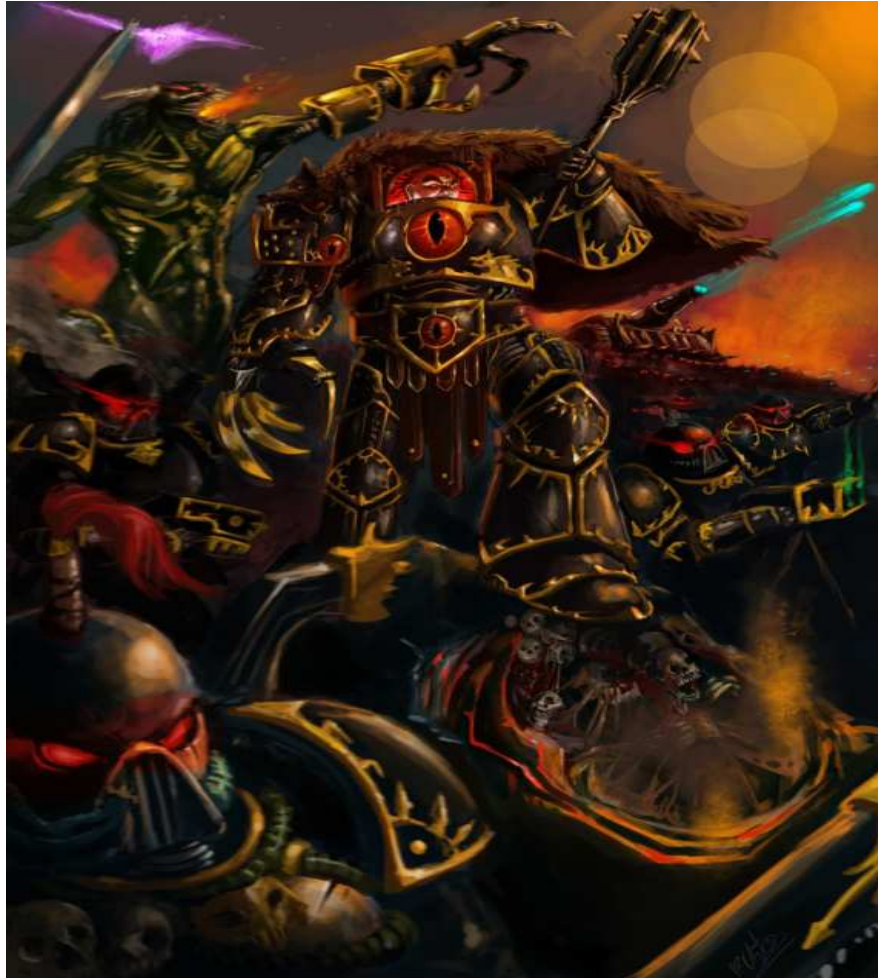




Prince of the Eye By Sentry342

There are many different variations of how the story of 40K could have gone. This story focuses on a dark future. During the Horus Heresy as the Emperor lay dying he used the last of his power to destroy Horus's soul. In this world the Chaos Gods intervene, altering fate to ensure Horus's survival. As a result the Warmaster survives the Heresy leading the Long War against the Imperium of Man.

You will arrive in this dark world. Perhaps you are one of the Warmaster's allies seeking to bring down the Imperium. Alternatively you may be a hero called forth to save the Imperium in its darkest hour alongside the Primarchs. Of course you could simply watch as the universe unravels around you. Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.

Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

1.) Holy Terra

Terra, also known as Earth, is the birthplace of humanity and the capital of the Imperium of Man. The planet is covered in sprawling cities, towering mountains and ancient ruins. The planet is home to the massive Imperial Palace, which serves as the seat of power for the ruling Emperor and his High Lords of Terra. The planet is also a hub of commerce and culture, with people from across the galaxy flocking to its cities to trade and seek their fortunes.

2.) The Eye of Terror

The Eye of Terror, a maelstrom of swirling Warp energy, stands as the primary conduit between the Immaterium and the material realm. It is a malevolent scar upon the galaxy's fabric, a realm where the laws of physics are but a fleeting memory. In this nightmarish expanse, the Traitor Legions find their bitter refuge, their dark fortresses and warbands scattered like malign stars amidst the chaos. Daemons, embodiments of raw Warp energy, carve their realms into the deepest reaches of this roiling abyss. As a Loyalist, you'll begin your journey just beyond the precipice of this eternal tempest. Should you have succumbed to the seductive allure of Chaos, your presence will be ensconced within the Eye itself.

3.) Fenris

Fenris, the rugged and untamed homeworld of the Space Wolves and their fiery Primarch Leman Russ, is a planet of harsh beauty and ferocious defiance. Its landscapes range from frost-choked tundra to tempestuous oceans, and its people are as indomitable as the world itself. This world is a powerful fortress, but soon it will face the endless fury of the Thousand Sons. You may start directly on Fenris if you are a member of the Imperium. Otherwise you will start on the edge of the system within an allied vessel.

4.) Kronos

Kronos, a modest jewel in the vast tapestry of the Eastern Fringe, bears silent witness to a legend etched in the annals of the Imperium's history. It was on this unassuming world that Primarch Guilliman, the Lord Commander of the Imperium, confronted the enigmatic and nightmarish entity known as the Transcendent Shard of the Nightbringer.

Perhaps you could come to aid the Primarch or ensure his death rather than a mere coma.

5.) Nova Terra

Nova Terra is the capital of the Nova Terra Interregnum. In a daring move the entirety of the Segmentum Pacificus rebelled against the High Lords seeking independence. This rebellion rapidly grew in strength with the aid of the Chaos forces as the Imperium was unable to quickly muster enough forces to put them down. You may start anywhere within the Segmentum Pacificus. Though the rebellion in question won't take place for another couple thousand years.

6.) Free Choice

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out the same day that the main plot of the story begins. The clash between the Emperor and Horus will occur within a few hours of your arrival.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

The Black Legion - Free

In the wake of the cataclysmic clash between Horus and the Emperor during the Siege of Terra, as both titans of power lay wounded but unbowed, you emerged as one of the indomitable souls who had rallied under the banner of Horus. Your allegiance is steadfast, an unbreakable bond to the Warmaster himself. Amongst the many who once followed the traitorous Primarch, you are a member of his original vanguard, a testament to your enduring loyalty to his cause. The scars of that tumultuous battle, etched upon your existence, have only deepened your resolve, propelling you into a future fraught with both darkness and opportunity.

The Ruinous Powers - Free

Horus may have been a vessel for the dark ambitions of the Ruinous Powers, but true leadership in the realm of Chaos rests with the capricious Dark Gods themselves. You, in your unfaltering devotion, stand as one who serves these malevolent deities directly. Whether as a daemon, a fervent cultist, or a harbinger of their will, your existence is intertwined with the ever-shifting whims of Chaos. You embody the chaotic essence of their desires, and as such, your path is one of unpredictable and terrifying power.



The Imperial Lords - Free

Within the labyrinthine hierarchy of the Imperium, where might and authority are divided among countless warlords and commanders, you have ascended to a position of unparalleled leadership. Be it as a High Lord, a revered Primarch, a brilliant general, or another esteemed figure, the mantle of responsibility rests squarely upon your shoulders. Your charge is to guide and safeguard the Imperium, to bear the weight of its survival upon your shoulders, and to make decisions that will shape the fate of worlds. Your role in this vast, complex tapestry makes you one of the pivotal figures in humanity's relentless struggle for dominance amidst the stars.

The Imperium's Masses - Free

In the sprawling expanse of the Imperium, where countless stars and untold worlds teem with life, you are but one among the innumerable multitudes that constitute humanity's unyielding bulwark. Your identity is that of an ordinary, yet integral, member of the species that forms the bedrock of the Imperium. Amidst the overwhelming might of the Primarchs and the vast armies, it is the collective strength and determination of individuals like you that sustain the Imperium's relentless march through the darkness of the cosmos. You are an unsung hero, a testament to the resilience and unity of humanity in the face of unimaginable challenges.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Abhuman +100 CP

There are a number of variations of humanity referred to as the Abhumans. You are one of the many subspecies that share some relation to humanity yet remain separate. This origin encompasses any humanoid species created by mutations or the xenos that are tolerated by humanity such as the Ogryn, the Squats, and the Ratlings. You may choose these or any other subspecies of humanity. Most of these are stronger on average than a normal human, but have some cost such as height or intellect for this strength.

Human - Free

The Human species (Homo sapiens), also known as Humanity, Mankind or Man, is a collection of factions primarily composed of Humanity, the most dominant intelligent species in the Milky Way Galaxy in the 31st Millennium A.D. You are likely a member of the Imperium or perhaps one of the innumerable worlds scattered throughout the galaxy. You will start out as an in shape human equal to an athlete or soldier of our world.

Space Marine - 100 CP

The Space Marines, also known as Adeptus Astartes, are the pinnacle of human warfare and are revered as the greatest defenders of Humanity. They are enhanced beyond the limits of normal humans through a combination of advanced genetic modification, mental conditioning, and intense training. As a Space Marine, you possess unparalleled strength, speed, and endurance, as well as a deep sense of duty and loyalty to the Emperor of Mankind. With your extensive arsenal of advanced weaponry and armor, you are a formidable force on the battlefield, capable of taking on entire armies alone. You are a living symbol of the Imperium's power and a true hero of Humanity. Lastly, you may choose which of the Legions that you hail from. This however, could have dramatic effects on your history depending on which faction you are aligned to.

Aeldari - 100 CP

The Aeldari, also known as the Eldar, are a highly advanced and ancient species of humanoid xenos that once ruled over a vast empire spanning the galaxy. You may freely choose which of the Eldar factions you belong to, including the noble Craftworld Eldar, the sinister Drukhari, the mysterious Harlequins, or the primitive Exodites. As an Eldar,

you possess exceptional intelligence, speed, and agility, but your race's dwindling numbers and fragile physiology demand caution and strategy in any engagement.

Ork - 100 CP

The Orks, known as greenskins due to their distinctive green skin pigmentation, are a savage and warlike humanoid species with animal and fungal traits. Their species spans across the galaxy, and their constant desire for battle and bloodshed fuels the rise and fall of countless Ork empires. Orks possess a powerful psychic gestalt field that enables them to perform incredible feats of engineering, with the field's strength directly proportional to the number of greenskins in a given location. You may become one of the greenskins and become part of their Waaagh!, or remain independent and utilize their technological prowess for your own purposes.

Necrons - 200/300 CP

The Necrons are a mysterious xenos species of humanoid, robotic skeletal warriors that have lain dormant in their stasis-tombs for more than 60 million Terran years. They have only recently awakened due to destabilization caused by the Cacodominus's death screams. The Necrons are ancient beyond reckoning, predating even the birth of the Aeldari. The Necrons are a completely robotic humanoid species whose technological prowess is probably unmatched by any of the other intelligent species of the galaxy. Additionally all Necrons are virtually immortal as long as their reanimation protocols remain in effect. Granted this process can only repair so much damage before they shut down.

If you aren't satisfied with being a normal Necron then you become a more powerful Necron variant for an additional 100 CP. Some examples would include the Lychguard, Phaerons, or Overlords. For example, the Lychguard are the elite protectors and emissaries of the Necron nobility. In order to serve as a bulwark against those who would harm their charges, Lychguard were gifted with the highest quality living metal necrodermis bodies, equal in resilience and power to those inhabited by the Necron Lords and Overlords they protect.

Custodes / Sister of Silence - 300 CP

As a member of the Custodes, you are part of a legendary cadre of genetically-engineered transhuman warriors, renowned for their unparalleled combat prowess and loyalty to the Emperor of Mankind. Created by the Master of Mankind personally, each Custodian is a walking army in their own right, capable of out-matching even the formidable Adeptus Astartes. You may choose to belong to one of the various divisions of the Custodes, such as the Hykanatoi, the Companions, the Shadow Keepers, or the Aquilian Shields.

Alternatively, you may choose to become a Sister of Silence. While technically separate from the Custodians, the Sisters of Silence are their female counterparts, working closely with them to protect the Imperial Palace. Composed entirely of women with the Pariah gene, the Sisters of Silence are formidable anti-daemon forces, tasked with hunting down and neutralizing any warp-spawned threats to the Imperium.

Primarch - 400 CP

The Primarchs were the 20 genetically-engineered transhuman "sons" of the Emperor of Mankind created in the late 30th Millennium. They were intended to be the immortal and superhuman generals and proconsuls who would command the Emperor's Great Crusade to reunite the scattered Human race beneath His leadership. Their genomes later served as the genetic templates from which the Emperor crafted his 20 Space Marine Legions. By default you replace the either banished or forgotten Primarchs of the 2nd and 11th Legions. With this alone you will be in the top echelon of power, but there are still many above you.

Daemon - 100/400 CP

Daemons, also known as Neverborn, are entities of the Warp and servants of the Gods of Chaos. They are created at the whim of a Chaos god from a fraction of the god's own power and act as an extension of their will. A daemon's appearance and character reflect the god's own nature. As a jumper, you have the option to become a daemon, which grants you immense power, but also subjects you to the whims of your patron god. However, you may also choose to either be a daemon of Chaos Undivided or a separate Warp Entity.

If you are not satisfied with being a normal daemon you may become a being known as a Greater Daemon for 400 CP. The Greater Daemons are the most powerful warriors amongst the teeming daemon hordes of Chaos. They are incarnations of their Chaos God, living embodiments of everything Chaos represents. Greater Daemons hold immense power and serve as the guardians of their god's realm and the executors of its will. As a Greater Daemon, you will be an embodiment of your patron god, and your power and influence will be second only to theirs.

Cacodominus - 600 CP

The Cacodominus is a monstrous fusion of flesh and machinery. This creature is an ancient super lifeform hunted to extinction by the Aeldari before their fall with the aid of Isha. The monster possesses godlike psyker capabilities and threatens an entire Segmentum. After awakening the creature was capable of seizing control over a trillion souls and hundreds of worlds. Additionally the creature was a physical monster capable

of killing a Primarch. Supposedly, if anyone but Sanguinius challenged the beast they would have been slain. Lastly, this will also bless you with the knowledge of this species and its horrifying weapons.

The Inferna Astra - 600 CP

The Inferna Astra are a set of three living suns created through a ritual gone wrong by the Thousand Sons. Anything touched by the light of these living suns would be branded with their power turning them into puppets for the literal star-gods. As an Inferna Astra you have the power to freely mold and control these beings. Additionally they have the ability to spawn endless armies of pale skinned devils and black armored monsters. As an Inferna Astra your physical body is a mobile star and can only be destroyed by super weapons that even the traitors would hesitate to deploy.

C'tan - 500/700 CP

The C'tan, also known as Star Gods or Yngir in the Aeldari Lexicon, are the oldest known intelligent beings in the Milky Way Galaxy. By taking this option you may become a C'tan Shard. This makes a fragment of one of these powerful entities, free and unbound. Your awe-inspiring power makes you a treasured opportunity, but you must be cautious as others will seek to harness your abilities. You will be provided with a Powerful Necrodermis shell for you to inhabit. Current knowledge of the C'tan is lost, only known by a select few within the Eldar Craftworlds. Soon however, the galaxy shall learn to fear the Star Gods once more.

- **Transcendent Shard - 700 CP:** While all C'tan Shards possess immense power, some stand out for their exceptional strength. These transcendent shards are equivalent in power to dozens, if not a hundred, of their lesser brethren. By choosing this option, you become a transcendent shard, just shy of being a complete C'tan. You will be on par with the Transcendent Shard of the Nightbringer which fought Guilliman. Lastly, this power will allow you to interface with and seize control of any Necrons you encounter.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Eldar x Primarch hybrid would cost 700 CP ($100 + 400 + (100 \times 2) = 700$). You will gain unique advantages that are related to the species you choose.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

My Mind is my Own - Free

There are a vast number of beings and influences that can take control of others here. Some of these measures are direct while others are more subtle. By taking this your mind and soul will be protected from any foreign influence. For example, you could reside in the Warp and never be corrupted by the passive influence of Chaos. If you join the Chaos Gods it will be of your own initiative. So for better or worse everything you do in this world will be a result of your own actions.

One Small Change - 100 CP

After viewing the Emperor's ascendancy to godhood the Chaos Gods realized they must stop him. To do this they ensured that their champion would live and destroy the Imperium before the Emperor could ascend. As a result the weaves of fate shifted and the Primarch Horus lived. This small change would go on to have catastrophic effects on the setting. Some changes such as the survival of Sanguinius and Fulgrim's defeat by Guilliman were merely the first ripples. With this perk you may make similar changes to the history of your future jumps. Perhaps the big bad never died or the great hero was corrupted by evil. These changes should be small, but when chosen well they can shatter an entire setting.

The Black Legion

We Must Retreat - 100 CP

After their Primarch Horus was left on the edge of death the Sons of Horus fled to the Eye of Terror. They were desperate to find some way of healing their dying Primarch. First, though, they had to flee and escape the Siege of Terra. Remarkably they did so suffering no casualties. This perk allows you to perform similar feats. Should you decide to cut your losses and retreat you may do so. You will find ways to bypass any obstacles and safely leave. Additionally should you be in charge or a part of a larger force you can guide them as well minimizing casualties. For example, when you realistically should have lost 70% of your forces in the retreat you could do so only losing 10%.

They Won't Betray Us - 100 CP

When Konrad Curze led an assault against the Word Bearers seeking revenge they hired a large group of pirates to act as meat shields. None of the pirates were willing to double cross Curze due to the sheer fear they felt if they betrayed him. Anyone you work with will similarly never betray you be they temporary allies or eternal allies. This could be due to a sense of fear from your retribution or perhaps respect towards you. Regardless you will never have to fear your allies betraying you or abandoning you.

I am Alpharius - 200 CP

The Alpha Legion are the undisputed masters of espionage, manipulation, and covert operations. It would seem that Alpharius must have taken on a student or secretly has a third sibling as you are every bit his equal. This is demonstrated through a number of skills. Firstly, your senses are finely attuned to deception and hidden motives. This allows you to detect when someone is lying or concealing information with uncanny accuracy, making it nearly impossible for others to deceive you. Even Tzeentchian daemons cannot hide secrets from you. Secondly, as a true master of disguise, you can effortlessly change your appearance, voice, and mannerisms to blend into any environment or mimic any individual. Whether it's assuming the identity of an enemy commander or seamlessly becoming part of a foreign culture, you do it with an almost preternatural skill.

Third, you excel at creating diversions, spreading disinformation, and leading your enemies astray. Your ability to sow confusion and chaos is legendary, making you a master of psychological warfare. Fourth, you know how to properly set up an extensive network of informants and spies across the galaxy. Your agents will remain hidden, passing along valuable intelligence, and assisting your efforts. Lastly, like the enigmatic

Primarch himself, you possess a talent for planning and executing audacious gambits that leave your enemies bewildered. This innate sense allows you to turn seemingly unfavorable situations to your advantage, creating opportunities where none should exist. You will be considered a dangerous foe by many, but they will have to find you before they attack.

The Second Born - 200 CP

The Second Born is a term that refers to the Traitor Astartes who merged with daemons. By sealing the daemons within their bodies they can strengthen themselves. An average space marine can immediately reach the level of elite and gain access to psyker abilities. The nature of the daemon also gives you a couple of powers. For example, a Khornite daemon would give you resistance to psyker attacks and boost your physical strength further. You may purchase this multiple times to stack multiple daemons. Additionally, you can choose whether any physical mutations manifest. Lastly, these daemons will synergize with you assisting you to their best of their capabilities.

The Rubric - 400 CP

The Rubric of Ahriman was a desperate ritual to cure the Thousand Sons of the Flesh Change. This ritual succeeded at great cost. Over 90% of the legion turned to dust becoming robotic souls trapped in their armor. The remaining 10% however, were empowered, their strength exploding in might and overall scale. You were one of the few to survive or the result of a similar ritual. As a result you are now a powerful psyker if you were not one already. Any magic or esoteric powers you possess will be significantly stronger and your body in turn has grown more resilient to channel this might.

Builder of Empires - 400 CP

When Horus returned to the Eye he knew that his forces needed to be built up once more. He did so immediately, quickly building up a massive force. Alongside this force he rallied his allies uniting them into a proper force as well. You have a mastery of empire building only matched by Horus and the Emperor himself. You could build a massive galactic empire in only a century. You will find resource deposits, see your army build up at an immense pace, and even find smaller empires that you can fold into your own. Lastly, your empire will never fracture remaining stable no matter how large it grows.

Champion of the Gods - 600 CP

Horus was powerful as a Primarch, but he only rose to the heights he reached after being imbued with the might of the dark gods. Like Horus you have been imbued with the powers of the gods. This grants you a number of abilities. Firstly, this grants you the

blessings of each Chaos God on par with the greatest of their champions. Khorne's wrathful fury, Slaanesh's endless passion, Tzeentch's incomprehensive schemes, and Nurgle's limitless life force are within you. Second, any being aligned with Chaos will feel an instinctual desire to submit to your authority. This effect grows exponentially stronger the more powerful you are. Post-jump this authority will extend to any demonic, evil, or spiritual entities. Lastly, you will receive a power boost making you on par with the Warmaster before his crippling injuries weakened him.

The Sorcerer King - 600 CP

Magnus is widely considered to be the most powerful psyker in the galaxy aside from the Emperor. Now however, in you, there is a being who can challenge him. Your immense psychic power can tear reality apart, radiating off your body. Your nearly limitless power is on par with Magnus after his power was bolstered by Tzeentch. You have a mastery of the various psyker disciplines allowing you to perform any psychic feat with incredible finesse. Lastly, post-jump you will generate your energy internally and no longer require a connection to the warp.

The Ruinous Powers

Benevolent Mutations - 100 CP

Realizing that the Imperium would always reject the darker aspects of Chaos, Horus convinced the gods to alter their methods. This caused many of the chaos mutations to change to more beneficial changes rather than deformations. This perk possesses two abilities that grant similar effects. The first, is that any power or blessing you bestow will become more beneficial.

For example, if your blessing normally would make someone grow a sword from their body now it might make their body more suitable for swordsmanship. Something along the lines of enhanced muscles or steel like skin. Second, any of the darker aspects that might drive away others will now be concealed. These negative or positive aspects depending on the person will fade into the background. By the time anyone learns about them they will already be in too deep to leave or they'll no longer care.

I Never Lose - 100 CP

One of the most important tactics Horus learned after his defeat was to layer his plans. He devised his plots so that even when failing he still won somehow. For example, he wanted to recruit the Leagues of Votann into his forces. In the end they refused his offer, instead going into isolation. This, however, also prevented the Imperium and other races from gaining their aid. Any plot or scheme you devise will now include this feature. This ensures that even if everything was falling apart around you, you'd still be scoring victories on all fronts. These alternative paths may not be as fulfilling as your initial desire, but they will pave the way for greater schemes.

Warpsmith - 200 CP

While not under the banner of the Four, the Masters of the Forge were some of the most dangerous beings in the Immaterium. This knowledge of forging daemonic artifacts and skill in crafting these weapons could perhaps only be matched by Perturabo himself. Now, you are an individual worthy of this title as well. Perhaps you were a student accepted by the Masters, or you stole the knowledge.

Regardless, you can now be considered one of the greatest warpsmiths that the galaxy has ever seen. Daemon engines, cataclysmic super weapons, and numerous other relics are merely waiting to be hammered into existence. Lastly, if you wished as a neutral force you could use these skills to create other relics. Imagine what type of

blade you could craft with the Emperor's light rather than the tainted energy of the Chaos Gods.

Rip Away the Veil - 200 CP

Despite everything that occurred the people of the Imperium remained steadfast due to their faith in the Imperium. To deal with this Nurgle crafted a plot to bring all of the Imperium's secrets into the light so that the empire would collapse inwards. The champion who would undertake this task was known as the Savant. He was blessed with many skills that allowed him to uncover any secret no matter how well hidden. Like the Savant, you have been blessed with these gifts. Any secret no matter how old or concealed can be brought into the light and spread to the masses.

Dark Apostle - 400 CP

The Word Bearers possess a mastery of rituals and daemon craft, even surpassing the Thousand Sons. These rituals allow them to summon warp storms, bind daemons, and perform numerous other feats. You have honed your skills under Lorgar himself, making you an unparalleled master of these arts. You carry the teachings of the First Heretic and can wield his grand capabilities. If it can be classified as a chaos ritual you can now perform it. Additionally the difficulty in doing so has been greatly reduced. For example, if you wished to create a Daemon World you would only need a few thousand souls rather than millions of damned souls. Another example would be using rituals to alter time during travel. This allows you to launch rapid assaults and delay your enemies from receiving reinforcements.

The Father of Monsters - 400 CP

Fabius Bile is a master of genetic engineering who is perhaps only surpassed by the Emperor of Mankind in skill. Bile was even capable of safely altering gene-seed, purifying it in the Warp, and creating entire new species. Whether you willingly sought tutelage under Bile's dark genius or were perhaps guided by the Emperor's profound knowledge, your proficiency in this field has elevated you to the status of a true master. Should you choose to tread the path of Fabius Bile, your experiments in flesh-crafting and genetic augmentation will yield results that even he would find astonishing. Your creations are marked by their perfection and adaptability, representing the zenith of biological artistry.

The Long War - 600 CP

After sustaining his injuries Horus knew that Chaos couldn't win an open conflict. So instead he sought to destabilize the Imperium, tearing their faith asunder making them collapse in on themselves. You have learned to do this as well forging plans that span thousands of years accounting for every variable. Should you dedicate your efforts even

the greatest and most stalwart empires will find themselves crumbling before your efforts. Be it creating rebellions, taking advantages of weak points, or uniting their foes all will fall to your schemes. The amount of time needed however, will vary depending on the size, infrastructure, and power of the group in question. For example, the Imperium after the Heresy still survived for nearly 5,000 years despite Horus's best efforts.

Fateweaver - 600 CP

Kairos Fateweaver is the greatest of Tzeentch's servants. This is due not only to his immense psychic prowess, but his ability to witness all of time. Kairos can see the entirety of both the past and the future at once. The constantly shifting paths are laid bare before him. You have acquired Kairos's gift though without suffering his curse. You can examine the consequences and rewards of any potential path ahead. Though going further into the future will increase the strain on you. Should you be strong enough to bear it you could witness all of reality at once, but even Tzeentch himself would struggle to do this.

The Imperial Lords

We Must Rebuild - 100 CP

After the siege finished Vulkan and the Salamanders were left alone to defend Terra. They quickly worked to restore the ruined world back to its peak. In fact they managed to do so in a remarkably short period of time. Having studied under the Primarch Vulkan you have learned to perform these acts of restoration. As long as you have the numbers and materials you can rapidly restore even the most damaged areas to pristine condition. Efforts that should take years will be completed in mere weeks. Lastly, seeing the restoration occur before their eyes fills those around you with limitless energy allowing them to work without rest. They will suffer no negative effects from their labors as though being reinvigorated by the restored areas.

I Go Where I'm Needed - 100 CP

When Sanguinius traversed the Imperium he used his future sight to see where great catastrophes would occur. This allowed him to resolve various issues, put down rebellions, and stop xenos onslaughts before they could truly become issues. You may not have the future sight Sanguinius did, but you have a sixth sense that allows you to sense where you are needed. This sense will guide you to locations and people allowing you to prevent disasters before they occur. For example, you may find a future cult leader who desperately needs help or to be put down. You could save them, turning them into a force for good or tear them from the roots before they grow.

Taming the Beast - 200 CP

After his visions were proven wrong Kurze was pushed to the edge of his sanity. Despite this Horus was able to manage him and the other insane members of his forces. Like Horus you have a tempering hand for the insane. Under your guidance they will find their sanity being restored and their control growing. This effect will also build up their loyalty and endearment towards you. Whether you wish to help them recover or simply turn the insane into your personal weapons they both are now valid options.

There are Consequences for Killing a God - 200 CP

As the C'tan are physical manifestations of universal laws there are grave consequences for actually killing one. This effect was displayed when Guilliman alongside the Aeldari killed the Transcendent Shard of the Nightbringer. The after effects of this cursed Guilliman placing him in a coma that he would never awaken from. You share this dark power with the C'tan.

This ensures that anyone who attacks you will have to consider whether they can bear the consequences of success. At the very least anyone will prefer sealing you away rather than actually killing you. The strength of this feedback will depend on your own power. As a normal human your fallen vengeance might bring down a Space Marine, but if you were on par with a complete C'tan your death could shatter the universe itself.

The Ravenlord - 400 CP

Over the thousands of years since the Heresy Corvus has honed his mastery of the Warp and his innate gifts. This empowered his Wraithslip allowing him to fade from reality, the mind of others, and even conceal his forces on a grand scale. For example, he was able to remove his presence from the minds of everyone including Horus allowing him to move in the shadows. You have been granted this power as well. Perhaps Corvus shared it with you or you merely possess a similar gift. The most extreme example of this power shown was the ability to hide an entire system from the eyes of all who sought it. This effect, however, required Corax's constant presence within the system preventing him from leaving.

The General - 400 CP

The Primarchs are considered to be some of the greatest generals to ever live. Though amongst the Primarchs some stand above the rest. This perk gives you the tactical and strategic capabilities on par with the Lion, Guilliman, and Horus. Your tactical mind would allow you to seize the initiative in any war forcing your foes to dance in the palm of your hands. Be it a small squadron or a galaxy spanning military you can use them to their fullest capabilities. The effects of the perk will grow more pronounced as the force you command grows larger, more advanced, and wields higher levels of skill.

The Great Angel - 600 CP

Sanguinius was the mightiest of his brothers only falling to Horus due to the forced plots of destiny itself. His skills, power, and sheer charisma set him apart from his brothers. You carry this same special spark within you. This grants you a number of boons to assist your journey. Firstly, you are a figure of legend capable of grand feats that should be impossible. Second, you are a terror on the battlefield unmatched in skill and power.

Only the most powerful and ancient beings in this universe stand a chance against you even as a normal mortal. Third, there is something about you that brings hope to others. Even in the darkest of times your mere presence will inspire others to fight on. A single word from you could dispel the corruption from a cult leader bringing them back to the Emperor's light. Even your most hated enemies will find your presence affecting them as they either fall to their knees out of sorrow or lose their will to fight.

The Gift of Sight - 600 CP

Both Sanguinius and Konrad were known to possess foresight into the future. This gift allowed them to witness events in the far future and their opponents moves in battles. Like the two brothers you possess this gift as well. You can use this ability in both the short and long term. Short term uses allow you to predict ambushes, your enemies next move, and any short term consequences. The long term aspect however, allows you to glimpse centuries if not thousands of years into the future. As you make changes to the timeline you will gain access to new paths based around your new altered future. This effect will bypass any barriers or beings who should remain hidden allowing you to get a full picture of the situation. Though the exact amount of detail will depend on your focus and power.

The greatest difference between an ability like this and Kairos's future sight is the ability to mold the fates of those around you. For example, when Konrad was much younger he encountered a young criminal. He saw two paths for the young man. One would lead him down the path of a hero while the second would make him one of the most dangerous criminals on Nostramo. This effect will automatically activate whenever you meet someone giving you a glimpse of their future and how best to help them. Perhaps you could guide a citizen destined to become a Daemon Prince to instead become a Space Marine Chapter Master. The stings of fate lay bare before you and will respond to your tune.

The Imperium's Masses

Cleanse the Taint - 100 CP

The taint of Chaos is often even more damaging than the actual forces of the Dark Gods. To combat this the Imperium learned how to identify and rout it wherever it would sprout. You are particularly skilled in this aspect having a sixth sense for any nearby corruptive influence. You can sense both the obvious demonic presence concealed in an area as well as the subtler corruption that takes roots in the minds of those around you. Wherever you go your foes will be unable to hide their influence.

Heroes, Not Savages - 100 CP

After the Scouring finished Russ contemplated how his legion was viewed. Worried about the Imperium turning on them he reconstructed their image into that of great heroes rather than executioners. This action made the Space Wolves one of the most beloved Legions only surpassed by the Salamanders. You have learned how to gather similar support from the public. You may control this outlook to create the image you desire. Perhaps you wish to be viewed as the silent guardians, the eternal heroes, or a cruel warlord. Any actions you will perform will be focused through this lens. For example, destroying a planet will likely make citizens think that there was no other choice and that you did all you could.

The Breaker of Chains - 200 CP

Mammon was an Imperial world with little of note. It however, was destroyed after a gladiator rebellion summoned the World Eaters to free themselves. The World Eaters may be mindless monsters, but they despise slavery. You carry the spirit of the World Eaters with you. You have the knowledge and skills needed to shatter any bindings. Be it mental conditioning, physical chains, or arcane magics. You could even undo the mental programming of the Astartes or remove the Butcher's Nails from Angron. Unfortunately doing so after his ascension as a Daemon Primarch would be a significantly harder feat.

Fragmenting Empire - 200 CP

The Imperium of Man's power was unmatched by any other faction aside from the unified Orks or the united Necron Empire. Even the full might of Chaos would fail against them. This meant that the other factions wanted to divide the Imperium, tearing apart its mighty bulwark. You refuse to allow this to happen and have undergone immense studies to prevent this. Your knowledge allows you to enforce a strict sense of unification within your forces and territories preventing them from becoming divided.

This includes rebellions, overt division, and large-scale infiltration. If the Emperor had this perk then the original Heresy would have never occurred.

The Transcendents - 400 CP

The Unfettered was a Word Bearer who believed in the power of humanity and its ability to ascend alongside the gods. Many thought him insane, but he eventually succeeded in developing a method that would allow anyone to ascend as a Daemon Prince or an equivalent being. Firstly, by taking this perk you will gain the knowledge of the Unfettered One allowing you to perform this process. Additionally it will be refined greatly reducing the chances of failure when performing the ritual. Second, you may become a Transcendent yourself ascending as a minor Warp being. The power you receive will vary based on your initial power. For example, an ordinary human might be on par with a strong daemon while a Primarch would become a full on Minor Warp God.

The Imperial Dragon - 400 CP

Vulkan's actions throughout the Ascension Wars against the Transcendent would earn the title of The Imperial Dragon. This was due to his overwhelming power when he slew Transcendents singlehandedly as well as his kind nature. With this you carry Vulkan's stalwart and kind spirit. You will find combatants willing to peacefully surrender in otherwise horrific battles due to your peaceful demeanor. Your mere presence on a battlefield will cause tension to dissipate and make your foes want to set down their arms. For the occasions however, where violence is required Vulkan's strength will flow through you. Your body will be enhanced significantly making you a physical powerhouse blessed with enhanced regeneration.

Voice of the Astronomicon - 600 CP

Due to the worship of the Emperor and Sanguinius' prevalence the Astronomicon became a powerful angelic force in the Warp. This resulted in the creation of the Firetide Angels forged from the souls of the Imperial citizens. You are the Champion of the Astronomicon and have been granted all of its abilities. As a result you have been granted an array of powers. Firstly, you have been given the ability to transform into a Seraphim on par with the mighty Imperius. This warrior was strong enough that it required both Angron and a Khorne corrupted Drazhar to slay him.

Second, as the Champion of the Astronomicon you are infused with the Emperor's power. This energy is extremely effective against daemons and any other corrupted foe. Additionally the energy allows you to permanently kill any being you slay as it burns away everything, even their souls. If you wish you may selectively target foes choosing to purify them rather than slaying them. Lastly, your aura has the ability to shape the battlefield. In your presence your allies will be strengthened. Their wounds will heal in

seconds, ammo will mysteriously appear, and they shall know no fear. The opposite will occur to your enemies. They will find their wills drained and their abilities suppressed.

The Night Hunter - 600 CP

Konrad Curze is considered to be the greatest assassin and stealth expert in the galaxy. Perhaps only Corvus and the Blade of Ptesh could be considered his equal at least until you came along. You are the night who can match the three warriors in the shadows. You could move through a compound of space marines undetected, slaying your target and leaving without leaving a single detail behind. Additionally your knowledge of death and killing can allow you to slay any being. Though you may require more powerful weapons depending on the target.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. If you have any similar items you may freely import them. For example, any weapons can be combined/imported. Lastly, any items that update post jump will also receive a retroactive update.

General Items

Prince of the Eye - Free/100

This is a copy of the Prince of the Eye Fanfic. It contains the events that occurred throughout the story and will allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Daemonic Body - 100 CP

When Horus destroyed Commorragh he had to offer Slaanesh six boons to avoid earning her ire. The last boon was to create a perfect body for the Daemon Prince Shaha Gaathon, one of Slaanesh's first servants. This body was capable of withstanding the full power of any being short of the Chaos Gods directly without falling apart or being corrupted. This is a similar body that has been forged for your own use. You can enter this body and conceal your presence. This is one of the most desired items ever created for a daemon due to the difficulty manifesting into the Materium. This body will be capable of handling your essence no matter how powerful you become.

Time Anchors - 200 CP

When the Crimson Accords launched their assaults against the Horusians they used their abilities to manipulate time to their advantage. To combat this Horus and Ahriman assembled a formation that forced the concept of time onto the Immaterium. This field grew weaker the further away from his territory it extended. Within this coverage any attempt at altering time will not work. Alternatively you can reverse this effect, accelerating time within the area allowing you to build up your forces. This field can extend across an entire galaxy covering an area the size of the Imperium. This will also

come with the information necessary to construct additional pillars to extend this network.

The Solar Platforms - 200 CP

The Solar Platforms are a relic from the Golden Age of Humanity. This facility was designed to harvest sunlight transforming it into vast quantities of usable energy. The energy passively gathered from a single star is sufficient to power an entire system full of worlds. They however, can also be repurposed into channeling devices for the Inferna Astra. When one of the Daemon Suns sends their energy through it they can coat an entire planet in seconds. This allows them to turn the entire world into their slaves and grow their forces at vast rates. Purchasing this grants you three of these platforms as well as the blueprints needed to construct more of them.

Gloriana Class - 200 CP

The Gloriana Class ships are massive vessels over twenty kilometers in length. These ships are among the most powerful vessels ever created by mankind. Their armor, shields, and weapons are nearly unmatched in this galaxy. You have brought one of these mighty vessels under your command. This ship will come fully staffed with all of the necessary engineers, techs, and other workers to keep the ship in peak condition. In the unlikely event that the ship is destroyed or lost it will be restored a month later. Lastly, the ship can be stored in your warehouse post-jump and an appropriate facility will be provided for it.

- **One purchase free to Primarchs**

The Fallen - 300 CP

After Luthor's rebellion against the Lion his forces were scattered in the Warp. The Astartes pledged themselves to Horus seeking aid. They would assemble into a massive war fleet made up of a few dozen ships and nearly thirty thousand Astartes. With this you have somehow gained the allegiance of the Fallen. These forces have pledged themselves to you offering their absolute loyalty. Should any of these forces be destroyed they will be restored a month later. New equipment will be delivered while replacements for any of the Fallen will be trained until they reach their full numbers once more.

Forge World - 300 CP

The Forge Worlds of the Mechanicus are mighty factories spewing forth endless supplies of machines, weapons, armors, and ships. Somehow you have found yourself in possession of your very own Forge World. Perhaps you performed a great deed aiding the Mechanicus, or you may have taken it from their grasp. Either way the Forge World flies under your banner and all of its inhabitants are loyal to you. You may choose

what exactly the Forge World produces. The more specific the choice the greater the production capabilities of that field. For example, your world could produce a bit of everything giving you versatility. Alternatively you could only produce a single type of machine making relics of unparalleled quality in endless numbers. Lastly, regardless of your choice the world will come with the ability to produce some ships to ferry your cargo and be guarded by a decently sized Mechanicus fleet.

Aftermath - 300 CP

After the Masters of the Forge were forced to abandon the Forge of Souls they created a new fortress known as Aftermath. This was a massive amalgamate city in the Warp formed from various planets which collided forming a super planetoid. This city would come to house dozens of different species, daemons, and other lifeforms. Additionally the city would come to hold one the largest market place within the Warp where you could purchase anything you desired for the right price. If you desire entertainment or knowledge each of the gods were given a section of the city to manage. For example, Tzeentch's sorcerers constructed a grand library in a tower gathering vast knowledge from all beings in the Warp.

Aeldari Haven - 300 CP

Aside from the city of Commorragh, the Eldar have a number of bastions throughout the galaxy. Most of these are either Craftworlds or Exodite Worlds. If you wish you may claim one of these worlds for yourself. Should you be an Eldar you may have created it yourself or perhaps you earned its loyalty becoming its leader somehow. Regardless, the entire force of this planet sized object serves you including the billions of Aeldari that live on it. You may freely design the location and the people within this area. For example, maybe you would want an Exodite world with dinosaur riding Eldar or a war-focused Craftworld such as Biel-Tan. All beings in this world will be loyal to you. Lastly, you may purchase this option multiple times.

The Black Legion

Strength of Arms - 100 CP

The Primarch Horus wielded two legendary weapons known as Worldbreaker and the Talon of Horus. You have come into possession of two equally legendary weapons. These artifacts were forged by the hands of the gods making them some of the greatest weapons in the universe. You may design them to your exact specifications and if they have any unique abilities. Alternatively if you don't want a weapon you may choose other equipment as well such as armor. Lastly, should these relics be taken from you or be destroyed they will be returned in prime condition the next day.

The War Moons - 200 CP

The War Moons were a set of eight super fortresses constructed by Kelbor-Hal. These moons are massive factory worlds filled with armies of Dark Mechanicus and facilities that produce anything the size of a Chaos Knight or smaller in mass quantities. Each fortress is mobile, capable of traveling vast distances through the Warp and real space due to their advanced engines.

Speaking of their actual capabilities, they have weapons and shields strong enough to allow the moon to combat a standard Necron battle fleet. Their final protective measure is that each moon is protected by a full company of Alpha Legion kill teams. The only weakness the moons have is their reliance on Warp-based technology. Lastly, should the moon be in need of repair or supplies they can directly harvest planetoids tearing them apart while moving their populations onto the moon's industrial cities.

The Homeworld - 400 CP

After retreating into the Eye of Terror each Legion and their fallen Primarch laid claim to various worlds. These planets would become great bastions of Chaos. You have been rewarded with one such world. This planet is filled with billions of loyal servants eager to prove themselves. Additionally the world wields an army of daemons and Traitor Astartes. Most importantly, you can mold the world itself with your will due to the malleable nature of the Warp. Any force weaker than a full Legion, would hesitate to attack you, let alone stand a genuine chance of victory. You may customize the specific aspects of the planet, which Legions serve you, and which daemons are allowed on the world.

The Dark City - 600 CP

In an effort to destroy the Xenos and prove himself as humanities savior Horus led an assault on the Dark City of Commorragh. Defying expectations Horus succeeded by

infiltrating the city killing its most dangerous warriors, and shattered the Gate of Khaine. This allowed the near entirety of Slaanesh's forces to pour through devouring the Dark City. If you wish you may alter this instead claiming the Dark City for your own use. This will include the entirety of the Dark Eldar's forces, their webway gates, and all of the slaves they have captured. If you don't want the city of Commorragh then you may create an equally powerful force along with the necessary infrastructure. This territory will reside within a hidden dimension of the Warp safeguarding it from those who wish to attack you.

The Ruinous Powers

The Transport Ritual - 100 CP

When the conflict between Magnus and Horus ended Magnus offered Horus a set of rituals. These rituals allowed a being to open Warp portals allowing them to leave the Eye of Terror. By purchasing this you have acquired these documents for your own use. This will allow you to transport yourself, your forces, and potentially entire armies between the realms. Post-jump you can use these rituals to jump between dimensions and through other barriers blocking the realms. Lastly, these rituals have all of the back doors and traps removed ensuring that they are safe for use.

The Endless Grave - 200 CP

When the Night Lords entered the Eye of Terror they stumbled upon a world filled with the souls of their slain foes. This world was an endless grave without billions of lost souls. Whenever these souls are tortured they produce a red liquid filled with chaotic energy. This liquid enhances the consumer's strength, extends their lifespan, and heals them of any injury they incur. You have claimed a similar planet for yourself. This planet will start out empty, but become populated as you massacre your foes. You may use the souls for whatever concoctions you imagine.

Newgate - 400 CP

The Newgate is a super fortress under the command of Fabius Bile. This gate acts as the door to a hidden realm where Bile raised his New Man, an evolved form of humanity. The New Gate is home to some of the most advanced cloning facilities and genetic marvels in the universe. Its most notable attraction for others is the Fleshmarket where unique items can be traded for the New Gate's resources. An example of their resources include the Revenant's clone-born transhumans based on the Blood Angels. Lastly, the New Gate is guarded by an army of gene warriors and a fleet with hundreds of ships.

The Forge of Souls - 600 CP

The Forge of Souls is a domain of the Warp not under the command of any Chaos God. This grand forge is the reflection of every workshop to exist. This forge is said to be where nearly every weapon and war machine that aids Chaos is forged. Everything from the daemon blades wielded by cultists to the corrupted Titans march from these fires. This forge is commanded by the Masters of the Forge and their army of oath-sworn daemons. By purchasing this option you can claim the forge for your own use. Doing so the Masters will kneel to you and the forge shall be manned by a

detachment of Iron Warriors said to match their Gene-Fathers intellect. You may create a copy of the forge if you wish to hide yourself from the Warmaster's desires.

The Imperial Lords

The Blade of Calth - 100 CP

The Blade of Calth is a sword Ollanius Persson took from a slain Word Bearer on Calth. The blade is a mastercrafted sword blessed with immense power. Aside from being able to cleanly cut through ceramite the sword can cleave holes in reality. This allows the user to travel across vast distances with ease. Ollanius used the blade to recover the Emperor from the Vengeful Spirit and retreat back to the Imperial Palace.

The Panacea - 200 CP

The Panacea is a legendary STC from the Golden Age of Technology. This STC contains the technological knowledge to cure every sickness or ailment that mankind has encountered including the daemonic curses created by Nurgle himself. Alternatively this knowledge could be reversed to instead create horrific diseases and dark miracles that would make Nurgle cry pus-filled tears of joy. For better or worse the Panacea has come into your possession. Post-jump the Panacea's database will update with cures to any new ailments that you might encounter.

Titan - 400 CP

The moon Titan concealed the fortress of the Grey Knights who were released upon Malcador's death. They knew they couldn't remain hidden any longer and stepped forth to aid the Imperium. By purchasing this you may claim the moon and lead the 10,000 Grey Knights on the moon. They are led by their Supreme Grand Master and the eight Grand Masters who have pledged themselves to you. Should you not have the proper authority to lead the Grey Knights then you may create your own equally powerful force to avoid causing confusion. Choosing this option will allow you to customize the doctrine, battle tactics, and various aspects of the Legion.

The Fruit of Life - 600 CP

The Fruit of Life is a mythical treasure sought by Leman Russ to revive the Emperor. This is the ultimate manifestation of life itself resembling a golden apple and a treasure capable of healing anything. The Fruit of Life was used to perform a ritual to allow the Emperor to rise from the Golden Throne. Purchasing this will give you a Fruit of Life. Aside from physical injuries this apple can also heal spiritual injuries. Even a fragmented god can be restored to their full strength by consuming the fruit. Should you use it up you will receive a new fruit six months later.

The Imperium's Masses

The Broken Shard - 100 CP

The Broken Shard is a fragment of the Eldar Webway created when Chaos shattered its remnants. This blade has been honed to a single point in real space. This property allows the blade to cut through any material and permanently kill anything that it is used to slay. This blade was claimed by Jaghatai Khan after he was freed from the Dark Eldar's prisons. You may claim a copy of this shard by purchasing this. You may choose what form this weapon takes. By default it will be a sword, but you could choose another option such as a halberd.

Immortality Inducers - 200 CP

The Immortality Inducers are a relic from the Dark Age of Technology. These devices regenerate the flesh of their users, dragging their souls back from the Immaterium. This makes the users of this device effectively immortal. This process however can be dangerous as the process of dying and the subsequent revival can greatly strain the user's mind. Often after a certain amount of deaths the users will be driven insane. This version has been modified to safeguard the user's mind and their souls from daemonic possession. You may register as many people as you want into this device's system.

The Daughters of the Emperor - 400 CP

Before the Sisters of Battle came to be they were the Daughters of the Emperor. These maidens lived on the Agri-world of San Leor honing their martial skills and faith in the Emperor. As fate stands they will be taken by Vandire and become the greatest traitors within the Imperium, but this option allows you to alter their fate. You have managed to find them and bring them under your banner. These women have donned the power armor and bolters that they would become famous for later on. Their order will pledge themselves to you commanding tens of thousands of warriors alongside their world. This will also include their most famous individuals such as Alicia Dominica. Should any members of this force fall they will be replaced within a few weeks. Lastly, this will come with the necessary facilities to house and maintain the entire force.

The Astronomican - 600 CP

The Astronomican is a massive device that serves as a great beacon for the Imperium. This device shines its light illuminating the galaxy allowing for safe travel through the Warp. This light allows for your people to rapidly travel under its light. Additionally this light burns away daemons and other beings opposed to you. The closer to the center of the light the stronger this effect. For example, even the Chaos Gods can not influence

the Sol System where the Astronomican is physically located. This version of the Astronomicon doesn't require any sacrifices or power to fully maintain its light eternally.

Lastly, the Astronomican will come with the Host of the Astronomican. This is the force of Firetide Angels created using nearly five thousand years worth of fallen Imperial souls to combat the endless tide of Chaos. Alongside the Firetide are the Radiant Worlds and the Martyr Ships. These are the planets and naval vessels who fell with the Emperor in their hearts. All of them will be loyal to you and if you wish they may be infused with your powers. They will naturally be generated by the Astronomican and any fallen souls loyal to you can be reborn among their ranks. Though these Angels will retain their memories and personalities.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

The Mournival - 100 CP (Free Black Legion)

The Mournival were the elite space marines who served the Primarch Horus. Each of them acted as his advisors and most trusted sons. This companion option is a group of ten beings who play a role for you similar to the Mournival. Each of them are on par with elite Astartes in raw power and skill. Lastly, each of them possess similar, but weaker abilities like you. This is similar to how the Mournival inherited Horus' talents. You may design their personality, appearance, and species if you wish.

The Daemon of Jumper - 100 CP (Free Ruinous Powers)

The Daemon of Jumper is a powerful daemon created from your subconscious thoughts entering the Warp. The exact form and powers the daemon possesses depends on you. Though this new companion will likely be stronger the more powerful you are. Their innate bond to you however, makes them loyal to you and allows them to be summoned to your side no matter the distance. You may freely customize the appearance, personality, and specific type of daemon this being is as well.

Stalwart Heir - 100 CP (Free Imperial Lords)

One of the main reasons that the Imperium is able to function despite its chaotic structure is the chain of succession. For example Sanguinius was the designated heir to the Emperor much like how any noble would have a child ready to claim their position.

This is a younger individual likely either your actual child or a close student you took on. They are perfectly suited to become a legendary leader and take over any position you possess. They are absolutely loyal to you and have a keen mind for development. You may design their personality, appearance, and species if you wish.

The Aquilan Shields - 100 CP (Free Imperium Masses)

The Aquilan Shields also referred to as the The Gilded Guardians are a subgroup of the Custodians who protect important Imperial citizens. For some reason you have been chosen to be under the guardianship of the Aquilan Shields or a similar group. This is a companion group made up of five elite beings by default Custodians who will protect you. Each of them are sworn to never let harm befall you and are capable of protecting you from the vast majority of dangers. You may freely customize the appearance, personality, and species of the group as well.

Sigismund - 100 CP

Sigismund is the Emperor's Champion and considered by many to be the most dangerous space marine to ever live. He is over a millennia old and now fights on from within a dreadnought. Unfortunately, he was said to have died in the battle against the Nightbringer. By taking this option, however, you may change his fate recruiting the legendary warrior. He will be restored to the prime of his youth wielding all of the skill he possessed. As heretical as it may sound you will be considered a close ally to him, potentially even closer than his Primarch Dorn.

The Blade of Ptesh - 100 CP

The Blade of Ptesh is said to be the greatest Dark Eldar assassin to ever live. He has killed members of every species in the galaxy. This legendary Drukhari assassin is capable of killing nearly any being in the galaxy with a single attack and leaving without being detected. By purchasing this companion option you have somehow recruited the Blade of Ptesh as a permanent ally. Perhaps Jumpchan hired him with a permanent contract or he simply wanted to kill beings from across the multiverse.

Zerayah - 100 CP

Zerayah is the daughter of the Daemon Primarch Fulgrim. She is an exalted champion of Slaanesh and the leader of the Slaaneshi Cabals. She is an extremely deadly warrior capable of slaughtering an entire daemonhost of Khorne without suffering a single wound. Aside from that she is a master of all skills honored by Slaanesh such as singing, dancing, and sexual techniques. This option allows you to recruit the Phoenician's daughter. Alternatively if you dislike Zerayah you may instead recruit the child of another Primarch. Given that one exists, why wouldn't there be more children of

these legendary beings? You may customize their exact personality, appearance, skills, and their relationship with you.

Lotara Sarrin - 200 CP

Lotara Sarrin, also known as the Blood Rose, is a renowned admiral serving under the banner of Chaos. She is said to be an eidolon of blood, shadow and wrath. She has a tactical mind that is nearly unmatched by both the Imperium and Chaos. Her personal strength is great as well. In the thousands of years since the Heresy she has achieved daemonhood becoming a powerful Daemon Prince serving under Angron. Additionally she will come with her ship the Conqueror, the Gloriana-Class battleship and flagship of the Twelfth Legion. It has been transformed into terrifying daemonship, and has been granted malevolent sentience. You may customize your relationship with Lotara and you will be the only person aside from her that can command the Conqueror.

Moriana - 200 CP

Moriana is a mysterious human woman who seeks to usher humanity's ascension and dominate the Warp. Her influence extends far beyond what is expected of her as even the Primarchs end up dancing to the tunes of her plans. Additionally she comes with the massive warband and fleet that she built up over time. Furthermore she can never be harmed by the Word Bearers due to the oath Lorgar swore which also granted her 100 astartes bodyguards. Lastly, this will also include some of the more famous warriors she recruited such as Cypher and Luthor from the Dark Angels.

The Primarchs - 200/400 CP

The Primarchs are the twenty of the gene-sons of the Emperor created using his essence. Though you're likely familiar with them already. Somehow you seemed to have forged a close bond with one of the Primarchs standing as their closest ally. This has made them loyal to you above all others. Each time you purchase this option you may choose one of the Primarchs to bond with. Alternatively if you wish to choose a more extreme measure you could instead create a new Primarch or equally powerful being.

If you are still not satisfied then you may pay an additional 200 CP to bring along their legions. This will include approximately 25,000 space marines alongside their supplemental forces. Should you choose Magnus or another depleted Legion they will be bolstered to this number. The Legion will also treat you with the same authority as their Primarch given your close bond. Should you create a new Primarch or unique being you may design the force if you wish. Lastly, if you are a Primarch you may purchase a Legion of 25,000 marines for 200 CP. You may purchase this as many times as you wish.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

End of the Line - 0 CP

In total this story takes place over nearly 5,000 years in real space. This is quite a bit longer than the standard ten years that you would stay here normally. If you wish you may alter the length of the jump to last the entire 5,000 years. This would allow you to witness the fall of the Imperium or perhaps prevent it if you side with the Loyalists.

The Minor Details - 0 CP

In this setting many minor details of the Warhammer universe are expanded on developing into major storylines. If you wish you may select various minor plot lines and events from any record of the 40K universe choosing to include them. Alternatively you could remove them if you wish. Some examples include the Cacodominus, the Pale Wasting, and the rise of the Ur-Council.

Extended Stay +100 CP

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I Hit My Head +100 CP

Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As

far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

Old Injury +100 CP

Some time ago you appear to have been badly hurt. Most of the damage healed, but it left its mark in the form of a permanent injury. Maybe you lost an eye or one of your limbs. This isn't going to ruin your life especially with all of the prosthetics available in this world, but you'll be stuck with phantom pains and miss what you lost. Additionally any regeneration technique or healing method will not work for the duration of the stump in regards to this wound.

Years of Planning Wasted! +100 CP

Over the course of the Long War many of Horus' plans were ruined by others. Ironically many of them were not actually ruined on purpose. Instead they were ruined by large scale changes that shattered the landscape. For example, when the Cacodominus was awoken this shattered many plans that had been in place for hundreds of years. Additionally all of the cultist cells within the area were exposed. You will find that your plans encounter similar issues. Factors completely outside of your control will disrupt your plans though the effects of this will typically become minor. Though you may have greater issues occasionally.

Get in There +200 CP

Technically if you wanted then you could simply hide on some random Imperial World and likely avoid any real danger for the next ten years. That however, is boring and a good way to irritate your Jump-Chan. So this means that you need to get involved in the action which is what this drawback does. You will now be involved in the actual story or at least with the main characters. For example, you might trip into a Warp portal ending on Magnus's citadel during his war against Horus. Alternatively Sanguinius might appear fighting off a Chaos Cult right outside your house.

Rage of Khorne +200 CP

After Kharn was given Khorne's blessing the last shreds of his sanity were overwhelmed by his immense rage. This constant berserker fury drove Kharn to commit mindless slaughter wherever he ventured. While not to the same degree as Kharn himself, you

suffer from a similar immense rage. This rage can cause you to easily make mistakes, accidentally ruin your allies' plans, and makes you more susceptible to Khorne's influence. You can deal with this issue through meditation and releasing your rage in controlled settings.

No Innocent Will Suffer! +200 CP

The Salamanders are praised as heroes given that they are amongst the only Astartes who seem to genuinely care for the normal citizens of the Imperium. This is an excellent demonstration of their humanity and kindness. Unfortunately, this also means that the Salamanders tend to suffer higher losses from these situations.

With this drawback you share the spirit of Vulkan and the Salamanders. You might wonder why being kind is considered a bad thing. Well whenever you see an innocent in danger you will be compelled to aid them. This effect will only activate when you see someone genuinely innocent. You will feel honor bound to aid them. Given the sheer amount of suffering you will likely get involved in a lot of extra danger.

It was my Fault +200 CP

After the Siege of Terra, Sanguinius entered a depressive state believing that the Emperor's fate was his fault. He left his legion and wandered the Imperium alone trying to redeem himself dealing with any crisis as it arose. For one reason or another you carry a similar level of guilt to the Angel. You may have failed in your duties or caused some major loss to occur. Regardless of the specific details you feel that you must repent for this failure. You will wander alone doing everything you can to make up for this act. You will continue to do so until either you feel you have redeemed yourself or someone drags you out of this state. Similar to how the other Primarchs tried to alleviate Sanguinius of his guilt.

You Sicked the Wolves on Him +400 CP

During the Siege of Terra, Magnus learned that Horus had tricked Leman into attacking him. As a result, he teamed up with Lorgar to kill the Archtraitor. By taking this drawback, you have done something to earn their enmity as well. Two Primarchs by default, Magnus and Lorgar will now hate you with a passion. They will do anything to kill you, even calling upon the full might of their Legions.

The Betrayer +400 CP

When Horus intervened between the World Eaters and the Emperor's Children he forced their leaders to address him. Shockingly Kharn dared to attack Horus in his rage before being batted aside. He was only able to escape Lupercal's fury due to Khorne's personal intervention. As a result of this event Kharn was henceforth known as the

Betrayer. He was banished from the Black Legion and considered an enemy of the Traitor Legions everywhere. You have been branded with a similar title. Like Kharn you shall be hunted by all forces of Chaos. Should you be a loyalist then you will receive a similar punishment. Perhaps Sanguinius was the one to brand you rather than Horus.

Forgotten Payments +400 CP

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Generic Warhammer 40K jump, Mother Goo in a Grimdark World jump, the Horus Heresy jump, and any other jump related to the Warhammer 40K series.

The Fated Battle +600 CP

The battle between Sanguinius and Horus was one destined to occur no matter what. The fight could be delayed, but the universe itself demanded it happen eventually. Like the Great Angel you are subject to a prophecy that pits you against an incredibly powerful foe. Perhaps it's one of the Primarch's or should you be strong enough even the Emperor himself. Regardless at some point in the jump this fight must occur. You can delay it, but if you reach the ninth year of your stay then fate will force the battle to occur. The more you fight against this destiny the greater the pushback you shall receive.

You Must Protect Her +600 CP

During the war between the Crimson Accords and the Horusians a woman named Moriana was brought forth by Konrad. When she arrived she revealed the changes brought about in the Imperium before being brought to Lorgar. There Konrad called upon the life debt Lorgar owed him saying he must ensure Moriana's freedom and safety. She was placed under his protection and assigned a permanent bodyguard detachment of a hundred Word Eaters. You have been given a similar duty requiring you to safeguard someone. This individual is an ordinary human in a world filled with countless monsters. You will fail the jump if this individual dies under your protection.

This will not count as a failure if they die of old age. Lastly, you may take your charge as a companion for Free as long as they have survived.

Crippled Side +600 CP

Although Horus survived the wound created by the Emperor's Sword, it had crippled him. He was only able to exert his full strength for a few seconds before it would reopen. Each time he utilized his strength he would be weakened for the next few centuries as he gathered his strength once more. You have suffered the same fate as the Warmaster and the Emperor being brought to the brink of death. You are still capable of moving without issue, but any act that draws on more than 20% of your power will cause immense damage to your body. The longer you use your power the greater the damage and required healing time. This wound cannot be healed for the duration of the jump.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

The Warmaster

Congratulations, you are now the protagonist of our story. That's right you will be replacing Horus Lupercal. The scenario will last until the story ends canonically or you die. In this case this will be shortly after the Age of Apostasy. You will face all of the challenges that Horus did after his defeat against the Emperor. You will start out with all of Horus's abilities though you will only get to keep them if you complete the scenario. There is a more detailed list of rewards in the notes section. You will receive all of the same opportunities to succeed as he did however, should you follow his dark path. Lastly you will receive his memories so that you know what's going on and have his experience.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

The Rhana Dandra

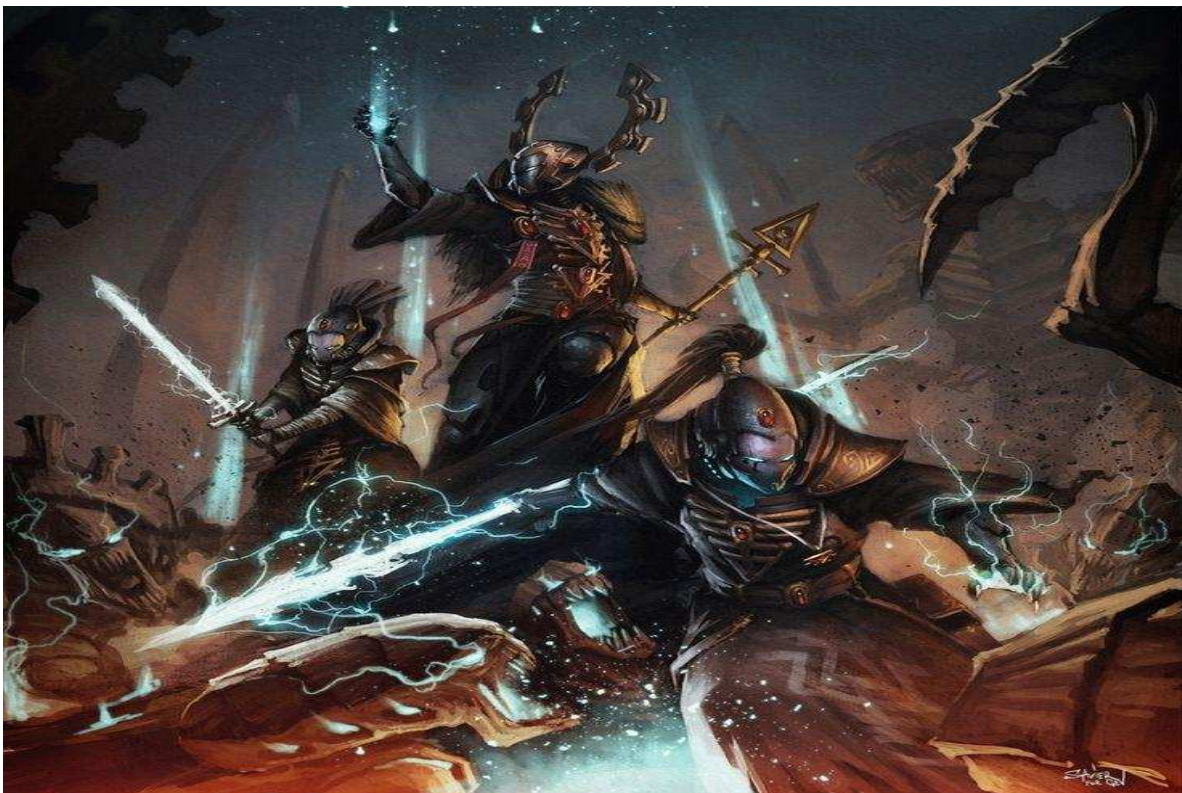
Legends state that as the Twilight of the Eldar approach they will be saved by the birth of their new god Ynnead. Unfortunately in this world that hope was dashed as the forces of Chaos grew ever stronger. The goal of this scenario is to alter this. You must bring about Rhana Dandra and prevent the Twilight of the Eldar. There are two requirements for this scenario to succeed and a third optional task listed below:

- First, you must unite the scattered Eldar including the Craftworlds, the Harlequins, and the Exodites. You can try to recruit the Dark Eldar, but they are not required.

- Second, you must cleanse or slay Slaanesh. The first option is more difficult, but the reward will be just as impressive. It is recommended that you attempt this after gathering the Eldar to use their power to create Ynnead as an ally.
- The third objective is optional, but could be extremely helpful. You can choose to free and unite the remaining Eldar Gods. The three who still live are Isha in Nurgle's Garden, Cegorach within the Webway, and Khaine, who can be reforged if his many shards are united. Each one who aids you will bolster your chances of completing the other two tasks.

Rewards:

- First, having united the Eldar once more you may take the entirety of their Craftworlds, Exodite worlds, and all other Eldar forces that remain within the galaxy. The exact number of Eldar is unknown, but in total it is likely a few trillion.
- Second, having united the Eldar and having successfully dealt with Slaanesh you have been blessed by the combined psychic power of the Aeldari. This power will allow you to ascend as an Eldar deity. You will be on par with a weaker Chaos God at first and receive five domains. Additionally you will have authority over any "elven" being.
- Third, having succeeded in birthing Ynnead you may take them as a companion for Free. They will come with the purified realm of Slaanesh having either cleansed or slain them upon their birth.
 - Should you have purified Slaanesh she will come along as well becoming one of the Eldar Gods. She will retain her power, and all of her daemons will be purified as well becoming nobler spirits.
- Lastly, should you have chosen to gather them you may take the Eldar Pantheon with you including Isha, Cegorach, and Khaine. Given time the gods could likely recreate their fallen kin, allowing the pantheon to be reborn with you as their new king or queen.



The Age of Hope

While this story is meant to be one where the villain wins, not everyone wants that. The Imperium is destined to fall, but with it comes some hope. At the end of the story, on the shattered remains of Terra, the Emperor was reborn, greeted by Ollanius and his remaining sons. Your task is simple, but incredibly difficult. You will be inserted as the reborn Emperor of Mankind as his new aspect. You must rebuild the empire anew starting from the ground up. You will have nothing, but the stronghold of Mars and your remnant forces. You will be given all of his powers and knowledge to aid you in this quest to ensure that you have a chance. You must accomplish the original mission and lead Humanity to victory. This mission will likely take thousands of years given the state of humanity and its numerous foes. For clarification you must accomplish the following:

- Rebuild a galactic empire greater than the Imperium
- Defeat the Chaos Gods and their champions
 - Kill Horus and the other Daemon Primarchs
- Truly conquer the galaxy as the Imperium nearly did before the Horus Heresy

Rewards:

You have managed what was considered impossible and succeeded. The Imperium perhaps under a new name has been reborn and the Dark Gods of Chaos have been permanently defeated alongside their champions. As a result your rewards will be great.

- First, you get to take the empire you have forged with you. This will include all of your territory, your allies both old and new, and anything else that is under your banner.
- Second, the rest of the universe including the purified Warp will come along with the territory for you to either explore or use for your purposes.
- Lastly, you will get to keep the Emperor's powers and skills having harnessed their full capabilities over your quest. In any future setting, you may optionally insert as the Emperor of Mankind replacing him or alongside him (if he is there).

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Story Link

- <https://www.fanfiction.net/s/13366753/1/Prince-of-the-Eye>

Firetide Angels

The Firetide Angels are constructs and souls born from the Astronomicon and the souls of the fallen Imperials. They are effectively a much larger, more powerful version of the Legion of the Damned in this universe. The following information is taken from the story detailing each of the Firetide Angel ranks:

- “The Seraphim, the Most Holy, were the generals of the Host, its champions and warlords. They were made from the immortal essences of the greatest commanders of the Imperium: Space Marine Praetors, Astra Militarum generals, Imperial Navy Admirals, Militant Cardinals of the Ecclesiarchy and the like. Shaped from blinding light into the aspect of many-winged angels, they tore through the ranks of the Blood Legions with impunity and clashed against the Bloodthirsters of Khorne, the shockwaves of their duels leveling mountains.”
- “The Cherubim, the Guardians, served as the vanguard and shock troops of the Host. In life, they'd been Space Marines of the Loyalist Legions, who had died in battle against the enemies of the Imperium. In death, the last trappings of mortality had been stripped from them, replaced by the image of the Angels of Death the Ecclesiarchy had cultivated on a million worlds for generations. They were figures of towering human perfection rendered in lightning and fiery wings, with none of the brutish features that most transhuman warriors possessed, for how could His angels be anything but perfect?”
- “The Ofanim, the Wheels, were created from the souls of Inquisitors and Judges. Hooded silhouettes, thin to the point of almost being skeletal, they projected an aura around them that weakened daemons and strengthened the other seraphic spirits, drawn from the holy terror they inspired in the Imperium's entire population. Their name came from how swiftly they could move, not just across a particular battlefield but also between the fronts of the Radiant War, in an echo of the belief that the Ordos and the Arbites were always watching.”
- “The Elohim, the Powers, were nearly as rare as the Seraphim, for they were forged from the souls of soul-bond Imperial psykers whose spirits had been rescued from the hungry maws of daemons upon their heroic deaths in battle. The fear and hatred of the psyker shaped them, giving them an eldritch aspect that made them the most terrifying of all the Host's angels. Chains of duty hang

from their unknowable shapes, the only part of them that could be held in mortal memory for more than a moment. They were the artillery of the Host, raining desolation upon daemonic hordes from afar.”

- “The Malakim, the Virtues, made up the rank and file of the Host. Each was an amalgamation of the souls of dead soldiers of the Astra Militarum, in the guise of a seraphic spirit with two wings of light and a body of silver and gold. Armed with a spear and a shield, they flew in perfect formations, the smallest of which numbered in the thousands, while the greatest could cover entire continents with their massed numbers. They had no fear, no doubt, no ability to disobey the commands of the Seraphim - they had no will, no emotion, no thought. The Imperium's perfect soldiers: fearless and faceless.”

The Warmaster - Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
 - **Species**
 - Primarch
 - **Perks**
 - Taming the Beast
 - The General
 - **Items**
 - Gloriana Class (Vengeful Spirit)
 - **Companions**
 - The Mournival
 - **Drawback**
 - Crippled Side
- **Scenario End Boons**
 - **Perks**
 - ALL Black Legion Perks
 - Benevolent Mutations
 - I Never Lose
 - The Long War
 - **Items**
 - Daemonic Body
 - The Fallen
 - Forge World
 - ALL Black Legion items
 - The Transport Ritual
 - The Forge of Souls

- The Panacea
- **Companions**
 - The Blade of Ptesh
 - Primarch (400 CP)
 - Sons of Horus / Black Legion
 - Konrad (with Night Lords)
 - Perturabo (with Iron Warriors)

Changelog

- Jump in Progress
- P