donned per Mission.

### UNLOCKED ADVANCES

A Warp Spider character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

### Eerie Resolve

Known for their continuous risking of their immortal souls, it becomes clearer to any that witness the Exarch continuously shrug off the horrors of the universe that it is the Warp Spider that is truly to be feared.

**Tier:** 2

**Prerequisites:** Exarch (Warp Spider), Jaded

**Aptitudes:** Willpower, Social

Whenever the Corsair succeeds on a Fear test, they gain the Fear (+1) trait until the end of the Encounter.

### Flickering Assault

Mastery of the warp jump generator is rare, most choosing to use them sparingly to risk their souls less or losing themselves entirely to the Immaterium. The Spider Exarchs are the rare exceptions, able to appear and disappear in quick succession, almost as if they were in multiple places at once.

**Tier:** 3

**Prerequisites:** Exarch (Warp Spider), Warp Strike

**Aptitudes:** Weapon Skill, Finesse

As a Full Action, the Corsair can spend a Fate Point to take a Flickering Assault action. The Corsair may draw a path up to their Charge rate; they may make a single Standard Melee or Pistol attack against every character within 1m of the path, and appear at the end of the path. A character can only be targeted by an attack once during this movement.

### Spider's Bite

The fangs of the Warp Spider Exarch are wreathed in power fields, tearing into the armoured skin of intruders into their web with an almost hungry efficiency.

**Tier:** 1

**Prerequisites:** Exarch (Warp Spider), Two-Weapon Wielder (Melee)

**Aptitudes:** Agility, Offence

While taking a Two-Weapon Fighting attack with a pair of Powerblades, each attack gains +X to the attacks Damage and Pen, where X is equal to half of the Corsair's Agility Bonus.

### Spider's Lair

At the centre of a Spider's lair is often a jump nexus, a rare piece of Dominion infrastructure that allows for more than just the Spider to jump through dimensions. Blessedly, they even seem stable and shielded, unlike the Warp Spider's own personal generators.

**Tier:** 3

**Aptitudes:** Agility, General

The Corsair grants their Vessel the Teleportarium / Webway Borers Facility with a Component Cost of 0.

### Terrifying Entrance

The sudden appearance of an Aspect Warrior is enough to startle any soul. The sudden appearance of a Warp Spider heralds a terrifying end.

**Tier:** 2

**Prerequisites:** Intimidate +10

**Aptitudes:** Agility, Social

When the Corsair uses a Warp Jump Generator and appears within 10m of a hostile character that was previously unaware of them, the Corsair gains the Fear (+2) trait against the hostile characters.

### Warp Strike

Pulling the trigger of their deadly weapons before they even enter realspace once more, the Warp Spider can unleash their slicing webs without giving their enemies the chance to respond.

**Tier:** 2

**Prerequisites:** Killing Strike

**Aptitudes:** Weapon Skill, Offence

Killing Strike may be used with Ranged attacks if the Corsair has taken a Movement Action using their Warp Jump Generator before making the Ranged attack.

### Web of Deceit

When a Spider disappears from sight, it would take an unnaturally deductive mind to find where they may appear next.

**Tier:** 1

**Prerequisites:** Navigate (Warp) +20

**Aptitudes:** Fellowship, Defence

At the start of their turn, if the Corsair is equipped with a Warp Jump Generator, the Corsair may choose to disappear from the battlefield. At the start of their next turn, the Corsair reappears anywhere within their Charge rate.

## ANH RATHE ELITE ADVANCES

*"SURE, WE ARE ALL EQUALS HERE, EVERYBODY'S VOICE HAS WORTH... ITS JUST THAT SOME VOICES RING LOUDER THAN OTHERS."*

-Felarch Pelen-eira of the Void Dragon Coterie

To be the elite of the Anhrathe is to show greater dedication to both the Outcast philosophy, a fleet's Prince, or both. Most Corsairs only take on a relatively short sojourn as a reaver of the void, experiencing the galaxy beyond their Origin, before returning with grand stories of adventure. Those that stay longer, enthralled by the freedom and camaraderie of like-minded thrill-seekers, find their loyalty greatly rewarded.

Felarchs are the first to be thought of as the elite of Corsair society. They are the trusted few, those who can be expected to lead with charismatic wit and sharp minds. The Prince of the fleet will hold their logic and opinions with greater weight, just as they might with their most reliable navigators, the Void Dreamers, or the reports of their Pathfinders and Fate Dealers. To keep a grip on such a role is tenuous, every action judged from above by the fleet's inner circle, by their fellow Felarchs, and by their own followers, every misstep risking their position of renown to be lost.

As diverse as the Anhrathe are, the elite advances of other Aeldari may well fit within the Anhrathe philosophy. The Asuryani value the structure and debate intrinsic to living in a Coterie, the Drukhari are already meritocratic in the most bloody way imaginable, and the Rillietann tell the tales of the greatest of Corsairs from even before the Fall. Any could eventually claim the right to call themselves a true agent of the fleet, the mantle of Anhrathe sitting comfortably on their shoulders, and few feel the need to shrug it off once they find it to their liking.

Taking an Anhrathe elite advance requires less narrative justification than any other. The Corsair is free to develop themselves in any way they see fit and can take their desired title so long as their Coterie sees them worthy of the title. Any ranger might call themselves a Fate Dealer yet to truly be one would mean not having to call themselves the title at all: their fellow Anhrathe would know their skill and proclaim their prowess accordingly.

## AGENT OF THE PRINCE

All corsair bands operate with the understanding that most of their number will inevitably settle back into the life of the craftworlds or Commorragh. The few that truly dedicate their existence to pathless wandering, then, are often highly valued by the fleet's ruling caste.

Few decline the position of Agent, as to do so marks them as a member of the Princess' own personal Coterie. They are tasked to keep a watchful eye for signs of upstarts, would-be Princes who would take control of the Whitedown Gryphons for themselves, and more base treachery.

### AGENT OF THE PRINCE SPECIAL RULES

The Agent of the Prince elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Completed Path:** Any Anhrathe
- **Talents:** Contact Network, Peer (Prince's Court 2)
- **Skills:** Stealth +10
- **Other:** Must have successfully completed a significant mission on behalf of the Prince's Court.

#### EQUIPMENT

Best Craftsmanship Strummer  
Best Craftsmanship Mono Knife

#### INSTANT CHANGES

- **Known Agent:** +10 Renown
- **Knowledge is Power:** The Corsair gains a +10 bonus to Charm, Interrogation, and Inquiry tests to gather information.
- **Guard It Well:** The Corsair gains a +20 bonus to Deception or Willpower tests to resist interrogation or to hide their knowledge of a secret.

## FATE DEALER

If there is one form of Eldar that an outsider is likely to meet on non-hostile terms, it is the ranger. These outcasts tend to be aloof and distant, matching with their preferred style of murder: quiet and at a distance. While they would proclaim themselves the masters of death from afar, there are many who would fight for the title of greatest sniper in the galaxy.

In the ranks of the Anhrathe, to be a Fate Dealer is to be recognised for their killing potential. Assassins and infiltrators, the Fate Dealers are mostly made up of the Eshairr, the homeless exiles of the Craftworlds, but one step from total disconnection from their species. Whether this makes them more personable than the rest of their kin is open to interpretation.

### FATE DEALER SPECIAL RULES

The Fate Dealer elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Talents:** Deathdealer (Ranged), Marksman
- **Skills:** Awareness +10
- **Other:** Must have successfully completed a mission after killing an enemy with a Called Shot from Extreme range.

#### EQUIPMENT

Omni-Scope

#### INSTANT CHANGES

- **Company of Killers:** Before a Mission, the Corsair may take the Bounty Hunt Service once for free.
- **Ghost:** The Corsairs increases the Degrees of Success on all successful Stealth tests by 2.
- **Opportunist's Evasion:** Whenever the Corsair succeeds on an Evasion to avoid an attack made by an enemy within 30 metres, their allies gain a +20 bonus to Weapon Skill and Ballistic Skill tests made against that foe until the beginning of the Corsair's next Turn.

## FELARCH

Directly below the ranks of a Corsair's fleet nobility stand the Felarchs, individuals with centuries of experience in the art of plunder and reaving. Commanding the individual warbands of a coterie, the Felarchs lead their fellow corsairs to battle, given the hard task of maintaining cohesion of a group of wild and reckless pirates.

The Whitedown Gryphons are ultimately led by the Princess' Court of Feathers, but few decisions in matters of war or fleet action can be made without the blessing of the Fellowship of Felarchs. Though internally divided into smaller political blocks, all members must ultimately follow the dictates of the Fellowship, this curtail of freedom the price for having a vote in the fleet's running.

### FELARCH TALENTS

The following talents are available only to characters with the Felarch elite advance, and are purchased in the same manner as other talents

#### Blistering Evasion

To remain in command of their Coterie, a Felarch must prove themselves just as capable to lead raids as they are to plan for them, and one cannot lead while they lie dead in the ground.

Tier: 3

**Prerequisites:** Perception 50, Step Aside

**Aptitudes:** Perception, Defence

Whenever the Corsair succeeds on an Evasion test, they impose a -10 penalty to all attacks against them until the start of this round. This penalty increases by 10 for every successful Evasion test they make.

#### "Confound Them!"

Just as a Warlock might guide their guardians to defend their lives through confusing tactics, Felarchs keep their Coterie alive through arcane stratagems and attacks, feeding the desire for wild experience with wild violence.

Tier: 2

**Prerequisites:** Marksman

**Aptitudes:** Ballistic Skill, Leadership

As a Full Action, the Corsair may command their Coterie to confuse their enemies with their attacks. Until the start of the Corsair's next turn, whenever the Corsair's Coterie succeeds on a Called Shot attack or Feint action, their target must succeed on a Perception (-10) test, or be Stunned until the end of their next round.

## FELARCH SPECIAL RULES

The Felarch elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Any Anhrathe
- **Renown:** 50
- **Talents:** Heroic Inspiration
- **Skills:** Charm +20 *or* Command +20
- **Other:** Must have completed a significant mission on behalf of the Fellowship of Felarchs, and must be voted into the position of Felarch by the other players.

### EQUIPMENT

Best Craftsmanship Corsair Reaver Breastplate

### INSTANT CHANGES

- **Almost Nobility:** +10 Renown
- **Enter the Fellowship:** The Corsairs gains Peer (Fellowship of Felarchs +1).
- **Coordinated Raiders:** The Corsair and any friendly character within 5 x Fellowship Bonus meters of the Corsair who are under the Corsair's command may make a free Half Move at the start of the Corsair's turn.
- **Warband Leader:** The Corsair increases their Coterie Maximum by 1.

### UNLOCKED ADVANCES

A Felarch character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

## Hoard of Spoils

Treasure and loot is shared according to the consensus of the Coterie, most Coterie agreeing that the Felarch gains a greater share of the spoils. The propensity for Anhrathe squad leaders being garbed in flamboyant outfits, even while raiding, is equally due to their prestige and greater material wealth.

Tier: 1

**Aptitudes:** Social, General

The Corsair and all characters under their command gain a +10 bonus to all Acquisition tests.

## "Make Them Scatter!"

When facing larger numbers, as they often are, the Aeldari must strike to thin this advantage as quickly as possible. In such cases, Felarchs direct the fire of their Coterie with cutting remarks to better even the odds.

Tier: 2

**Prerequisites:** Eye of Vengeance *or* Whirlwind of Death

**Aptitudes:** Fellowship, Leadership

As a Half Action, the Corsair may target a Horde or Squad and make a Command (-20) test. On a success, the all friendly characters grant their weapons the Devastating (X) trait against the target, where X is equal to the Command test's Degrees of Success.

## One Step Ahead

As a Felarch takes the lead, they know that ensuring the right Eldar in the right place makes all the difference in a conflict, and often choose that fated soul acts exactly as they intend them to.

Tier: 2

**Prerequisites:** Agility 50, Halo of Command

**Aptitudes:** Agility, Leadership

Whenever the Corsair spends a Fate Point to count as rolling 10 for Initiative, they may choose a friendly character under their command to act with them, placing them directly before or after the Corsair's place in the Initiative Order.

## Pirate Lord

The most storied of the Felarchs gain such influence that they may well join their Prince's direct court, favoured and closely watched as one that could claim the power from those that already dominate the fleet.

Tier: 3

**Prerequisites:** Renown 70

**Aptitudes:** Fellowship, Social

In addition to the normal uses of Fate Points, the Corsair may spend a Fate Point whenever they make an Interaction test to succeed with Degrees of Success equal to their Fellowship Bonus.

## "Ravage Them!"

When given the opportunity to prove their combat prowess, those hotblooded Anhrathe let loose with the wild-eyed recklessness they are renowned for, and the most adept of Felarchs know how to stoke those desires.

Tier: 3

**Prerequisites:** Preternatural Speed

**Aptitudes:** Weapon Skill, Leadership

As a Half Action, the Corsair may make a Command (+0) test. On a success, all friendly characters within 5 x Fellowship bonus of the Corsair gain the Brutal Charge (X) trait and gain a +20 bonus to Melee attacks until the end of the Corsair's next round, where X is equal to the Degrees of Success on the Command test.

## Voidscarred

Having seen so much of the Great Wheel, its wonders, its horrors, there is little that can truly move those experienced Felarchs, and even less that can make their voidscarred souls quake.

Tier: 1

**Prerequisites:** Jaded

**Aptitudes:** Willpower, Social

The Corsair is immune to the Fear trait, and grants all friendly characters within 5 x Fellowship Bonus meters +10 to all Willpower tests to avoid Fear and Pinning.

## VOID DREAMER

Perhaps the closest an Anhrathe psyker may come to the powers of a farseer without walking the Path of the Seer, Void Dreamers look to the near future to guide the ships of the fleet. Though Way Seekers typically direct vessels through the Webway, Void Dreamers specialise in navigating through the fractured sections where the Warp leaks in- or more dangerously, through the open warp itself. This prowess draws great respect, and there are few captains that do not desire a Dreamer in their coterie.

Initiation into the Court of Dreamers is rare and random, the invitation always unexpected but rarely turned down. As the Court divines the near future, they may spy a particularly radiant or tenebrous soul, swiftly sending an emissary to even the most wayward vessels with a summoning to the nearest Radiant Spear or Voidhunter temple. The training is brief, breaking and re-forging the mind of the fledgling soul with visions of the Warp in order for them to glimpse into the infinite and find the truth.

### VOID DREAMER SPECIAL RULES

The Void Dreamer elite advance has the following rules:

#### EXPERIENCE COST

750 xp

#### PREREQUISITES

- **Completed Path:** Way Seeker
- **Renown:** 60
- **Talents:** Flash of Insight
- **Skills:** Navigate (Webway) +10

#### EQUIPMENT

Good Craftsmanship Rune Armour  
Void Sabre *or* Best Craftsmanship Witchblade

#### INSTANT CHANGES

- **Guiding Hand:** +5 Renown
- **Radiant Dreams:** The Corsair may take psychic powers from the Dreaming discipline.
- **Crux of Fate:** Whenever the Corsair or a friendly character within 10 x Willpower Bonus meters of the Corsairs spends a Fate Point to re-roll a test, they re-roll twice and may choose the result.
- **Visions of Sha'eil:** The Corsair reduces all Insanity gained by 3 (to a minimum of 0), but immediately gains 3d10 Insanity.

## ASURYANI ELITE ADVANCES

*"EVER TRIED TO GET FRIENDLY WITH A CRAFTWORLDER? WAS BRIEFLY IN A FLING WITH A STORM GUARDIAN MYSELF. WISH IT COULD HAVE ENDED BETTER BUT HE TURNED OUT JUST LIKE THE REST. SO QUICK TO JUDGEMENT, SO BOUND TO DUTY..."*

-Cloud Dancer Niavm, oversharing in a freeport canteen

A way from the comfort of their Craftworlds, Asuryani are forced to contend with a universe that will quickly see them stumble from the rigid order of their Paths. Their homes are filled with those that, while walking other Paths, follow the same social contract, acting within expected bounds. Few will even choose to leave the comfort of their arcologies, content with bettering themselves around their kin. The elite of their civilisation, those lost on their Paths or they who have gathered the wisdom of many Paths, are looked upon with the greatest esteem, the words heard above all others.

Asuryani elite advances are dedicated to the defence of their species. Autarchs, Exarchs, and Warlocks set their tactical and strategic experience to protect as well as slaughter. Farseers turn their eyes to the many twisting strands of fate, finding the safest route to survival. Even the honoured dead are resurrected, the Ghost Warriors risking their eternal lives as they walk again.

To leave their Craftworlds and travel with a Corsair fleet, the elite of the Asuryani would require either circumstances to be most dire or for the seers to be seeking to see a particular destiny fulfilled through some convoluted end. Such can be seen in two known tragedies: the Whitedown Gryphons are known to host the remnants of Craftworld Deonach after its destruction while Craftworld Ul-Khari's crash upon the world of Troilus sees them dependent on the Greensteel Warriors Coterie for aid.

## AUTARCH

Respected and feared in equal measure by the Aeldari. Those that walk the Path of the Leader are trusted to lead fellow Asuryani into battle thanks to their past experience in the Aspect Temples. The position of Autarchy is regarded as the one easiest to be lost within, however, and those that take it must expect great scrutiny from every Exarch and member of the Seer Council upon their Craftworld.

The remnants of Craftworld Deonach have only risen a soul to the rank of Autarch twice since the Shattering: during the Assault of Cascadia IV, and the Ysbrydion War. The role has since been left vacant within the fleet, a vacancy many hope will remain empty for as long as fate will allow.

### AUTARCH SPECIAL RULES

The Autarch elite advance has the following rules:

#### EXPERIENCE COST

1000 xp

#### PREREQUISITES

- **Origin:** Asuryani
- **Renown:** 80
- **Talents:** Mastery (Scholastic Lore (Tactics))
- **Other:** Have at least two Aspect Warrior Elite Advances.

#### INSTANT CHANGES

- **Path of Command:** While within 2 x Fellowship Bonus meters of the Corsair, all friendly Asuryani or Anhrathe characters are treated as being Inspired by the Corsair.
- **Superlative Strategist:** The Corsair gains the benefit of all their War Mask features at all times.
- **Destiny's Chosen:** Gain +1 Fate Threshold.
- **Autarch's Duties:** The Corsair must spend at least half of their Downtime actions (to a minimum of one) on the Chains of Duty action.

## EXARCH

When an aspect warrior has become too comfortable and addicted to wearing a War Mask of Khaine, they risk becoming lost upon on the Path of the Warrior. To outsiders, this is a horrid and awe inspiring existence, these warriors becoming masters of warfare but completely detaching themselves from the Paths of constant development. These are hunters in pursuit of themselves, doomed to an existence of constant bloodshed and wrath.

As the Temples of the fleet are spread between the vessels of the fleet, it is not uncommon for there to only be one Exarch per vessel, near-always taking a position of respect in the captain's command cadre. To the Anhrathe, Exarchs represent the complete opposite of their ideal existence, bound to a singular duty, but none can deny their prowess and thus are treated as dangerous tools to put to direct use.

### EXARCH EQUIPMENT

All Exarchs gain particularly impressive equipment from their Aspect Shrine. All equipment gained from the Exarch Elite Advance is Best Craftsmanship unless they already have the Artifact trait.

#### Crimson Hunter

Bright Lance *or* Pulse Laser *or* Starcannon

#### Dark Reaper

Reaper Launcher *or* Eldar Missile Launcher *or* Tempest Cannon *or* Shuriken Cannon

#### Dire Avenger

Avenger Shuriken Cannon *or* Shuriken Pistol & Power Glaive *or* Shuriken Pistol & Diresword  
Shimmerfield

#### Fire Dragon

Dragon Axe & Fusion Pistol *or* Dragon Breath Flamer *or* Fusion Gun *or* Fire Pike

#### Howling Banshee

Banshee Blade *or* Executioner *or* Triskele *or* Mirrorswords

#### Shadow Spectre

Prism Blaster *or* Prism Rifle  
Haywire Launcher

#### Shining Spear

Laser Lance *or* Star Lance *or* Paragon Sabre  
Khaine's Lance

#### Star Mantid

Tarsus Pistols *or* Newy'n Grav-Blaster

## EXARCH SPECIAL RULES

The Exarch elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Renown:** 50
- **Talents:** Lost on the Path
- **Other:** Must have an Aspect Warrior Elite Advance, the Vessel must have the Aspect Temple ([Your Aspect]) Ship Component *or* have a suit of [Your Aspect] Aspect Armour with the Exarch Upgrade.

### EQUIPMENT

Any Best Craftsmanship Aspect Armour  
Exarch Upgrade  
Special, see Exarch Equipment

### INSTANT CHANGES

- **High Priest of Khaine:** +10 Renown
- **Guide on the Path:** The Corsair gains a Veteran Squad Coterie with the Highly Trained ([Aspect Warrior]) trait.
- **Storied Weapons:** The Corsair chooses one weapon they gained from the Exarch elite advance and roll 1d10. That weapon gains the Artifact trait if it did not already have it and gains the result of the 1d10 on the Asuryani Artwork table (see page XX).
- **Lost to the Path:** The Corsair may no longer take Steps down other Paths during Downtime and must spend at least half of their Downtime actions (to a minimum of one) on the Chains of Duty action.
- **Guide upon the Path:** The Corsair increases their Coterie Maximum by 1

#### Striking Scorpion

Scorpion Chainsword *or* Chainsabres *or* Scorpion's Claw *or* Biting Blade

#### Swooping Hawk

Aeldari Power Sword *or* Lasblaster *or* Sun Rifle *or* Hawk's Talon

#### Warp Spider

Death Spinner *or* Spinneret Rifle  
Aeldari Powerblade with Paired Upgrade

## FARSEER

The greatest of psykers of the Aeldari - and thus, in their perspective, the universe - the Farseers are those lost upon the Path of the Seer, looked upon for guidance of their people. With each casting of the runes, Farseers seek to find the optimal path for their people to follow, their divinations accurate in the short term but growing hazy the further they scry.

Greatest of the remaining seers of Craftworld Deonach, Farseer Leyshan rarely leaves the fleet's core, keeping the ear of both the Seer Remnant and the Princess' Court. Known for being the lone diviner to speak out against the craftworld's course before the shattering, his word exalted all the more as the last of the Farseers. His talents are now extended to those walking the path of the Outcast, his patronage granted to Way Seekers of portentous fates.

## FARSEER SPECIAL RULES

The Farseer elite advance has the following rules:

### EXPERIENCE COST

1000 xp

### PREREQUISITES

- **Completed Path:** Seer
- **Origin:** Asuryani
- **Renown:** 80
- **Talents:** Mastery (Psyniscience), Psy Rating (5)
- **Other:** Must have at least five psychic powers from the Divination discipline.

### EQUIPMENT

Best Craftsmanship Rune Armour  
Best Craftsmanship Witch Blade *or* Singing Spear

### INSTANT CHANGES

- **Fate's Guide:** The Corsair may take psychic powers from the Runes of Fate discipline and gains the Fortune psychic power.
- **The Strands of Fate:** When making a Focus Power test at a Psychic Strength lower effective Psy Rating than their base, the Corsair gains a number of re-rolls equal to the amount of Psy Rating reduced on any test caused by the power, including tests made by other characters effected by the power.
- **Crux of Fate:** Gain +1 Fate Threshold and +1 Psy Rating.
- **Lost to the Path:** The Corsair may no longer take Steps down other Paths during Downtime and must spend at least half of their Downtime actions (to a minimum of one) on the Chains of Duty action.

## GHOST WARRIOR

In times of great need and desperation, the souls of fallen Eldar may be plucked from their rest within a craftworld's Infinity Circuit or exodite World Shine and placed within a wraith construct, a ghost warrior. This process is viewed with horror by the Aeldari, akin to foul necromancy, the process risking the soul to final consumption by She Who Thirsts. Near always, it is an option of last report.

The waystones worn by the Anhrathe rarely stay within the fleet, instead returned to their home to be given their rest. The Whitedown Gryphons, though, give the horrific option of joining the Court of the Ysbrydion, their own force of wraith constructs, to their honoured fallen. Few choose this fate. The Bloodless King demands much of his subjects but a coterie could do worse than have a wraith for an ally.

### GHOST WARRIOR SPECIAL RULES

The Ghost Warrior elite advance has the following rules:

#### EXPERIENCE COST

1000 xp

#### PREREQUISITES

- **Origin:** Asuryani *or* Any with Renown 50
- **Renown:** 30
- **Other:** Must have their soul recovered in a Spirit Stone after dying a notable death and have the Spirit Stone brought back to the fleet.

#### EQUIPMENT

Good Craftsmanship Wraithdrone *or* Wraithblade *or* Wraithguard

#### INSTANT CHANGES

- **Wraith:** The Corsair sets their Strength to 0 and their Toughness becomes equal to their Willpower. The character cannot interact with the world without being embedded into a Battlesuit with the Wraith trait or Vehicle with the Wraith Upgrade. The Corsair can only communicate through telepathy to creatures with the Psyker trait when not embedded in the Battlesuit.
- **Wraithsight:** The Corsair gains the Psyniscience skill if they did not already have it. Additionally, if the Corsair has no friendly character with the Psyker trait in the same mission as them, the Corsair is treated as being in total darkness and cannot benefit from Dark Sight.
- **Deathly Armaments:** The Corsair halves (rounded up) the Personal Upkeep of all Battlesuits and Battlesuit Upgrades. However, the Corsair must spend one of their Downtime actions on the Chains of Duty action during Downtime.

## STORM GUARDIAN

Whenever a craftworld goes to war, many members of the citizenry take up arms as a militia force of Guardians. As many Asuryani will have spent time training in an Aspect Temple, those not currently walking the Path of the Warrior take on the mantle of Storm Guardians, using their greater level of training to act as shock troops when other aspect warriors are unavailable.

In a rare display of highly militarised citizenry, the remnants of Craftworld Deonach hold more Storm Guardians than typical Guardians. With their Craftworld fragmented, and the tragedy still in living memory, the surviving Aspect Shrines found a flood of very willing recruits, and veterancy levels are high. The Seer Remnant have organised these warriors into formations of Storm Cadres, placing a single Aspect Warrior in command of the Cadre and the freedom to travel and act to defend and empower the remaining Asuryani.

### STORM GUARDIAN SPECIAL RULES

The Storm Guardian elite advance has the following rules:

#### EXPERIENCE COST

750 xp

#### PREREQUISITES

- **Completed Path:** Warrior
- **Talents:** Hard Target
- **Other:** Must have an Aspect Warrior Elite Advance

#### EQUIPMENT

Best Craftsmanship Guardian Armour  
Best Craftsmanship Aeldari Flamer *or* Fusion Gun  
Best Craftsmanship Chainsword *or* Good Craftsmanship Aeldari Power Sword

#### INSTANT CHANGES

- **Martial Citizen:** +5 Renown
- **Secure and Defend:** While not benefiting from a War Mask trait, the Corsair gains an additional +X bonus to AP gained from cover, where X is the Corsair's Weapon Skill Bonus.
- **Stormblades:** At the start of combat while not benefiting from a War Mask trait, the Corsair may choose a Blast (X) area within line of sight, where X is the Corsair's Weapon Skill Bonus. While within the Blast area, the Corsair gains a +20 bonus to Weapon Skill tests.

## WARLOCK

Having walked both the Path of the Seer and Path of the Warrior, Warlocks represent the dual nature of the Asuryani. Unlike other seers, Warlocks are wholly dedicated to destructive psychic abilities, melding their training from the aspect temples with the focus required of a seer to great effect. This leaves them in a state of two minds, able to control the violent impulses of the war mask with the wisdom of the seer.

When Craftworld Deonach shattered, the Warlocks of the craftworld were at the forefront of the reorganising effort, and make up the majority of the Seer Remnant. Though initially averse to their integration into the Whitedown Gryphons, they ultimately submitted to Farseer Leyshan, who loudly proclaimed that the fleet was their ultimate hope. Now, decentralised, the Seer Remnant spread throughout the fleet, granting their guidance and destructive power to any ship that has the foresight to accept them.

### WARLOCK SPECIAL RULES

The Warlock elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Completed Path:** Seer & Warrior
- **Renown:** 50
- **Talents:** Concordance of Power

#### EQUIPMENT

Good Craftsmanship Rune Armour  
Best Craftsmanship Witch Blade *or* Singing Spear

#### INSTANT CHANGES

- **Aspected Seer:** +10 Renown
- **Mind and Matter:** The Corsair may benefit from a War Mask trait without wearing their Aspect Temple's equipment. In addition, they may take psychic powers from the Runes of Battle discipline and gain the Destructor psychic power.
- **Wrathful Smite:** When manifesting a psychic power with the Attack subtype, the Corsair treats their Psy Rating as being 3 higher for the purposes of determining the power's range.
- **Guide of Guardians:** The Corsair increases their Coterie Maximum by 1

## DRUKHARI ELITE ADVANCES

*"YOU HAD SO MANY PATHS TO POWER YET YOU CHOSE TO TRY AND TAKE MINE FROM ME. YOU HAVE NEVER MADE ME FEEL MORE PROUD."*

-Dracon El'yari, seconds before being usurped by Dracon Yerast

**D**rukhari social mobility is fuelled by murder. This is by design, crafted by the Tyrant Vect when he wrenched control away from the ancient noble houses that ruled Commorragh and instituted the social order the Dark Kin live within to the contemporary era. Those who hold power and the ones that can take it, for those who could not keep their power from being taken away from them never deserved it. Any who claim dominion over another in the Drukhari have earned their titles and holdings through guile and bloodshed, a fact only fools would overlook.

The irony of this is in that, no matter what, the Drukhari are always kept in bondage to those above them. They exist in a great pyramid, each level chaining all souls together, the final link held in Vect's hand. To gain power is merely to be closer to their truest master, the smartest of them finding the role that they can hold onto with the greatest surety. Finding a niche allows for consolidation of power and resources, accumulating the experience to excel, striking down attempts from below to rise, and eventually striking up themselves when they outgrow their position. To do otherwise is to die.

Alternatively, they may make their attempt to escape the bindings in the great chain of suffering by leaving the Dark City. For those on the lower rungs, the reasons are clear as to why, with the weight of all those above them crushing down, but for one of the elite to leave it often includes tales of failing to secure a higher position in the pyramid. The skills earned by those with Drukhari elite advances fit well within Anhrathe society, able to become reavers or the bloodiest sort. They may struggle with the enforced ideals of whatever Prince they find themselves beneath or may flourish as they find they have subordinates who are far, far less likely to try and kill them for their position.

## ACOTHYST

Though all Wracks are ultimately subservient to their Haemonculi, some rise above their untrustworthy comrades to the rank of Acothyst. These debased creatures act as the first amongst equals, favoured by their Great One and jealously conspired against by their peers.

The Shaderavens, rarely leave their shadowy pocket dimension, directing their chosen few as their heralds to the rest of the Whitedown Gryphon fleet. Barely trusted but greatly valued, the Acothysts of the fleet operate with the understanding they serve two masters, the Princess and the Haemonculi, and only those that learn to walk in both worlds truly excel.

### ACOTHYST TALENTS

The following talents are available only to characters with the Acothyst elite advance, and are purchased in the same manner as other talents:

#### Brutal Vivisection

The true art of the haemonculi is not in seeing their work done swiftly or with greatest efficiency, though those are high virtues. The greatest of the fleshcrafters know that true excellence is in the perfect application of suffering in their work.

Tier: 1

**Prerequisites:** Power Through Pain, Field Vivisection (Any)

**Aptitudes:** Perception, Offence

Whenever the Corsair successful attacks with a Called Shot or while using Field Vivisection, they increase the Damage and Pen of the attack by X, where X is half of their Perception Bonus (rounded up).

#### Chosen of the Coven

Acothysts that prove themselves to not only their master but also the rest of their Coven are rare but exalted, seen as the most likely to ascend into a true haemonculus. While useful, their competency may draw the wrath of their master or those that would take their position from them.

Tier: 3

**Prerequisites:** Peer ([Haemonculi Coven] 3)

**Aptitudes:** Toughness, Social

Whenever the Corsair spends a Fate Point to remove damage, they may instead remove damage equal to their Toughness Bonus. In addition, the Corsair may spend 10 minutes in meditation and make a Toughness test. On a success, they regrow any lost limbs, including Fleshcrafts.

## ACOTHYST SPECIAL RULES

The Acothyst elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Wrack
- **Renown:** 40
- **Talents:** Superior Surgeon
- **Skills:** Trade (Chymist) +10

### EQUIPMENT

Any Extremely Rare Fleshcraft cybernetic  
Any one Exotic Weapon with Drukhari trait

### INSTANT CHANGES

- **Dark Majesty:** +5 Renown
- **Bound to the Coven:** Gain the Soul Bound trait, bound to one particular Haemonculus.
- **Enhanced Physiology:** The Corsair gains +2 to one of the following: Unnatural Strength, Unnatural Toughness, Unnatural Agility, or Unnatural Perception.
- **First Amongst Equals:** The Corsair increases their Coterie Maximum by 1.

### UNLOCKED ADVANCES

An Acothyst character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

#### Fleshcraft Savant

Though much of a wrack's duties are the collection, preparation, and tormenting of their master's stock, Acothysts have picked up enough secrets of fleshcrafting to work on their haemonculus' behalf, serving to create instead of just alter or destroy.

Tier: 1

**Aptitudes:** Intelligence, Tech

The Corsair's Coterie NPCs gain two Fleshcraft cybernetics each. In addition, the Corsair reduces the number of Extended Test Successes they require for Crafting tests for Fleshcrafts by their Intelligence Bonus (to a minimum of 1).

#### Haemoxyte

Wracks bloodily compete to earn the right to be elevated into a Haemoxyte, the pinnacle of their haemonculus' genius, with the Acothysts being prime candidates for the work. To make art is to suffer, say their masters, and to be art is to suffer forever.

Tier: 3

**Prerequisites:** Renown 60

**Aptitudes:** Toughness, Defence

The Corsairs gains the Undying trait, and ignores any attack damage dealt against them (after reduction) if that damage would be 3 or less.

#### Insensible to Pain

Before one can truly inflict ultimate agony, they must have ultimate agony inflicted unto themselves, or so the Covens claim.

Tier: 2

**Prerequisites:** Hardy, True Grit

**Aptitudes:** Toughness, General

The Corsair is never considered Lightly or Heavily Damaged for the purposes of healing. Additionally, the Corsair reduces any Critical Damage taken by an additional 3 points.

#### Tools of Torment

The skills required to wield scalpel and suture do not wholly translate to the killing arts, yet the Acothyst is called to use all the tools of their masters.

Tier: 1

**Prerequisites:** Weapon Skill 45

**Aptitudes:** Weapon Skill, Offence

The Corsair is considered to have all relevant Weapon Training for the following weapons: Amputator, Agoniser, Electrocorrosive Whip, Flesh Gauntlet, Mindphase Gauntlet, Scissorhand, Venom Blade.

#### Tormentor's Inspiration

Lab work can only tell an aspiring haemonculus so much. Eventually they must learn by putting their theories into practice, finding manic revelation in the throes of conflict.

Tier: 2

**Prerequisites:** Brutal Vivisection, Precision Killer (Any)

**Aptitudes:** Intelligence, Knowledge

Whenever the Corsair kills an enemy with a Called Shot or using Field Vivisection, they gain an additional Pain token. In addition, whenever the Corsair gains a Fate Point through Power From Pain, they gain Unnatural Intelligence (+1) until the end of the mission.

#### Weapons of Torture

Graduating beyond the use of scalpel and injector, Acothysts may be blessed with the more arcane weapons of their craft, such that they may practice medicine from a distance.

Tier: 2

**Prerequisites:** Ballistic Skill 45

**Aptitudes:** Ballistic Skill, Offence

The Corsair is considered to have Exotic Weapons Training for the following weapons: Hexrifle, Liquifier Gun, Ossefactor, Stinger Pistol.

## ARCHON

Ruling above the Dark Kin, the Archons are those elevated to leadership through the darwinistic dictates of the Tyrant Vect: only the strong can be allowed to lead and those that fail to keep an iron grip on power do not deserve it. Rarely coming from anything but Trueborn stock, though often slain by those with more artificial birth, Archons maintain control of their Kabals through keen cunning, loyalty bought through any means, and the fear of what one with untold riches might be able to inflict on those that fail them.

No Archon would think to swear vassalage to another — apart from the Lord of Commorrhagh to whom disloyalty leads to a life cut short — though the benefit of contacts in the Anhrathe are evident to Drukhari scheming. The Whitedown Gryphons maintain similar ties to the Kabal of Ruby Fangs, whose Blood-Archon, banished from the Dark City and hunted by the Tyrant's forces, has taken on a role of a particularly powerful Felarch in the Princess' Coterie, though any suggestion of subservience is usually met with slow and excruciating exsanguination.

### ARCHON SPECIAL RULES

The Archon elite advance has the following rules:

#### EXPERIENCE COST

1000 xp

#### PREREQUISITES

- **Origin:** Drukhari
- **Renown:** 80 *or* 60 if Trueborn
- **Talents:** Contact Network, Dark Mirth
- **Skills:** Command +20, Deceive +20
- **Other:** Must have killed another Archon and claimed control of their Kabal or have their maximum number of Coterie NPCs.

#### EQUIPMENT

Any Drukhari Weapon

#### INSTANT CHANGES

- **Overlord:** While within 2 x Fellowship Bonus meters of the Corsair, all friendly Drukhari or Anhrathe characters are treated as being Inspired by the Corsair.
- **Labyrinthine Cunning:** Whenever the Corsair must make an Interaction test, they may spend a Fate point to automatically succeed with a number of Degrees of Success equal to their Intelligence bonus. In addition, the Corsair is never considered Surprised.
- **Towering Arrogance:** The Corsair may use their Fellowship Bonus instead of their Toughness Bonus when determining damage reduction.
- **Tyrannical Control:** The Corsair increases their Coterie Maximum by 1, and increase the Characteristics of all of their Coterie NPCs by 5.

## HAEMONCULUS

The Dark Kin could not exist in their current state without the terrifying Covens of the Haemonculi, with the butcher-surgeons even claiming there would be no Drukhari at all without them. In the depths, whispers talk of how the masters of life and death were the old high nobility of the Eldar Dominion, their empire's downfall orchestrated by the vile whims and fixations of their lords, though the truth of such things could never be confirmed. Instead, they serve the Archons not out of necessity but out of convenience, with those in power simply letting them work in their twisted version of peace.

Just as their fellow artists of pain grant their services to Archons, so to do the Shaderavens Coven sell their works to the most reckless of Anhrathe. Dedicated wholly to the study of darkness and its weaving into more substantial flesh, these illusion-weavers make use of the Whitedown Gryphons vessels to travel the Great Wheel in search of worlds victimised by Mandrake scourings and other esoteric shadow-weavings. What they could be doing this for is unclear and unsaid but their services are greatly sought after and so their presence is grimly accepted.

### HAEMONCULUS SPECIAL RULES

The Haemonculus elite advance has the following rules:

#### EXPERIENCE COST

1000 xp

#### PREREQUISITES

- **Completed Path:** Wrack
- **Origin:** Drukhari
- **Talents:** Architect of Pain, Mastery (Medicae)
- **Other:** Must have crafted a Haemonculus Total Conversion and have at least four Fleshcraft cybernetics.

#### INSTANT CHANGES

- **Connoisseurs of Pain:** The Corsair increases their Fate Threshold to 2, even with Power Through Pain, and whenever they would gain a Fate Point with Power Through Pain they instead refresh to 2 instead.
- **Postmortality:** Unless killed with a psychic power or a weapon with the Sanctified or Tainted trait, the Corsair never remains dead, instead resurrecting with 2 Fate Threshold at the end of the Mission and reducing their influence by 2d5.
- **Unholy Specialist:** The Corsair may choose one result from the Drukhari Experiment table. Whenever the Corsair crafts a Best Craftsmanship item, they may give it the associated Artifact trait. The Corsair treats the Personal Upkeep of all Fleshcrafts as 0.
- **Divine Megalomaniac:** The Corsair reduces all damage dealt to them by 1 for every 20 Insanity they have. In addition, they never suffer from Mental Trauma, Mental Disorders, and are never Terminally Insane.

## HEKATRIX

Hekatarii cults exist in a constant state of paradoxical self-cleansing. Loyalty to the cult is paramount but the slaughter of their own members to gain power in the ranks is perpetual. To become a Hekatrix a wych is required to have more than just great physical reflexes, it requires the social reflexes to understand which of their fellow cultists are going to strike against them first.

The Suen'shan are the largest collection of celebrities of the fleet's many arenas, and the Hekatrices position themselves as the established, bloodstained royalty of the killing fields. They handle their stable of professional murderers, organising fights, and plan the rising ascents or crushing falls of their favoured wyches. Talk to any frequent attender of bloodsports and they will tell you all about the favoured Hekatrix they follow.

### HEKATRIX TALENTS

The following talents are available only to characters with the Hekatrix elite advance, and are purchased in the same manner as other talents:

#### Berserk Fugue

Killing artfully requires a difficult balance between being efficient and being evocative. Wyches must learn how to channel their violent energy without being overtaken by it, channelling their fury so they can set their minds to how they may end life beautifully.

**Tier:** 2

**Prerequisites:** Weapon Skill 50

**Aptitudes:** Weapon Skill, Offence

The Corsair may enter Frenzy as a free action upon rolling initiative, and gain Unnatural Strength (+2) while under the effects of Frenzy.

#### Blood Dancer

The currently most dominant fighter amongst the arenas of the Dark City, her Cult of Strife following her example by painting the sands they fight on in vivid spirals of red. Other Cults follow suit, finding their own ways to adapt and innovate to draw in greater crowds.

**Tier:** 2

**Prerequisites:** Lightning Attack

**Aptitudes:** Weapon Skill, Offence

Whenever the Corsair makes a Lightning Attack, they may sacrifice a hit after the first, forcing the target to make a Toughness (+10) test or suffer from Blood Loss. The Corsair may sacrifice additional hits to give a -10 penalty for every hit sacrificed.

## HEKATRIX SPECIAL RULES

The Hekatrix elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Beastmaster *or* Reaver *or* Wych
- **Renown:** 40
- **Talents:** Battle Rage, Peer ([Wych Cult] 2)
- **Skills:** Command +10, Parry +10
- **Other:** Must defeat a Hekatrix in a public duel.

### EQUIPMENT

Best Craftsmanship Wychsuit  
Phantasm Grenade Launcher *or* Blast Pistol  
Archite Glaive *or* Hydra Gauntlet *or* Razorflails *or* Shardnet and Impailer

### INSTANT CHANGES

- **Gladiatrix:** +5 Renown
- **Arena Dominance:** While fighting before an audience (i.e. a group of non-combatants), the Corsair gains +10 on all attacks and Evasion tests.
- **No New Trap:** The Corsair may make Evasion tests against attacks while unaware, and gain a +20 bonus to tests to overcome or avoid traps.
- **Lead Slayer:** The Corsair increases their Coterie Maximum by 1.

### UNLOCKED ADVANCES

A Hekatrix character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

#### Bloodbride

Second only to the Succubi, the Bloodbrides are the favoured and most skilled member of the Cult, their fights in the arenas highly anticipated and orchestrated to show the killing prowess the Cult can bring to bare.

**Tier:** 3

**Prerequisites:** Weapon Skill 50, Agility 50

**Aptitudes:** Weapon Skill, Social

Once per Downtime when the Corsair takes the Arena Conflict Downtime action, the Corsair may automatically succeed on one of the skill tests with X Degrees of Success, where X is the Corsair's Weapon Skill Bonus.

#### Favour of the Succubi

Once a wych has been marked as a favourite from the Cult's Succubus — or worse, by another Cult's Succubus — they reap great material rewards for so long as they can protect themselves from the predations of those that jealously seek their place.

**Tier:** 3

**Prerequisites:** Peer ([Wych Cult] 3)

**Aptitudes:** Fellowship, Defence

The Corsair gains a +20 bonus to all attacks and Evasion tests against [Wych Cult] characters and on Acquisition tests to gain Drukhari gear.

#### Gory Performance

Blood spills as the wych spins their blade, feeding the warrior as if she were a haemovore, supping upon their life through the treasure of their veins.

**Tier:** 1

**Prerequisites:** Willpower 40, Power Through Pain

**Aptitudes:** Willpower, Finesse

Whenever the Corsair causes a character to suffer from Blood Loss, they gain an additional Pain Token.

#### Hyper-Swift Reflexes

Pouncing away from danger, a wych's greatest defence is their almost supernatural agility, able to step quickly out of reach as their victims try to defend themselves so they may lunge forward again to end them rightly.

**Tier:** 2

**Prerequisites:** Preternatural Speed

**Aptitudes:** Agility, Defence

Whenever the Corsair succeeds on an Evasion test, they may move up to their Half rate, ignoring Engagement.

#### Killing Velocity

While duels make for interesting narrative, the majority of fights in the Dark City are made up of a collection of slaves being put to the blade, many wyches preferring to cut their way through the chaff at breakneck speed to show off their prowess.

**Tier:** 1

**Prerequisites:** Hyper-Swift Reflexes, Lightning Attack

**Aptitudes:** Weapon Skill, Finesse

As a Full Action, the Corsair may make a Weapon Skill (-20) test. For every Degree of Success on the test, they may target a character, move up to their Charge rate, make a Standard attack, and then choose a new target with no character being able to be targeted twice. The Corsair may only move up to a maximum of their Run rate while using this action.

#### Treacherous Bladework

It is inevitable that, as two wyches fight beside one another, they will inevitably turn their blades on one another, either to test their resolve or to deal with a competitor. Having dealt with such irritations for many years, the Hekatrix has become quite adept at the blade thrust with deceit.

**Tier:** 1

**Prerequisites:** Deceive +10

**Aptitudes:** Fellowship, Finesse

The Corsair gains a +10 bonus to attacks against characters they have successfully used the Feint action against on the same turn.

## INCUBUS

Though the dark kin do not have aspect warriors amongst their numbers, the Incubi temples fulfil a similar role in Drukhari society. From within their dark halls, venerating Khaine in their own way, the disciples of the Killing Strike train to become the greatest of warriors, masters of murder, following in the path of the Dark Father and, if some rumours are to be believed, the fallen Phoenix Lord Arhra.

The process of become an Incubus requires the slaying of an Aspect Warrior and the shattering of their soul stone. This grave offence, damning a soul to the Warp, makes the presence of an Incubus temple on an Anhrathe ship a mark of shame to most. A less scrupulous captain, though, will invite their presence in their ranks, striking fell bargains to see their enemies ruthlessly decapitated.

### INCUBUS TALENTS

The following talents are available only to characters with the Incubus elite advance, and are purchased in the same manner as other talents:

#### Archon's Shield

Few other than the Archons are worthy and rich enough to be able to hire the use of the Incubi, yet few Archons would be caught without their armoured bodyguards, trusting in their dark code of honour instilled upon them from their temple.

**Tier:** 2

**Prerequisites:** Bodyguard, Counter Attack

**Aptitudes:** Agility, Offence

Whenever the Corsair uses the Bodyguard talent to protect a character from a melee attack, they do not suffer the -20 penalty to Counter Attacks.

#### Blade's Edge

Having spent decades to centuries practising with their signature klaives, few can wield weapons so large with such finesse, especially in their defence.

**Tier:** 1

**Prerequisites:** Blademaster

**Aptitudes:** Weapon Skill, Defence

The Corsair grants all bladed weapons the Balanced trait, or replaces their Unbalanced or Unwieldy traits with Balanced, and grants a +10 bonus to Parry tests.

#### Burnt in Khaine's Fire

Just as Arhra was reborn in the fires of his conflict with the Asurya, so to do he Incubi draw power in their failure.

**Tier:** 1

**Prerequisites:** Toughness 50, Never Die

**Aptitudes:** Toughness, Defence

Whenever the Corsair burns Fate in order to survive dying, they instead remove all non-Critical damage, are not incapacitated, gain a number of Wounds equal to their Renown Bonus, and gain +20 to all attack and Evasion tests until the end of the encounter.

## INCUBUS SPECIAL RULES

The Incubus elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Renown:** 40
- **Talents:** Dark Mirth
- **Skills:** Parry +10
- **Other:** Must have completed the Aspect Training (Incubus) Downtime action 3 times.

### EQUIPMENT

Incubus Warsuit  
Demiklaive or Klaive or Punisher

### INSTANT CHANGES

- **Professional Murderer:** Renown +10
- **Apolitical Trust:** The Corsair gains the Peer (Drukhari 2) talent, which include all Drukhari characters but does not stack with other Peer talents. Additionally, Drukhari characters suffer a -20 penalty on Scrutiny tests against the Corsair.
- **Lethal Precision:** Whenever the Corsair inflicts Righteous Fury on a target, they roll 1d5+2 instead of 1d5.
- **Aspect Slayer:** The Corsair gains Enemy (Aspect Warriors 2)

### UNLOCKED ADVANCES

A Incubus character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

## Covenant of Blood

Mercenaries of the most loyal sort, the reputation of the Incubi as totally dedicated to their contracts makes them highly desired warriors for any soul who cannot trust those beneath. They are paid well for these traits and their employers would do well to live up to their end of the agreement, or else.

**Tier:** 2

**Prerequisites:** Fellowship 50, Contact Network

**Aptitudes:** Fellowship, Social

Before a mission take for a faction which the Corsair has the Peer talent with, the Corsair gains an additional 5 Acquisition tests for that mission.

## Dark Father's Blessing

When an Incubus finally outmatches the leader of their Shrine, they may take up the challenge to become the Hierarchy, either killing them or dying in turn. In preparation, the Incubi takes up the use of the Demiklaives, readying themselves to slaughter their once-master with their spectral weaponry.

**Tier:** 3

**Prerequisites:** Renown 60

**Aptitudes:** Fellowship, Leadership

The Corsair gains the Exotic Weapon Training (Demiklaives) and is given Best Craftsmanship Demiklaives. This weapon has no Personal Upkeep.

## Mastery of the Killing Strike

All Incubi are murderers, dedicated to the art of the Killing Strike, the perfect murder stroke. The most adept of them make every swing of their klaive the ending of a life, readying for the next soul to be sent screaming to the afterlife.

**Tier:** 1

**Prerequisites:** Killing Strike

**Aptitudes:** Weapon Skill, Finesse

After spending a Fate point to make a Killing Strike, the Corsairs rolls a 1d10. On an 8+, they do not spend the Fate point.

## Murderous Onslaught

Never content with the taking of but one life, the Incubi continues to ravage all those within reach of their klaive, allowing for no escape to those that would think themselves capable of fighting them.

**Tier:** 3

**Prerequisites:** Master of the Killing Strike, Devastating Assault

**Aptitudes:** Weapon Skill, Offence

The Corsair may continue to gain extra Free Action attacks from Devastating Assault after the first one equal to half of their Willpower Bonus (rounded down).

## Tormentor's Majesty

Only fools do not fear the presence of the Incubi, their entire being seemingly empowered by the taking of life. They shrug off wounds that would otherwise cripple or fell another, driven by their overwhelming dedication to the art of murder.

**Tier:** 3

**Prerequisites:** Architect of Pain, Power Through Pain

**Aptitudes:** Willpower, General

The Corsair reduces all damage they receive equal to half of their current Pain Tokens (rounded down).

## LHAMAEAN

Lhilitu, the Consort of the Void, is one of the Dark Muses of the Drukhari, worshipped as the epitome of the sinful lover. Though any Dark Eldar can take to worship of the Consort, her most well known worshippers are the Sisterhood of Lhilitu, called Lhamaeans, sought after for their delightful company and mastery over the poison brewing art.

Though they hold each other as close allies to the public, the Lhamaeans and the Cult of Suen'sha hold a long standing rivalry. The Suen'shan, avaricious and jealous, see the Lhamaeans as competitors for their riches, while the Sisterhood considers the Cult as lowly, if powerful, upstarts. Both do well to remember the dangers of their allies and will still back each other in times of turmoil.

### LHAMAEAN SPECIAL RULES

The Lhamaean elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Completed Path:** Any Drukhari
- **Renown:** 50
- **Talents:** Mastery (Trade (Chymist))
- **Other:** Must have successfully slain an Elite or Master type character with the Toxic trait, and must have completed a significant mission on behalf of the Sisterhood of Lhilitu.

#### EQUIPMENT

Good Craftsmanship Shaimeshi Blade  
Any Extremely Rare Poison *or* Any Two Very Rare Poisons

#### INSTANT CHANGES

- **Welcome to the Sisterhood:** +5 Renown
- **Knowledge of Shiamesh:** The Corsair gains the Exotic Weapons Training (Shaimeshi Blade) talent, and increases the Toxic quality of weapons or poisons they create with the trait as being 2 points higher.
- **Imaginative Courtesan:** The Corsair gains an extra Downtime action during Downtime which must be used for the Socialise action. Additionally, the Corsair's Unarmed attacks gain the Toxic (1) trait.

## SHADEWEAVER

Beyond the touch of light, where even the most learned of haemonculi have struggled to enter, the mandrakes and shadow-daemons lurk. The greatest and most terrible of them claim umbral nobility as Shadeweavers, chosen of the umbral monarchs of Aelindrach to lead their lesser kin. They follow in the example of He Who Hunts Heads, making all shadows an extension of their sunless realm.

The exact number of Shadeweavers that skulk the ships of the Whitedown Gryphons is unclear, as is everything with the mandrakes. When they become known personas, it either leads to a drastic increase in murders or an disquieting reduction. When kept on a tight-if-long leash, the directed force of mandrakes may prove to be the ultimate policing force of civility, controlled by whoever can prove themselves the most worthy of their service.

### SHADEWEAVER TALENTS

The following talents are available only to characters with the Shadeweaver elite advance, and are purchased in the same manner as other talents:

#### Balefire Mastery

The cold fires that the mandrakes may summon up confound those that research the Warp, for surely this psychic power should be understood through insights in the Sea of Souls yet cannot be. The Shadeweaver's understanding of this power is innate and those who would inquire on their abilities often gain firsthand knowledge of the painful deaths balefire inflicts.

**Tier:** 2

**Prerequisites:** Ballistic Skill 40, Willpower 40

**Aptitudes:** Willpower, Offence

Before making an attack with their Baleblast feature, the Corsair may choose to grant the attack one of following traits: Blast (3), Corrosive, Spray, Warp Weapon

#### Drag Into Shade

Few things are capable of existing within Aelindrach where a strong force of will is required to exist without dissolving into shades. The terror of being forced into the liminal points between light and shadow is clear, capable of driving some mad.

**Tier:** 2

**Prerequisites:** Takedown

**Aptitudes:** Weapon Skill, Offence

When a character fails the Toughness test caused by the Corsair's Takedown talent, and both the Corsair and target are within darkness, fog, mist, or smoke, the Corsair may cause the target to disappear for any number of rounds equal to the Corsair's Willpower Bonus. When they reappear, the target must make a Fear (4) test.

## SHADEWEAVER SPECIAL RULES

The Shadeweaver elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Nightstrider
- **Renown:** 40
- **Talents:** Inescapable Attack (Melee)
- **Skills:** Stealth +10

### EQUIPMENT

Any Best Craftmanship Low-Tech Melee weapon  
Glimmersteel Upgrade

### INSTANT CHANGES

- **Nightmare Made Flesh:** +5 Renown
- **Tunnel Through Reality:** When moving, the Corsair is considered to be Incorporeal so long as the start and end their movement within fog, mist, shadow, or smoke.
- **Strike From Nothing:** When the Corsair charges a target that could not visually perceive them at the beginning of their movement, and is Incorporeal during their movement, the target is always considered Unaware of the attack.
- **Murder of Shaderavens:** The Corsair increases their Coterie Maximum by 1.

### UNLOCKED ADVANCES

A Shadeweaver character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

## Dreameater

As a soul leaves their body, struck with total terror in the cold and dark, the Shadeweaver drinks deep of that emotional essence, knowing how to make a sliver of anguish into a feast.

**Tier:** 1

**Prerequisites:** Power Through Pain

**Aptitudes:** Willpower, General

Whenever the Corsair kills an enemy with a melee attack while in darkness, the Corsair gains an additional Pain token.

## Glimmersteel Truth

The strange materials found within the realm of shadows are rarely stable enough to exist outside of the strange reality, yet the mandrakes manifest enough Glimmersteel to be actively researched, granting useful insights to Aelindrach's nature.

**Tier:** 2

**Prerequisites:** Weapon Skill 50

**Aptitudes:** Weapon Skill, Psyker

The Corsair treats any weapon they wield with the Glimmersteel Upgrade they wield as having the Force trait. If they are not a Psyker, they may treat themselves as being a Psyker with a Psy Rating equal to their Corruption bonus for the purposes of the weapon's Force trait.

## On Shaded Wings

Manifesting a mantle of darkness over their shoulders, the Shadeweaver seems to fly through the gloom as if upon great umbral wings, turned into a murderous bird of prey.

**Tier:** 1

**Prerequisites:** Agility 50, Leap Up

**Aptitudes:** Agility, Finesse

While Incorporeal, the Corsair are considered to have the Flyer (X) trait instead of Hoverer (6), where X is equal to their Agility Bonus

## Reforged in Aelindrach

Some say the mandrakes are the spawn of shadow demons. While the truth of this is unclear, some Shadeweavers seem to become so corrupted by the shadows that they are truly no longer mortal, just as some Chaos worshippers ascend through their Dark Gods.

**Tier:** 3

**Prerequisites:** Strong Minded, Corruption 50+

**Aptitudes:** Toughness, Psyker

The Corsair gains the Daemonic (X) trait, where X is equal to half of their Corruption bonus (rounded up). If the Corsair is a Psyker, they become the Daemonic Class of Psyker.

## Shadowcall

With a clawed gesture, the Shadeweaver opens a temporary rend in reality, a hole into Aelindrach. No light may exist within this inky, yawning expanse, making it the perfect hunting ground for the mandrakes.

**Tier:** 3

**Prerequisites:** Drag Into Shade

**Aptitudes:** Willpower, Defence

As a Full Action, the Corsair may target a point within 10 x Willpower Bonus meters and make a Willpower (+20) test. On a success, they create a Blast (X) area of darkness which extinguishes all fire and light within the area, where X is equal to the Degrees of Success. This unnatural darkness remains for 2d10 rounds.

## Shadowskin Cloak

Hidden not only from sight or sound, the Shadeweaver's soul is just as hidden to all means, be they through the most advanced of technology or the keenest of psychic divinations.

**Tier:** 1

**Prerequisites:** Mastery (Stealth)

**Aptitudes:** Agility, Finesse

The Corsair cannot be detected with Psyniscience or with technology while in darkness and are immune to all psychic powers from the Divination discipline.

## SYBARITE

To ascend in the hierarchy of the dark kin, the murder of your previous superior is the most common path. The Archons consider this to be the best method of talent acquisition; if a kabalite slays their old master, they must be superior in order to best their sybarite, who had proven themselves complacent enough to be murdered. To lead Drukharri warriors is to constantly be vying for greater power above and protecting yourself from upstarts below, a constant state of paranoid anxiety were only the most perceptive thrive.

With the expulsion of the Kabal of Ruby Fangs from Commorrhagh, the Blood-Archon has enforced the law of Red Ascension. All members of the Kabal, including the Archon, are afflicted with the Sanguiphage, a programmed plague that allows for the Dracons and Sybarites to set their inferiors' veins on fire. The Red Ascension is clear: you do not kill your betters, but if you best them in combat, you inherit control of their victim's blood. Sybarites are the lowest wrung of control, but it means one less person that can immolate them with the press of a button, and that is worth fighting for.

### SYBARITE TALENTS

The following talents are available only to characters with the Sybarite elite advance, and are purchased in the same manner as other talents:

#### Archsybarite

Kept on a short leash by their Archon, the Archsybarites are the greatest assets and greatest threats to the Kabal. They hold great respect and fear from those beneath them, their position gained from being able to maintain the greatest amount of respect and fear without being killed from the multitudes beneath them and the narcissist above them.

**Tier:** 3

**Prerequisites:** Renown 70, Hand of the Archon

**Aptitudes:** Fellowship, Social

The Corsair gains the Peer (Drukharri 2) talent, where Drukharri includes all Dark Eldar or mercenaries serving the Drukharri.

#### "Drink Deep Of Despair!"

Most kabalites struggle to keep themselves from indulging in their Thirst, so when a Sybarite allows for a moment of wild feeding they inspire a brief moment of refreshing loyalty amongst the ranks.

**Tier:** 3

**Prerequisites:** Mastery (Intimidation)

**Aptitudes:** Fellowship, Leadership

As a Half Action, the Corsair may spend up to 3 Pain Tokens to remove Xd5 damage from all their Coterie NPCs with the Power Through Pain trait, where X is the number of Pain Tokens spent.

## SYBARITE SPECIAL RULES

The Sybarite elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Kabalite
- **Renown:** 50 *or* Trueborn Origin
- **Talents:** Blade Artist
- **Skills:** Command +10, Intimidate +10
- **Other:** Must defeat a Sybarite in a public duel.

### EQUIPMENT

Best Craftsmanship Kabalite Armour  
Good Craftsmanship Aeldari Power Sword *or* Agonizer  
Bets Craftsmanship Splinter Pistol *or* Blast Pistol

### INSTANT CHANGES

- **Lead Murderer:** +5 Renown
- **Backstabber:** When attacking a character from a group which the Corsair has a Peer talent with, the Corsair deals an additional +X to damage, where X is equal to their Perception bonus.
- **Dark City Politics:** Whenever the Corsair gains Peer (2) with a group, they gain Peer (1) with a related group also.
- **Kabal's Chosen:** The Corsair increases their Coterie Maximum by 1.

### UNLOCKED ADVANCES

A Sybarite character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

#### Fell Cunning

The Sybarite knows that allies are just enemies to be and that the reverse is also true in their cutthroat politics.

**Tier:** 2

**Prerequisites:** Enemy ([Any] 1) with two groups

**Aptitudes:** Fellowship, Offence

The Corsair may benefit from their Backstabber trait when attacking a character they have the Enemy talent with.

#### "Give Me My Cut!"

All loot trickles up the hierarchy of the Kabal and the Sybarite takes what they can before it is taken from them.

**Tier:** 1

**Prerequisites:** Halo of Command, Intimidate +10

**Aptitudes:** Willpower, Social

Whenever the Corsair's Coterie would gain a Pain Token, the Corsair may take the Pain Token instead. They may only claim one Pain Token per Coterie NPC per encounter.

#### Hand of the Archon

Assassins, torturers, poisoners, all find a place within a Kabal to practice their fell trades, yet the greatest of them may be elevated to a Hand of the Archon. These specialists are often sent in teams to ensure any sort of delicate task is dealt with efficiency, given a range of useful tools to see the Archon's will done.

**Tier:** 2

**Prerequisites:** Renown 60

**Aptitudes:** Fellowship, General

The Corsair gains a single piece of Near Unique gear of their choice and all of their Coterie NPCs gain a single piece of Very Rare equipment of the Corsair's choice. This equipment has no Personal Upkeep.

#### Take Every Opportunity

No moment of weakness will be left unexploited when a Sybarite is present.

**Tier:** 1

**Prerequisites:** Nowhere to Hide

**Aptitudes:** Ballistic Skill, Offence

Whenever a character rolls a 96 or higher on any test, the Corsair may as a Reaction make a Standard Attack against that character.

#### "Time For Slaughter!"

Though the Sybarite is the lead murderer of their band of kabalites, each soul under their control is an extension of their will, another weapon to which they may slay their fearful victims.

**Tier:** 2

**Prerequisites:** Dark Mirth

**Aptitudes:** Willpower, Leadership

Whenever a friendly character or Coterie NPC attacks a character that has failed a Fear test against the Corsair, the Corsair may spend a Pain Token to grant the attacking character +20 to the attack and grant the attack the Proven (X) trait, where X is equal to the Corsair's Fear trait.

## RILLIETANN ELITE ADVANCES

*“AND ONCE IT COMPLETE, THE SHOCKED MIME ASKED WHAT THE MASQUE CALLS ITSELF, AND WITH CHEST PUSHED OUT PROUD THE TROUPE MASTER PROCLAIMS: ‘THE ARCHONS!’”*

-The Golden Gadfly, rehashing an ancient jest

Inheriting the story and renown of the role they are playing, the Harlequin works within the world as an avatar of narrative. All are elite in their own way, dedicating themselves so fervently to living up to the character or concept they portray that they make themselves mythical in the process. Most of the troop may take on more background roles — be they a warrior of Eldanesh, the Swordwind, the emotion rush of manic passion — but the greatest of them take on signature roles within the Masque.

Every Masque is different, telling different stories, but the signature roles are the greatest amongst them. They play the key motifs in Aeldari myth, act as the narrators and stage directors, turning myth into reality. Some are so universal, such as She-Who-Thirsts or Death, that specialised training is shared between all Masques, making the Solitaire and Death Jester such a recognisable concept even to non-Eldar. To be honoured with such a role is rare with only the destined few fated to take up the persona, much to the Laughing God’s mirthful delight.

Like the mimes, Rillietann elite advances have the freedom to travel beyond their Masques and work with whoever they desire, always working within the themes of their role. The Brotherhood of Death Jesters are the most organised, communication between the morose reapers common, while the Solitaire are renowned for wandering through the Aeldari in secret, revealing their doomed nature on when the time was right.

Though many choose to wander the Webway through pathways only they know, some prefer to travel amongst the void with their fellow Aeldari, the Corsair fleets allowing for greater range of movement than most. Rarely staying on one vessel for too long, the continued presence of such an elite Harlequin may give some captains pause. Why might the priests of the Jackal God remain with them? What dreadful story has yet to conclude?

## DEATH JESTER

Providing heavy-weapons support for their masques, the *margorach* take on the anthropomorphised role of Death in their performances. Wearing the bones of Death Jester they inherited the role from, each *margorach* is a master of bleak humour, mocking their victims with their ironic death-dealing. Only the Solitaires inspire more fear amongst the Aeldari, yet the younger races tend to quake at the laugh of the Death Jester.

The Masque of the Maiden Moon has a terse relationship with the Brotherhood of Death Jesters. That the Brotherhood has allowed the Masque to take in multiple of their number may seem like a blessing to outsiders but in truth this is the highest level of critique. The Brotherhood decries the performances of the Maiden Moon as "painfully saccharine", requiring their assistance all the more, and the Masque welcomes more and more of their number to their performances to prove them wrong.

### DEATH JESTER TALENTS

The following talents are available only to characters with the Death Jester elite advance, and are purchased in the same manner as other talents:

#### Harvester of Torment

The Harlequins are always outnumbered in conflict, reliant on their tricks, technology, and the overwhelming firepower of their heavy support to deal with hordes of threats. The Death Jesters are happy to fill in that role as they reap their abundant harvests.

Tier: 1

Prerequisites: Ballistic Skill 40, Perception 40

Aptitudes: Ballistic Skill, Offence

The Corsair grants any heavy weapon they are wielding the Devastating (+3) trait.

#### Jester's Privilege

As a representation of Ynnead, the *margorach* have the dubious honour of being the morose voice amongst the Masques, naysmiths who may backtalk the leadership of the performances and lean on their role to protect themselves from reprisal.

Tier: 2

Prerequisites: Charm +20

Aptitudes: Fellowship, Social

The Corsair may use their Renown as an Alternate Characteristic for Intimidate and Interrogation, and only receives a -5 penalty to Fellowship and Renown tests per rank of the Enemy talent.

## DEATH JESTER SPECIAL RULES

The Death Jester elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Player
- **Renown:** 50
- **Talents:** Inescapable Attack (Ranged), Weapon Training (Heavy)
- **Skills:** Intimidate +20
- **Other:** Cannot have the Master Mime, Shadowseer, or Solitaire Elite Advances

### EQUIPMENT

Death Jester Panoply  
Shrieker Cannon

### INSTANT CHANGES

- **Pivotal Role:** +5 Renown
- **Death Is Not Enough:** Whenever the Corsair kills an Elite or Master type character, they increase their Fear trait by 1 (to a maximum of 4) until the end of the encounter.
- **Cruel Amusement:** Whenever the Corsair causes any number of characters to fail a Pinning or Fear test, or succeeds on an Interaction test to intimidate or unnerve another character, they gain +10 to their next test.
- **Shrieking Entrance:** The Corsair gains the Exotic Weapons Training (Shrieker Cannon).

### UNLOCKED ADVANCES

A Death Jester character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

### Lord of Crystal Bones

A tale of the follies of ruling by fear, the Lord of Crystal Bones inspired terror in his subjects who were forced to lower themselves in obeisance, unable to escape from the wrath of the noble tyrant.

Tier: 3

Prerequisites: Trade (Performancer) +20

Aptitudes: Fellowship, Defence

Characters that have failed a Fear or Pinning test caused by the Corsair treat their Agility Bonus as being X lower for the purposes of determining Movement rates, where X is equal to the Degrees of Failure on the Fear or Pinning test, until the end of their next round.

### Mocking Laughter

Though none are truly the same, few can say they have heard the dreadful dirge of a Death Jester's cackling and lived to tell the tale, let alone hear a second one to compare.

Tier: 1

Prerequisites: Fellowship 40

Aptitudes: Fellowship, Offence

When a character is forced to make a Fear or Pinning test caused by the Corsair, the Corsair may as a Reaction make an Intimidate (-10) test before the Fear or Pinning test is made. If successful, the hostile character takes a penalty to their test equal to 5 x the Corsair's Degrees of Success.

### Morbid Timing

Just when a character in the Death Jester's performance thinks they will survive or save the lives of their companions, the *margorach* prepares to show the inspired fools that heroism is not a shield against finality.

Tier: 2

Prerequisites: Marksman

Aptitudes: Ballistic Skill, Social

The Corsair gains a +20 bonus to attacks against characters that have made a Command, Dodge, Medicae, or any Interaction test since the Corsair's last turn.

### Rift Ghoul

Obsessed with their prey, the mythic Rift Ghoul was a force of entropy, hunting those whose fates would be great were it not for the Ghoul's arrival. When the Death Jester embodies the Ghoul, they bring forth that finality with equal obsession.

Tier: 3

Prerequisites: Warp Conduit

Aptitudes: Weapon Skill, Psyker

The Corsair treats their melee weapon attacks as having the Vengeful (X) trait, where X is equal to 10 - their current Fear rating.

### The Jest Inescapable

When the *margorach* has a punchline to tell, their victim will hear it wherever they try to run.

Tier: 3

Prerequisites: Perception 50, Nowhere to Hide

Aptitudes: Ballistic Skill, Finesse

While wielding a heavy weapon, the Corsair ignores any AP gained from cover so long as they are not totally concealed.

## MASTER MIME

Ever in the background and never in the limelight, the mimes of a masque understand that they will only gain notoriety once they become a player. That is unless they aim for the role of the *Athistaur*—the Master Mime. Master Mimes act as close advisers to Troupe Leaders on the technical matters on all stages, from the battlefield to politics.

The Masque of the Maiden Moon hosts a number of Master Mimes, knowing that they are spread thin and in need of multiple directors. To be host to an Athistaur is a great honour for any captain in the fleet, improving the morale of their crew while gaining startlingly proficient tactical advisers.

### MASTER MIME TALENTS

The following talents are available only to characters with the Master Mime elite advance, and are purchased in the same manner as other talents:

#### Between Colours

As the Athistaur will be needed to serve in multiple Masques, they cannot allow themselves to fall too deep into any one role, lest they are unable to bring their knowledge to those that need it.

**Tier:** 2

**Prerequisites:** Player of the Saedath (Any Two)

**Aptitudes:** Willpower, Social

The Corsair may gain the benefit of two Player of the Saedath specialisation at once.

#### Comedic Timing

Just when a depraved critic thinks they can end the Master Mime's work, the Harlequin swiftly departs, leaving their thoughts on such unwarranted opinions as a reminder to those that remain to keep their thoughts to themselves.

**Tier:** 1

**Prerequisites:** Agility 40, Quick Draw

**Aptitudes:** Agility, Finesse

Whenever the Corsair uses the Disengage action, they may drop a grenade within 1m of where they started their movement, setting off the grenade at the end of their movement.

#### Dance! Dance!

Some characters fail to play the role they are meant to; it matters not that the character is not aware they are in a performance, they simply need do what the Athistaur demands.

**Tier:** 2

**Prerequisites:** Weapons Training (Heavy)

**Aptitudes:** Ballistic Skill, Finesse

Whenever a character fails a Pinning test caused by the Corsair, the Corsair may have the character move up to their Half rate in any direction.

## MASTER MIME SPECIAL RULES

The Master Mime elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Completed Path:** Mime
- **Renown:** 60
- **Talents:** Take Your Places
- **Skills:** Deceive +20
- **Other:** Cannot have the Death Jester, Shadowseer, or Solitaire Elite Advances.

### EQUIPMENT

Best Craftsmanship Holo-Suit  
Distinctive Masks x3

### INSTANT CHANGES

- **Pivotal Role:** +5 Renown
- **Trusted Adviser:** The Corsair halves the XP cost for other PCs to any Skill the Corsair has trained, up to the Corsair's level of training.
- **Wearer of Many Masks:** The Corsair gains a +20 bonus on all Disguise tests, and grants all friendly characters wearing a disguise made by the Corsair a +10 bonus on all Deceive tests.
- **Co-Director:** The Corsair increases their Coterie Maximum by 1.

### UNLOCKED ADVANCES

A Master Mime character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

## Dance of the Odyssey

As a Masque puts on their performance, it is rare for every unwitting performer to keep to their roles. The Master Mime must be able to appear wherever adjustments are necessary, changing the set and guiding the players to their proper places.

**Tier:** 3

**Prerequisites:** Matchless Grace, Sprint

**Aptitudes:** Agility, Finesse

The Corsair does not take Fatigue when making use of the Sprint talent to double movement while Running, and do not grant enemies the bonus to Weapon Skill tests against them.

## Hero of a Thousand Masques

No matter where the Athistaur roams, they managed to spread their name as a facilitator of great entertainment and horrific bloodshed. While a Player may be on the stage, there would be no stage without the Mimes, and their Master makes that fact known.

**Tier:** 3

**Prerequisites:** Agility 50, Fellowship 50

**Aptitudes:** Fellowship, Social

Whenever the Corsair takes the Harlequin Dance Downtime action, they may gain the Peer (Any +1) talent.

## Master of Melodrama

Sometimes a member of the cast forgets they are not the main event of the performance and their hangers on try to capitalise on their audacity. The Master Mime fixes such behaviour quickly.

**Tier:** 1

**Prerequisites:** Marksman

**Aptitudes:** Fellowship, Offence

Whenever the Corsair incapacitates an Elite or Master type enemy, they may make a Charm (-10) test as a Free action. On a success, all friendly character that can hear the Corsair may re-roll one attack they make before the start of the Corsair's next turn.

## Tragedy Strikes

Props are placed on stage to be used, whether the actors are aware of their presence or not.

**Tier:** 2

**Prerequisites:** Perception 40, Survival +10

**Aptitudes:** Perception, Offence

Whenever the Corsair causes a character to make a test to resist an environmental effect (i.e. the Corsair shoots an explosive barrel, causes a rock-slide, set up a trap, etc) the character makes the test at a -30 penalty.

## SHADOWSEER

Storytellers and tricksters, the Shadowseers of the Harlequin Masques play the roll of fate or luck within their performances, guiding the audience's perceptions with smoky illusions and hallucinogens. So respected, they are the only form of psyker that is allowed to enter the dark paths of Commorragh, were they perform, advise, and kill on behalf of patrons of their choice. Their strange awareness compels them to notice the presence of Eldar who embody mythic roles from their history, often turning obsessive over such individuals until they fulfil their part in the great narrative of life.

Few psykers find such ready allies within the Whitedown Gryphons than the Shadowseers. The Anhrathe seek rare stimuli, and the unique mastery of mind-altering chemicals and abilities is enticing to those with chemical fixations. Each Shadowseer holds numerous titles, but their greatest achievements immortalise the player, granting them fame equal to even the lofty Gryphon Knights.

### SHADOWSEER SPECIAL RULES

The Shadowseer elite advance has the following rules:

#### EXPERIENCE COST

750 xp

#### PREREQUISITES

- **Completed Path:** Player
- **Renown:** 50
- **Skills:** Trade (Performancer) +20
- **Other:** Psyker. Cannot have the Death Jester, Master Mime, or Solitaire Elite Advances.

#### EQUIPMENT

Miststave  
Creidann Grenade Launcher  
Best Craftsmanship Distinctive Mask

#### INSTANT CHANGES

- **Pivotal Role:** +5 Renown
- **Shield From Harm:** Friendly characters within 5 x Psy Rating meters of the Corsair inflict a -10 penalty on all attacks made against them, and gain a +10 bonus to Evasion reactions.
- **Vessel of Faith:** In addition to the normal uses of Fate Points, the Corsair may spend a Fate Point to Manifest a psychic power with a casting Action of Half as a Reaction to another character taking any action.
- **Mindbender:** The Corsair may take psychic powers from the Phantasmancy discipline and gains the Veil of Tears psychic power.

## SOLITAIRE

The *arebennian* are, in the eye of the Eldar, the most cursed of their kind, even greater than the mandrakes and most depraved of the Drukhari. Chosen directly by the Laughing God to play the role of Slaanesh in Rillietann performances, the Solitaires are alone in the universe, doomed to have their soul claimed by Slaanesh on death with the only hope that Cegorach might win it back in an unequal duel. They are the greatest warriors of the Harlequins, slayers of daemons, and the ultimate embodiment of those who dance at the end of time.

Though the Solitaires rarely remain in one group of performers at a time, the Masque of the Maiden Moon has been blessed - or cursed - by the presence of one for the last two thousand years. The Sundered Fiend travels from ship to ship of the fleet, their presence an omen of a great battle to come with the forces of Chaos. Some have claimed to see the Fiend felled in battle, leading to the rumour that the title is an inherited one, making their presence on a ship all the more feared as whispers travel on who might be forced to wear their mask.

### SOLITAIRE SPECIAL RULES

The Solitaire elite advance has the following rules:

#### EXPERIENCE COST

750 xp

#### PREREQUISITES

- **Completed Path:** Player
- **Renown:** 50
- **Talents:** Mastery (Acrobatics), Resistance (Psychic Powers)
- **Other:** Cannot have the Death Jester, Master Mime, or Shadowseer Elite Advances.

#### EQUIPMENT

Harlequin's Caress  
Best Craftsmanship Distinctive Mask

#### INSTANT CHANGES

- **Pivotal Role:** +5 Renown
- **Blitz:** The Corsair doubles their Agility Bonus when determining Movement rates and gains a free Dodge Reaction per round.
- **Damnation:** The Corsair sets their Coterie Maximum to 0 and may refund any XP spent on Coterie characters when purchasing this Elite Advance.
- **They-Who-Play-She-Who-Thirsts:** The Corsair may purchase Untouchable Talents as if they had the Untouchable Elite Advance.

## GENERAL ELITE ADVANCES

*"YOU'VE NEVER HEARD OF ME? WELL, YOU WILL HAVE SOON."*

-Raldred the Green, future grand champion of the Canopus Freeport Colosseum

Beyond the cultures of the Aeldari, there are more universal ways a Corsair may develop their abilities. These methods, such as becoming an ace pilot or arena fighter, show their dedication to one particular craft, showing how they are a one-in-a-billion example within the Great Wheel. If not by conscious skill, others may find themselves thrust into greatness by the tides of fate, finding themselves awakening to great psychic power or being inspired by divinity. No matter what, the Corsair has been driven to become the greatest they can be, and none will deny their aptitude.

General elite advances are designed to be more easily accessible to most Origins, dedicated to styles of play that some Players may find more appealing to narrative shape themselves. An Asuryani may have walked the Path of the Warrior but see becoming an Arch-Militant more in line with their perspective than becoming Lost to the Path and becoming an Exarch, or a Wych may choose to simply dedicate themselves to becoming an Arena Champion instead of leading their cult as a Hekatrix.

More than the other forms of elite advance, these may be seen more as goals to achieve in play, the most likely to be taken after character creation. What's more, as General elite advances only rarely need particular Origins, even Acolytes of the Inquisition or mercenaries of the Corsair fleets may take them up, the archetypes they present easily recognised by the Aeldari and more likely to draw respect. The Whitedown Gryphons' Mon-Korum, their pact of fellowship and expansion of the rights of the fleet's non-Eldar Anhrathe, inspires many to take up such advances, social mobility sure to follow those that can live up to such levels of skill.

## ARCH-MILITANT

In a galaxy of war, there can be no mastery of all forms of warfare. Arch-Militants work towards martial perfection regardless. There are few in the grim dark future that are not born into the privilege that allows for this study, but there are the rare few that survive long enough on the battlefield to learn by practice.

Within the fleet, the role of Arch-Militant is a rare one. Asuryani commanders tend towards a narrow focus, while the Sybarites and Felarchs must dedicate time to keeping control of their followers. Within the Mon-korum, however, the role takes on a reverent status, with Arch-Militants often taking leading roles within the arcologies.

### ARCH-MILITANT TALENTS

The following talents are available only to characters with the Arch-Militant elite advance, and are purchased in the same manner as other talents:

#### "Bring It Down!"

The galaxy is filled with monsters of titanic size, and, though there are many forms of behemoth that might be sent to combat similar beasts, overwhelming numbers and firepower can fell any colossus.

**Tier:** 2

**Prerequisites:** Mighty Shot

**Aptitudes:** Ballistic Skill, Leadership

The Corsair targets a single character they can perceive and makes a Command (-10) test as a Half Action. For every Degree of Success, the Corsair's Coterie NPCs gain +1 Damage and +1 Penetration on attacks against the target until the end of the Corsair's next turn.

#### Inspiring Presence

Standing as a proud icon of their people, the Arch-Militant is able to bolster the capabilities of their followers in ways others could only dream of.

**Tier:** 3

**Prerequisites:** Heroic Inspiration

**Aptitudes:** Fellowship, Social

Whenever the Corsair uses the Inspire Special Use of the Command skill, they grant a +20 bonus instead of a +10.

#### Iron Discipline

With a stalwart leader such as the Corsair leading them, how could any member of their Coterie ever let fear overtake them?

**Tier:** 3

**Prerequisites:** Resistance (Fear)

**Aptitudes:** Willpower, Leadership

While the Corsair is in line of sight of their Coterie, the Coterie may re-roll any failed Fear or Pinning test, taking the new result.

## ARCH-MILITANT SPECIAL RULES

The Arch-Militant elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Renown:** 40
- **Talents:** Halo of Command
- **Skills:** Command +10, Scholastic Lore (Tactics) +10
- **Other:** Must have at least three Coterie NPCs.

### INSTANT CHANGES

- **Art of War:** The Corsair reduces the cost to gain or upgrade Coterie NPCs by 250XP (to a minimum of 250XP).
- **Victory Is Assured:** If the Corsair's Coterie NPCs roll lower than the Corsair on an initiative roll,
- **Commander:** The Corsair increases their Coterie Maximum by 1.

### UNLOCKED ADVANCES

An Arch-Militant character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

#### Many Hands

With so many under their command, some of their lot can find time during shore leave to see the Corsair's will done, as much as they may grumble at the orders.

**Tier:** 1

**Aptitudes:** Intelligence, General

The Corsair gains an additional Downtime action which they send their Coterie to deal with, using any of their Coterie's profiles for any tests made as a part of the Action.

#### "Reposition Now!"

In the madness of battle, being forced into inelegant and costly positions can result in a loss of life the Arch-Militant will not abide, training their followers to reposition themselves immediately upon the order given.

**Tier:** 3

**Prerequisites:** Agility 50

**Aptitudes:** Agility, Leadership

As a Half Action, the Corsair may take a Command (-10) test to grant their Coterie NPCs the benefit of the Disengage action and allowing them to move up their Half Move rate on a success.

#### "Stand Watch!"

To have another soul that the Arch-Militant can trust to watch their back is a rare blessing in this cursed era. The Coterie understanding the worth of that trust and show they can live up to his example.

**Tier:** 2

**Prerequisites:** Constant Vigilance (Any)

**Aptitudes:** Perception, Leadership

The Corsair's Coterie gain a +10 bonus to tests made as a part of an Overwatch action, and when they take the Overwatch action they may use the Corsair's Agility in place of their own when determining whose action occurs first and in the Opposed test.

#### To The Warp And Back

So devoted to their Arch-Militant, the Coterie would willingly charge into the Red Moon's Eye on their command.

**Tier:** 3

**Prerequisites:** Iron Discipline

**Aptitudes:** Willpower, Leadership

The Corsair's Coterie gain the Zealot Rookie trait and never fail Fear and Pinning tests so long as they are in line of sight of the Corsair

## CHAMPION DUELLIST

Whether surrounded by the rages of war or the cheers of the colosseum, there are those that revel in conflict, and strive to be the greatest at the art of fighting. Many proclaim themselves to be the greatest duellist in the galaxy, whether with false bravado or with justifiable skill. The only way to prove the claim, though, is by finding greater and greater foes to best.

The Whitedown Gryphons, like many corsair coterie, are home to a host of "greatest duellists" constantly sharpen themselves against one another. The Kurnathi strike against the Suen'shan, sturdy Kin slam against Kroot Carnivores. No matter who wins, the spectators celebrate, and the Champions of the day draw quite the crowd.

## FLIGHT MARSHAL

Most species cannot remember a time where they did not have the ability to take to the skies. Yet there are few landlocked souls that do not look up to the sky and wish they could spread their arms and fly. To be a pilot is to live that dream, and to be a flight marshal is to be the best of the best.

Whether supplying close air support, jousting against fellow pilots, or fulfilling bombing runs against enemy voidcraft, pilots hold a very important place in the fleet. With limited teleportation technology, the Anhrathe are reliant on Flight Marshals to protect their insertion into a target location. Every corsair should learn to fly, but only the best can claim a position of ace amongst their peers.

## FORGELORD

From the most euphonious bonesinger to the lowliest of primitive stone-chipper, civilisation is built upon the backs of craftsmen. The loss of the human's STCs and the stagnancy of their Mechanicus is proof enough of the dangers of allowing knowledge of the arts to stagnate. Not all may be blessed with such a bountiful resource like wraithbone, but the true measure of a civilisation is in what wonders they can create with their own hands.

Melding the advanced technology of the Drukhari and Asuryani bonesinging, the corsair rarely need to make equipment for themselves. This does not lessen their appreciation of the forgelords of the fleet, seeing their work as just another form of artwork, if more useful, with all the seasonal tastes that inspires. This creates a competitive spirit between the fleet's craftsman, hoping their arms and armour are worn by as many felarchs and courtiers as possible.

## PSYCHIC AWAKENING

The Rhana Dandra comes. The most obvious sign is the Great Rift, carving the galaxy in half, and the other is the notable increase in psychic awakenings. The Imperium has their Assignment, judging a soul for its psychic potential from birth, and though many psychics manifest their powers early, some find their latent genes become active later in life. Rarely in pleasant circumstances.

Being around the Eldar and Asuryani technology seems to cause these awakenings to occur in even greater frequency. Due to the risk of daemonic invasion, it is standard practice in the fleet to isolate newly awakened people before assigning them to a seer for training. This training is harsh but far kinder than one might expect from the Imperium.

### CHAMPION DUELLIST SPECIAL RULES

The Champion Duellist elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Skills:** Parry +10, Trade (Performancer) +10
- **Other:** Must have completed the Arena Conflict Downtime action at least once with 5 Degrees of Success.

#### INSTANT CHANGES

- **Arena Champion:** +10 Renown
- **Regular on the Sands:** The Corsair gains an extra Downtime action during Downtime which must be used for the Arena Conflict action.
- **Wall of Blades:** When wielding a melee weapon, the Corsair gains +X AP to their Body and the arm they are wielding the weapon, where X is equal to half of their Weapon Skill Bonus (rounded up).

### FLIGHT MARSHAL SPECIAL RULES

The Flight Marshal elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Talents:** Hot-Shot Pilot, Hull Down
- **Skills:** Operate (Aeronautica, Voidcraft) +10
- **Other:** Must have successfully completed a mission involving a significant dogfight with another flying vehicle while in Low Altitude, High Altitude, or in space.

#### INSTANT CHANGES

- **Master of the Void:** +5 Renown
- **Dogfighter:** The Corsairs gains an addition Reaction they can only spend on the Jinx action.
- **True Ace:** The Corsair gains an additional 2 Degrees of Success on all successful Operate tests.

### FORGELORD SPECIAL RULES

The Forgelord elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Talents:** Armour-Monger
- **Skills:** Any Crafting Skill +20
- **Other:** Must have completed the Crafting Downtime action at least once with 5 Degrees of Success.

#### INSTANT CHANGES

- **Known Brand:** +5 Renown
- **Nose to the Grindstone:** The Corsair gains an extra Downtime action during Downtime which must be used for the Crafting action.
- **Master-crafted:** Anything created by the Corsair during the Crafting Downtime Action count as one craftsmanship level greater than their chosen craftsmanship. Best craftsmanship equipment becomes Master-crafted, gaining one Artifact trait of their choice (see Artifacts in Armoury).

### PSYCHIC AWAKENING SPECIAL RULES

The Psychic Awakening elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Origin:** Non-Drukhari or Drukhari with 3 Steps in any non-Drukhari Path
- **Talents:** Resistance (Psychic Powers)
- **Other:** Non-Psyker and Corruption 30

#### INSTANT CHANGES

- **Homo Superior:** The Corsair gains the Psyker (PRI) trait, and is considered an Unbound psyker.
- **Mark of the Witch:** The Corsair reduces all Corruption gained from Warp-based events or creatures by 1 (to a minimum of 1).
- **A Watchful Eye:** The Corsair gains the Peer (Any +1) talent, and must spend at least half of their Downtime actions (to a minimum of once) on the Chains of Duty action for the next three Downtimes.

## PSYKANA ASCENDANT

Few souls are capable of manifesting psychic powers, fewer still able to control their abilities to great effect without being driven mad. The Asuryani have found safer ways of casting their sorceries through their runes, protecting their minds through strict psycho-typography. This place of safety makes the Aeldari far more likely to rise to the greatest heights of psychic might, though they are certainly not the only ones.

Of all of the Whitedown Gryphons, only four Psykana Ascendants are known. First is Farseer Leyshan, the Princess' right hand. The second is Fesha the Lucid, greatest of Void Dreamers. Lord Grimnyr İyka defends the Last Fane, and last - and often derided as least - is Astropath Transcendent Gregorich. All eagerly await the gossip that will spread throughout the fleet once the fifth rises.

### PSYKANA ASCENDANT TALENTS

The following talents are available only to characters with the Psykana Ascendant elite advance, and are purchased in the same manner as other talents:

#### Alpha-Plus

The Corsair manifests the hidden potential of their soul, their soul shining so bright as to suffuse their whole being, becoming almost demonic in essence and ability to manipulate the Warp.

**Tier:** 3

**Prerequisites:** Willpower 50, Favoured by the Warp

**Aptitudes:** Willpower, Psyker

The Corsair becomes the Daemonic Class of Psyker.

#### Corpus Conversion

Using their body as fuel for their psychic powers, the Corsair's own life force is sacrificed to empower themselves. Practitioners of such a dangerous art tend towards the thinner side, the most dedicated often gaunt and deathly in countenance.

**Tier:** 2

**Prerequisites:** Toughness 50

**Aptitudes:** Toughness, Psyker

When the Corsair makes a Focus Power test, they may deal 1d10 Toughness damage to themselves to gain a +10 bonus to the test and +1 effective Psy Rating. They may increase the damage dealt by an amount of additional d10s, to a maximum of 3d10, to gain up to +30 to the Focus Power test and gain +3 effective Psy Rating. If any d10 rolled in this way is a 1, the Corsair also takes 1d5 Corruption.

## PSYKANA ASCENDANT SPECIAL RULES

The Psykana Ascendant elite advance has the following rules:

### EXPERIENCE COST

750 xp

### PREREQUISITES

- **Talents:** Warp Conduit
- **Skills:** Psyniscience +20
- **Other:** Must have successfully manifested a psychic power with a Psychic Strength of 10.

### INSTANT CHANGES

- **Child of the Immaterium:** +5 Renown
- **Drink Deep and Descend:** The cost of increasing the Corsair's Psy Rating may be reduced to 100 x the new Psy Rating. However, the Corsair gains 2d5 Insanity whenever they increase their Psy Rating with this discount.
- **Beacon in the Warp:** Characters within 50m of the psyker with Psyniscience trained automatically aware of the Corsair so long as the Corsair has cast a psychic power in the past 24 hours.

### UNLOCKED ADVANCES

A Psykana Ascendant character gains access to a special set of talents. These talents are available only to an Inquisitor character, and are purchased with experience in the same manner as regular talents are purchased.

#### Covenant of Sorcerers

With the capacity to channel so much power through their mind, the Ascendant is naturally attractive to other psykers. One so capable to control their power and remain personable gather a great amount of respect from other psykers, leading to many a cult growing from their psychic charisma.

**Tier:** 2

**Prerequisites:** Fellowship 50, Concordance of Power

**Aptitudes:** Fellowship, Psyker

The Corsair gains the Peer (Psyker 2) talent, where Psyker is any character with a Psy Rating.

#### Incantor

Touching upon the secret language of the runes, sometimes mischaracterised as Enuncia, the Psyker is able to carefully speak the rune of their psychic power into existence. Many seek this fundamental power, stable and controlling of reality, yet many Ascendants do not even realise they are using such esoteric powers.

**Tier:** 1

**Prerequisites:** Scholastic Lore (Runes) +10

**Aptitudes:** Intelligence, Psyker

When the Corsair makes a Focus Power test, they may choose to increase the Action cost of the psychic power by a Half or Full action. If they do so, they increase the effective Psy Rating by 1 or 2 for the purposes of determining Psychic Strength.

#### Pluck the Strands of Fate

As the Ascendant becomes tied up by the shifting strands of fate, fate itself serves as a protective force to them, with the Corsair able to grasp at possible futures with ease. How much this is a conscious choice or the Warp guarding one of the most stable portals into real space is up to debate.

**Tier:** 3

**Prerequisites:** Seer of the Shifting Vector

**Aptitudes:** Perception, Psyker

The Corsair makes the Perception test as a part of the Seer of the Shifting Vector at +0 instead of -30.

#### Psykanaglot

Weaving true intention into their voice, and picking up on the desired meaning in the words of others, the Ascendant seems capable of interacting with any living creature with ties to the Warp.

**Tier:** 1

**Prerequisites:** Lexographer

**Aptitudes:** Willpower, Knowledge

The Corsair is considered to have Linguistics Trained when interacting with characters with a soul.

#### Touch of the Infinite

To let the powers of the Sea of Souls move through mortal flesh runs the risk of causing mutation, yet the Ascendant's mastery over psychic forces allows them to channel power through their body to devastating effect.

**Tier:** 2

**Prerequisites:** Unarmed Specialist

**Aptitudes:** Strength, Psyker

The Corsair's unarmed and Natural Weapon attacks gain the Force trait.

## SWARM MASTER

In an age where god-machine tread and tanks roll, the presence of more base companions on a battlefield is understandably rare. Cavalry has mechanised, and such weapons have been crafted that few beasts can weather. Still, nature is an inventive mother, and there are those creatures in the 41st millennium that pose a great threat to even the most well armoured warriors.

The exodites make the greatest use of beasts - which they call dragons - within the Aeldari population, but they do not hold a monopoly of fang and claw. The kroot keep many of their devolved kin as bestial companions, and the beastmasters of the wych cults lash more esoteric beasts into action. With so many examples of powerful beasts throughout the universe, there is no wonder that there are those that gather a plethora of beasts as others collect an arsenal of weapons.

### SWARM MASTER SPECIAL RULES

The Swarm Master elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Talents:** Double Team
- **Skills:** Survival +20
- **Other:** Must have successfully completed a mission with at least three familiars with the Bestial trait.

#### INSTANT CHANGES

- **Impressive Menagerie:** +5 Renown
- **Pack Tactics:** The Corsair grants all of their Familiars the Double Team talent and the Loyal trait.
- **Many Mouths:** The Corsair reduces the rarity of Familiars by two steps for the purposes of Acquisition and Personal Upkeep.

## WILD RIDER

For most of the civilised species in the universe that evolved naturally, the taming of their local environment was necessary in order to eventually tame the stars. Animal husbandry is core to this, and mounted warriors a direct product. Even the Aeldari and the orks understand the use of beasts, making use of dragons and squigs to ride into war upon. The natural development is bike based tactics, filling in the same niche as swift cavalry in a more technologically advanced age.

Some souls are just born to the saddle, be it upon a beast or a jetbike. The best of them rarely leave their murderous charger, running down their enemies and escaping to avoid reprisal. Such is the life of the Wild Rider, a spirit that can be shared and acknowledged across species lines. To learn to kill at great speed is a tricky art, but one that proves invaluable when striking as fast as Anhrathe doctrine demands.

### WILD RIDER SPECIAL RULES

The Wild Rider elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Talents:** Mounted Warrior (Melee, Ranged)
- **Skills:** Operate +20 *or* Survival +20
- **Other:** Must have successfully completed a mission without ever dismounting their mount or bike.

#### INSTANT CHANGES

- **Cavalier:** +5 Renown
- **Forceful Momentum:** Whenever the Corsair takes the Hit and Run action, they may either take the Ram! action as a Free Action or allow their Mount to make a Charge attack.
- **Ride the Wind:** The Corsair gains an additional Reaction on their turn to take the Jink or Dodge reaction.

## YNNARI

Cultists of the Whispering God of Death, the Ynnari are set on defeating She-Who-Thirsts and resurrecting their God Ynnead without needing to sacrifice the entire Aeldari race. Seen as radical extremists, the Ynnari draw power from death, especially the death of Eldar, and have gathered followers from all forms of Aeldar life to help enact their will, able even to protect those without soul stones from the Great Enemy's predation.

To be Ynnari is to dedicate ones life to endings. Such a belief is anathema to most Anhrathe who seek to find ultimate enjoyment out of their existence instead of sprinting to their death. The Whitedown Gryphons have not made a blanket banning of the Death Cult but the Princess' displeasure with them is well known. Few who openly support the Ynnari cause find much help in the fleet, many even acting antagonistically to those that would proselytise near their crew.

### YNNARI SPECIAL RULES

The Ynnari elite advance has the following rules:

#### EXPERIENCE COST

500 xp

#### PREREQUISITES

- **Talents:** Resistance (Fear), The Great Enemy
- **Other:** Must have at least 2 Steps in Paths from an Origin other than the Corsairs and sworn self to the Cult of Ynnari.

#### INSTANT CHANGES

- **Death Cultist:** -10 Renown
- **Soulburst:** Whenever a character dies within 5 x Willpower Bonus meters of the Corsair, the Corsair gains a Unnatural Strength, Toughness, and Willpower (+1) until the end of the Corsair's next round.
- **Of The Reborn:** The Corsair gains the Soulbound trait if they have the Psyker trait. In addition, the Corsair may take psychic powers from the Revenant discipline.