

Fan concept: Sister Reject V1

Background

Introducing the Mobian Domain Ordo Pronatus (Non-Militant order), “Daughters of Messalina”, like most Imperials from the Mobian worlds the local Sister Conclaves keep the Imperial Saint Messalina as one of their major figure, but like other people from the domain, they also aren’t knowledgeable on what Saint Messalina fought for, nor what they truly was (If she was a Psyker, which is unclear)

As a minor ‘non-Militant’ Order the Daughter of Messalina don’t have Repentia Squads or Mortifier and Anchorite Engine, instead their penitents are just rejected from their Orders and thrown to the Penal System.

Origin

This let them (FS/GW) create the Archetype while fully delving into the Sister of battle as themes, but at the same time letting them introduce them with more various personalities than simply having them all as Novitiates or Repentias.

- **Almoness:** Hospitalier themed, quite harsh but is the closest to what we would see as a ‘Doctor’ personality, could have it be German accented (For TF2)
- **Famula/Nuncia:** Dialogus themed, most friendly and more ‘in known’ to how the imperium seem to work
- **Repentia:** Militant themed, self admonishing, seeing the occasion to serve the Inquisition as the only way to redeem themselves

Cosmetics

As the monetization scheme in Darktide relies ‘nearly’ only on the cosmetic shop, it’s an important thing to at least mention and to give examples:

- Commissary/Penance: Same sort of things as the Zealot, but less ‘grimy’/‘cobbled together’
- Commodore: Same sort of things that the current archetypes get, but with iconics Sister references as well as some women only groups (Eg: Esher gang)

- Auric: Hospitaliers attached to regiments (Eg: Sister Hospitalier who got attached to a Krieg Regiment and adopted certain parts of their uniform.)
- Eg: (Commodore mostly)

Base stats

Health: 150 (Same as Vet)

Toughness: 120 (twice as much as Psyker)

Restore on kill: 5%

Regeneration delay: 3s

Damage sprinting: 1x

Damage sliding: 1x

Damage dodging: 0.75x

Sprint speed: 5 (same as Psyker and Ogryn)

Critical chance: 5% (same as Vet and Zealot)

Stamina: 2 (same as Vet)

Regeneration: 1/s

Regeneration delay: 1.5s (more than the others)

Depleted sprint modifier: 0.75

Talent tree shape

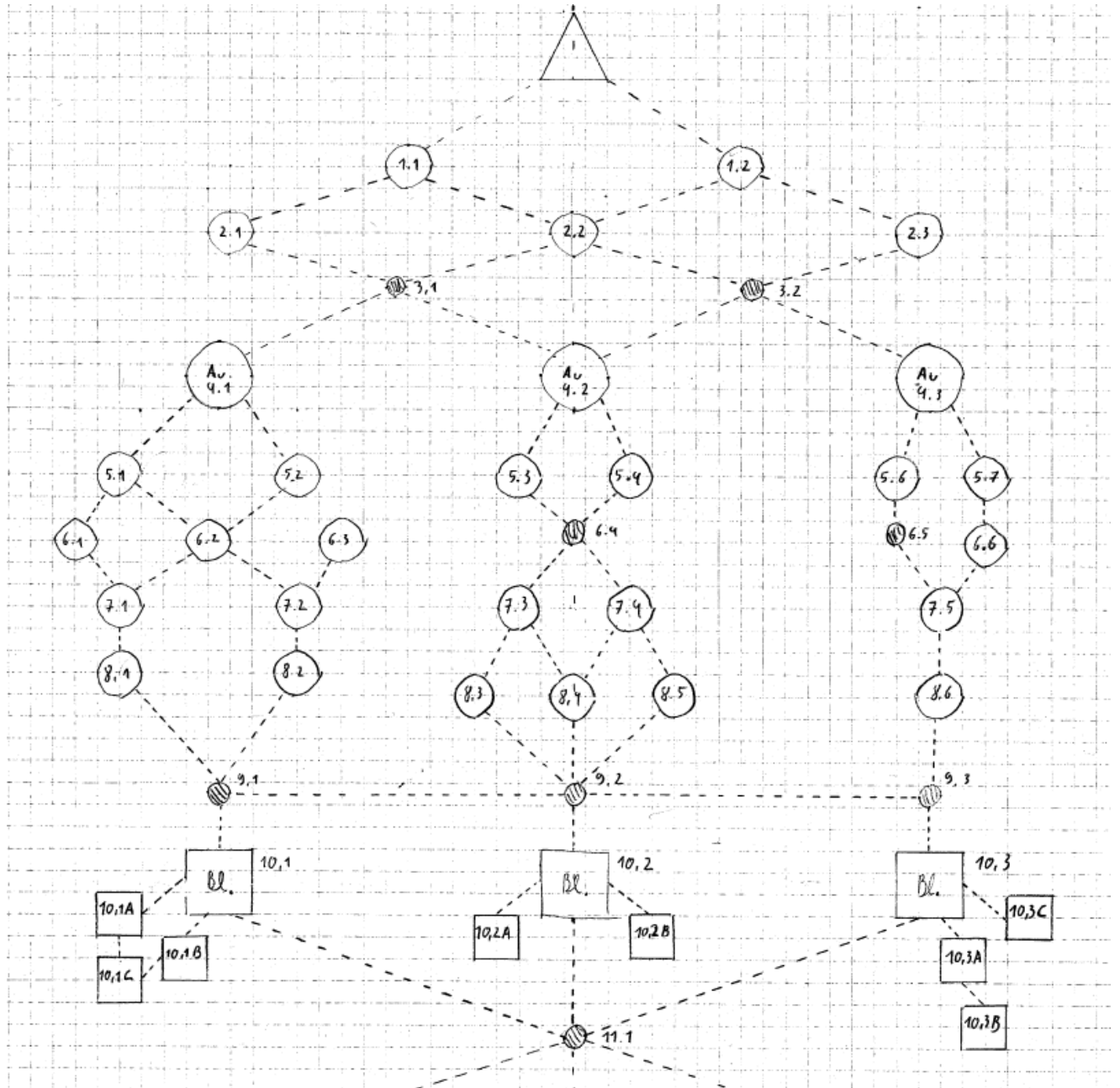
Made to mimic a Sister of Battle Fleur de Lys.

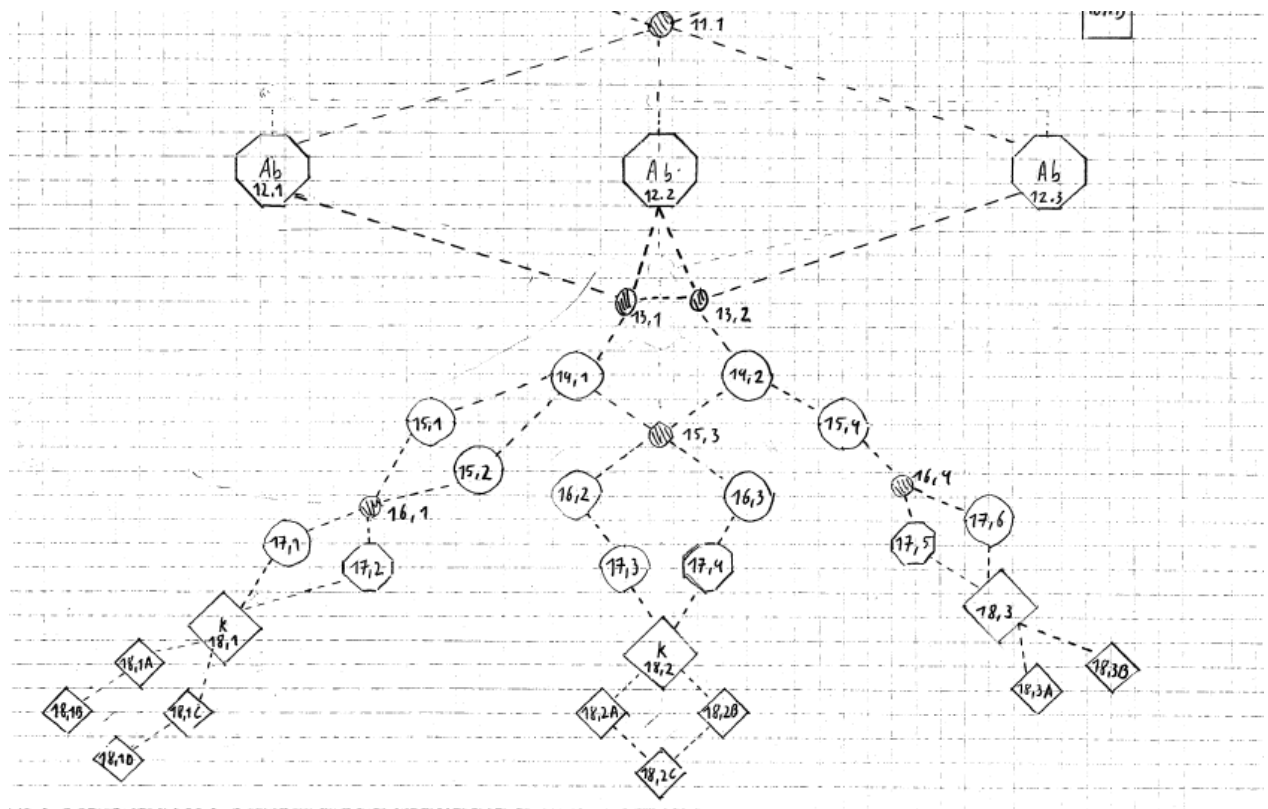


Talent Tree

'Might be weird but the order of sections would be Aura → Blitz → Ability → Keystone, this is to give the Sister a more imposing Aura system (as it would be tied to the Faith system).

I haven't done all the minor nodes (Blue and grey ones) yet. I'll expand the Abilities later





Lexicon:

Faith: Resource that decay passively and is used by Blitz and different talent points

Faith would be from base:

Max Faith: 100

Decay: 1/5s

Decay delay: 5s

Melee kill generation:

- Trash: 0-0,5
- Bruiser/Shooter: 1-2
- Elites: 5
- Ogryn: 7,5

Ranged kill generation:

- Bruiser/Shooter: 0,5
- Elites: 2
- Ogryn: 5

(Optional) Certain weapons and any of the Blitz would be able to generate faith actively though a 'Prayer' action working much like Psyker's Quelling.

Purge: Enemy effect that increase Weak point damage as well as a small DoT



Aura

Aura would have both *low Faith* and *high Faith* effects

Cut off point being 80% of max Faith (can be lowered through talent nodes.)

Aura 1: Light of the Emperor

Node 4.1

- Low: Grant allies in coherency additional stagger resist
 - High: Grant allies in coherency health damage resist
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Aura 2: Divine Ministration

Node 4.2

- Low: Allies in coherency will regain toughness after losing health damage, proportional to the amount of health damage they got
 - High: Decrease health damage when it would clear a wound
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Aura 3: Holy Fusillade

Node 4.3

- Low: Decrease ranged weapon pull out time
 - High: Increase ranged Critical chances
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Blitz

Blitz 1: *Blessed Strike*

Use Faith to power a melee strike that deal more damage, can stack with special attacks

(Melee only) Consume 25 Faith, whereupon a very short weapon inspection animation will play, and then the striking part of the weapon will glow gold (same as how Warrior Priest's **Righteous Fury** looks).

Effect:

- Increase max Cleave target by 3 entities
- Grant 20% first target damage increase
- Apply Purge effect on hit target

Blitz 1.1: *Furious Strike*

Decrease first target damage increase, but apply Purge effect on enemies close to targets.

- Blitz 1.2: *Blessed Radiance*

Lose melee effect of Blessed Strike.

Instead grant ranged weapon:

- Increase ranged cleave by 1
 - Grant 10% first target damage increase
 - Apply Purge effect on hit target
- Blitz 1.3: *Blessed Hands*

Node 10.1C:

Give free Blessed Strike activation chance (25%) on weak point hit, 20s cooldown.

Blitz 2: *Spirit of the Martyr*

Node 10.2:

Use Faith to shield yourself or an ally from hit

Consume 60 Faith, whereupon a golden halo, which will remain for 5s will appear on the selected target, this halo represents the health of the shield.

Effect:

- Grant the wearer an over shield of 50 health for 30s, which will priorities over health damage
- Grant the wearer stagger resistance

- Blitz 2.1: *Shields of the Martyr*

Increase the number of shields that can be applied at once, and decrease the shield's health by 20%

- Blitz 2.2: Selfless Martyr

Lose the ability to set shield on yourself, but increase the length of the shield's upkeep from 5s to 10s.

Blitz 3: *Purge the Unclean*

Node 10.3:

Use Faith to power an AoE which will set Purge on surviving targets

Consume from 15 to 40 Faith to charge up an AoE that will deal small damage as well as giving the enemies the Purge effect

Effect:

- Stagger enemies caught in the AoE as well as damaging them (Similarly to Trauma staff)
- Set Purge effect on the enemies

- Blitz 3.1: Banish the Unclean

Increase damage on Unyielding and Maniac

- Blitz 3.2: Purge through fire

Exchange the Purge effect to simply set the enemies on fire, giving them a balanced stack of fire

- Blitz 3.2: Pyre

Increase damage of the AoE, but restrict the range of it.



Ability:

Ability 1: *Pure Faith*

Node 12.1:

AoE Shout (Self centred circle) that apply burning and Purge on nearby enemies, replenish Faith

- Node 12.1A:

Change the AoE from a circle to a cone facing outward, increase stagger and deal damage

- Node 12.1B:

Shout apply a buff to the player as well as player in the AoE

Buff: Increase melee damage and critical chance.

Ability 2: *Standard of the Emperor*

Node 12.2:

Plant a static standard that protects and buff the Rejects around it (Somewhat like a weaker Icon from the Zealot). Standing near it give back Faith to the owner.

- Node 12.2A:

Standard pulse stagger in its AoE

- Node 12.2B:

Enlarge the AoE effect

Keystone:

Node 18.1:

Keystone 1: Divine Guidance

When in 'high' aura, increase the effect for every ally in coherency:

- Aura 1: *Light of the Emperor* +1.5 health damage resist
- Aura 2: *Divine Ministration* +5% health damage resist on wound clear
- Aura 3: *Holy Fusillade* +2.5 ranged critical chances

- Node 18.1A:

While Divine Guidance is up, increase melee cleave

- Node 18.1B: Divine Purge

Replace effect of Divine Guidance:

- Aura 1: Staggered enemies get Purge
- Aura 2: For X sec melee attacks apply Purge
- Aura 3: Ranged critical strikes apply Purge

- Node 18.1C:

While Divine Guidance is up, add 10 toughness per ally in coherency for more than 5sec

- Node 18.1D:

Replace Divine Guidance:

- Aura 1: When staggered or disabled decrease damage taken
- Aura 2: After taking health damage, gain 50% damage reduction for 5s (20s cooldown)
- Aura 3: Decrease ranged weapon recoil

Node 18.2:

Keystone 2: Faith Emboldened

Every 20 elite enemies killed grant a F.E. charge (can hold 2)
F.E. charges will upgrade the Blitz and lower the faith cost by 12%

- Blessed Strike: Increase damage and cast speed
- Martyr: Increase shield's health and duration
- Purge: Increase AoE size and max target count.

Node 18.3A:

Increase max count of F.E. from 2 to 3

- Node 18.3B:

Elite and Special enemies count for 5

- Node 18.3C:

Using Blitz's while having a F.E. grant user additional weapon damage for 5s

Node 18.3:

Keystone 3: Blessed Armament

Recharging Faith will give B.A. which will be expended on critical(ranged) shot
Blessed Armament:

- Increase Critical strike
- Critical strike inflict Purge on hit (Max 3 target)
- Critical strike inflict Fire damage on hit (Max 3 target)
- Increase damage and stagger of critical strike
- Node 18.3A: Overkill

Critical shots have 15% chance to shoot twice

- Node 18.3B: Surgical strike

Spending Blessed Armament will grant melee critical chance increase as well as
melee damage increase for 5s.



Weapons:

Shared: (Not counting weapons that would appear later on.)

Melee: Thunder Hammers, Shock mauls, Chainsword, Power Swords, Heavy Swords, Crusher, Eviscerator, Chain Axe

Ranged: Autogun, Bolter, Flamer, Shotguns, Bolt Pistol

New:

Melee: Anointed Halberd, Hallowed Mace; Anointed Halberd&Shield; Hallowed Mace&Shield, Narthecium; Combat staff; Sister specific variants of current weapons (Eviscerator, Chain Axe, Power weapons)

Ranged: Condemnor Bolter, Bolter with Sarisa; Combi Bolter (Flamer; Plasma); Hand Flamer; Stormbolter

