

MAGOS

"I grow weary of this flesh I was born into, strangely disgusted by its nature. I crave only the cold, clean certainty of steel and silicon, that I might become one with the Blessed Machine. I do not expect you to understand, you who cling to your flesh as if it were immortal, seeking only to preserve it, to protect it. One day, you will see the folly of your ways, and then no doubt you will come begging to my order to preserve you..."

—Magos Deruss, making polite conversation with a minor scion of the House of Persis

A Magos is an adherent of the Cult Mechanicus who has served the Machine God for so long and with such dedication that the greater part of his body now takes the form of the sacred machine. Over decades, even centuries of service, the Magos' limbs and organs have been replaced, one by one, with superior cybernetic versions that never grow weak, never tire, and never wither with age. The further along this path, the more machine parts the Magos has. In fact, the oldest Magos have none, save a small core of grey matter buried deep within an armoured cortex amidst a mass of cables, ports, and vents.

As a servant of the Omnissiah advances further in his Quest for Knowledge, it is not only his physical appearance that alters. Even as his body is rebuilt, so too does his mind change. The Quest for Knowledge exposes the Magos to all manner of alien technologies and esoteric doctrines, many of which threaten the individual's very sanity with their expositions on the nature of reality. Many pursue such lines of inquiry to the exclusion of all other duties, sometimes spending decades at a stretch locked away in a laboratory, studying some scrap of technology from a long-lost civilisation. The outcome is there exists an entire class within the Adeptus Mechanicus who appear to an outsider to be actively pursuing all manner of heresies. Yet, these 'heresies' do not spread, as they perhaps would within another institution. Were a Priest of the Adeptus Ministrorum to actively seek out daemonological texts for example, it would be expected that he would become tainted, and that the cancer of heresy would spread in short order, condemning hundreds to the pyre. It is rarely so amongst ranks of the Magos, for these individuals are so far from human and so preternaturally single-minded that notions of heresy and forbidden knowledge are entirely below them. They approach the mysteries of the universe with an objective detachment entirely appropriate to their calling, their machine-augmented minds all but filtering out the echoing voices of long-dead xenos.

Individuals pursuing a similar line of investigation within the great Quest for Knowledge often band together, forming factions within the greater

body of the Adeptus Mechanicus. Undisputed masters of technological achievement, a Magos often becomes known by his particular specialty. Among these titles are Magos Technicus, Magos Metallurgicus, Magos Alchemys, Magos Physic, Magos Biologis, Magos Ordinatos, and many more.

In addition to his pursuit of technological esoterica, the Magos is able to commune with the greater will that is the Omnissiah. It is said that as the body and mind of the servant becomes more mechanical, so his communion with the Machine God becomes stronger. They attend to the Machine Altars of the Forge Worlds, each of which is interconnected with the rest so as to form a galaxy-wide web through which the will of the Omnissiah and the unadulterated sum of the knowledge of the Cult Mechanicus is transmitted. As they shed their inherited biological weaknesses and become one with the machine, so the Magos become more and more part of the gestalt sum of ultimate knowledge. Eventually, at the end of his Quest for Knowledge, the Magos divests himself of the last shred of Humanity, uploading the contents of his cerebral cortex, and perhaps his very soul, by way of the Machine Altar, and becoming one with the Omnissiah.

But until that time, the Magos continue their quest, wherever it may take them. Many find themselves serving alongside Inquisitors during the course of their quest, the interests of both groups converging, if only for a time. An Inquisitor finds a Magos a powerful member of his cadre, able to uncover and exploit knowledge that would drive others insane.



STARTING SKILLS, TALENTS, AND GEAR

Talents: Peer (Adeptus Mechanicus) (Influence Talent).

Gear: Best-craftsmanship carapace armour or common-craftsmanship power armour, power axe or power maul, best-craftsmanship hellgun or common-craftsmanship bolter with red-dot laser sight, two Best-craftsmanship bionic implants or cybernetic limbs of choice, badge of office, auspex, combi-tool, vox-caster.

ASCENDED TRAITS

When you take up the path of the Magos you automatically gain the Soul of Iron Trait. You must also choose one other trait from the list below.

Soul of Iron

True servants of the Ommissiah inevitably give up humanity in order to embrace the glory of the machine god. This is especially true of most Magos who only vaguely remember a time when the concerns of mortals plagued their mind. All Interaction Skill Tests used against a Magos suffer a -30 penalty. The Magos should choose one appropriate Common Lore, Scholastic Lore, Forbidden Lore, or Trade Skill as his main focus and area of expertise. The Magos gains one bonus degree of success with any of his successful Skill Tests involving Tech-Use or his chosen Skill, and in addition gains +10 to any Opposed Test involving Tech-Use or his chosen Skill.

Choose One...

Weapon-Tech

All Magos become masters of machine spirits and the sacred workings of tech. Many, however, specialise learning the blessed and secret intricacies of particular devices such as guns. Once per combat, the Magos can enhance his weapon, or seek out the weak points in an opponent's armour, increasing the Magos' deadliness. Once per game session, a weapon personally wielded by the Magos from the las, melta, plasma, shock, or power category (this may also include the

Exotic category at the GM's discretion) increases its Damage and Penetration by an amount equal to his Intelligence Bonus for one Round.

Armour-Monger

The finest armours and most powerful shields are all products of the followers of the machine god, based on the fabled and ancient designs of man's glorious past. With years of training, a Magos can learn to enhance these protections, or use them in their optimum fashion. The Magos increases the Armour Points of any armour he wears by 2 on all locations it would normally cover as long as he has at least an hour each day to bless and prepare the armour. This bonus applies only to armour worn by the Magos.

Tech-Tinker

Not all Magos focus on war. Some favour the workings of other more miscellaneous kinds of machinery. A Magos can increase the effectiveness of a piece of technology, increasing its function or output. Once per day as a Full Action, the Magos can increase the power of a piece of technology which is neither a weapon nor protective device. This, in effect, increases its function by 50%, be it the range of the signal it can broadcast or the amount of items it can fabricate. This boost only lasts for the duration of a single scene or encounter (this amount of time may be extended at the GM's discretion). The GM always has final say in the exact effects of a boosted piece of tech.

III MAGOS CHARACTERISTIC ADVANCES

Characteristic	Heroic	Master
Weapon Skill	3,000	3,500
Ballistic Skill	1,000	1,500
Strength	1,500	2,000
Toughness	1,000	1,500
Agility	3,000	3,500
Intelligence	1,000	1,500
Perception	1,000	1,500
Willpower	1,500	2,000
Fellowship	N/A	N/A

RANK 9 III MAGOS ADVANCES

Advance	Cost	Type	Prerequisites
Call of Iron	500	Paragon Talent	Mechanicus Implants
Driving Mastery	500	Mastered Skill	—
Tech Lore Mastery	500	Mastered Skill	—
Peer (Adeptus Mechanicus)	500	Influence Talent	Fel 30
Rival (Cult (specific))	-100	Influence Talent	—
The Flesh Is Weak 1	500	Talent	—
Exotic Weapon Training (Choose One)	500	Talent	—
Sound Constitution (x3)	500	Talent	—
Trade (Any) +10	500	Skill	—
Secret Tongue (Throne Agent)	500	Skill	—