Generic Warhammer 40K: FanFiction Jumpchain By Sentry342

"It is the 41st Millennium. For more than a hundred centuries the Emperor of Mankind has sat immobile on the Golden Throne of Earth. He is the master of mankind by the will of the gods and master of a million worlds by the might of His inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the vast Imperium of Man for whom a thousand souls are sacrificed every day so that He may never truly die.

Yet even in His deathless state, the Emperor continues His eternal vigilance. Mighty battlefleets cross the daemon-infested miasma of the Warp, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies give battle in His name on uncounted worlds. Greatest amongst His soldiers are the Adeptus Astartes, the Space Marines, bio-engineered super-warriors. Their comrades in arms are legion: the Imperial Guard and countless planetary defence forces, the ever-vigilant Inquisition and the Tech-priests of the Adeptus Mechanicus to name only a few. But for all their multitudes, they are barely enough to hold off the ever-present threat to humanity from aliens, heretics, mutants and far, far worse.

To be a man in such times is to be one amongst untold billions. It is to live in the cruelest and most bloody regime imaginable. These are the tales of those times. Forget the power of technology and science, for so much has been forgotten, never to be relearned. Forget the promise of progress and understanding, for in the grim dark future there is only war. There is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods."

At least this is the standard version you're probably familiar with. There are innumerable versions of what could have been. What if the Primarch Guilliman led the Heresy instead of Horus? What if the Emperor saved his son Horus's soul allowing him an attempt at Redemption? What if the Primarchs were never kidnapped by the Chaos Gods? So many possible realities await you. You will go to one of these alternate worlds. Welcome to the world of Warhammer Fanfiction. Take these 1000 Chosen Points, you will need them to survive.

Location

You can either choose one of the locations below or roll d12 and receive +50cp to let the whims of fate which may actually just be Tzeentch decide your path.

1. Terra - The Throneworld of the Imperium of Man and the original homeworld of Mankind and of the God-Emperor. It is the most sacred and revered place in all the million worlds that comprise the Imperium.
2. Space Marine Headquarters - You appear on a planet or fortress monastery belonging to one of the legendary space marine chapters. This may be a random chapter or you may choose one if you desire.
3. Eldar Craftworld - Craftworlds are enormous vessels populated by Eldar. They travel through the void of space at sub-light speeds, carrying the greater remnant of the Eldar race after the Fall of their civilisation.
4. Ullanor - Now known as Armageddon, this is home to some of the worst conflicts in the Imperium's history and currently near one of the most dangerous Orks in the galaxy. Perhaps you have come to join the Warlord Ghazghkull Thraka or maybe you wish to slay him.
5. Commorragh - The Dark City, is the massive city-state within the Eldar Webway that is the primary home of the Dark Eldar, or Drukhari, race. It is said to be impossible for outsiders to find, and anarchy and terrorism are a well-established way of life for its debased inhabitants.
6. Realm of the Chaos Gods - Depending on your loyalties this may either be a nightmare dooming you to horrific torture or a gift allowing you to be near your god. You appear inside the warp within a realm belonging to one of the four Chaos Gods.
7. The Halo Stars - The ancient formation of stars which encircle the outer edge of the Milky Way Galaxy, representing the last stellar clusters to be encountered before one enters the eternal, frigid night of the intergalactic void. The Emperor's light does not reach this area and it is considered by some to be the most dangerous area in the Materium.
8. Tau Sept - You may appear in any system under Tau control. This could be the Tau homeworld or any of the worlds in their expansions.
9. The Warp - Warpspace is a mirror dimension of pure energy. Existing as a mirror to our own reality, the Materium, it is the domain of the Gods of Chaos. You start out in a random location in the Warp, but you will be guaranteed safety wherever you appear, at least for a while.
10. A Forge World - Φ-class or Forge Worlds are the worlds of the Adeptus Mechanicus worlds totally devoted to industry and to the Cult Mechanicus's own occult worship. These planets produce the mighty machines of the Imperium and as a result are often some of the most important planets.
11. The Black Library - The Black Library of Chaos, also known simply as the Black Library, is the secret Asuryani craftworld that serves as the Aeldari's repository of

forbidden lore concerning the Ruinous Powers that exists somewhere within the labyrinthine passages of the Webway. This location also functions as the home of the Harlequin and the Eldar Laughing God.

12. Free Choice - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You start out a week before the beginning of your story occurs. The main time period will be based on the story you have chosen to enter.

Origins

You may choose an origin below, any of the origins may be taken as a drop in if you wish.

The Champion - Free

Given this universe's disposition towards war and all types of violence it makes sense that someone would choose this. You're a champion representing the fierce prowess of your faction. Maybe you fight for a lord, carrying out their goal, or perhaps you simply fight for the sake of it. Either way your purpose is combat, so go forth and show the galaxy your might.

The Builder - Free

Often overshadowed by the warriors, many forget about the people responsible for creating all of the fancy equipment used in the first place. You may never see combat, but every invention you create or rediscover may have far reaching effects. You have the potential to command the machines of this universe and craft fortifications that no warrior can dream of shattering. Create a legacy that this galaxy will never forget.

The Conqueror - Free

While there are many champions on the battlefield, they all ultimately either become or serve a leader. You are one such being, commanding armies and deciding the fate of empires with every action you take. While you may not necessarily descend to the battlefield yourself often your actions will have far more effect with every order you give. Also, keep in mind, a conqueror and a unifier are the same thing, just differing in how they're seen. Whether you spread misery or become a paragon of justice depends on you.

The Destroyer - Free

You aren't like the others, you don't care about saving the innocent or proving the superiority of your species. You simply wish to do whatever your heart desires. And the people who get in your way, well, you simply cut them down where they stand or, should you care enough to bother, instead take them as your slaves. It is time for the galaxy to know your name. Go forth and teach them to fear you.

The Trader - Free

Someone has to bring all of the supplies everywhere, don't they. Well now it's your job, you are a trader and will spend most of your time traversing the galaxy carrying a variety of goods from weapons to food, and maybe if you get the opportunity some exotic tech. Well, what are you waiting for, we got a new order already.

The Explorer - Free

Ignoring the countless explosions and battles occurring, this universe is an amazing place filled with so many things. Now someone's got to go out exploring and see everything there is. That person is you, so go fulfill that childhood curiosity and wonder you've got.

The Singularity - Free

It appears you don't belong here. You are here as a result of the crossover events that have affected the multiverse. You may have come here in an accident or perhaps the worlds have always been a part of one another. Welcome to the world regardless of your goal.

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 50cp to change instead.

Races

If you choose a sub option then you instead pay the listed price. For example, choosing Primarch costs 400cp, not 500, since you don't include human, space marine or Custodes. If you bought Hivemind, then you would only pay the 1000cp cost, not 1200cp total.

Human - +200cp

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 41st Millennium A.D. You will start out as an in shape human equal to an athlete or soldier of our world.

- **Ab-Humans +200cp**: One of the many species that share some relation to humanity yet are still 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.
- **Space Marine - 100/150cp**: For a small cost you may instead be of the Space Marines. The Space Marines or Adeptus Astartes are foremost amongst the defenders of Humanity, the greatest of the Emperor of Mankind's warriors. They are barely Human at all, but superhuman, having been made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Often it only takes a few hundred space marines to take a planet single-handedly. For an additional 50cp you can become a Primaris Marine instead. These marines are even larger and stronger than normal Space Marines. It isn't quite to the level of a Custodian, but still quite a bit stronger than the other marines.
- **Custodes - 200cp**: For 200cp instead you join the ranks of the Custodians. The Custodes is an elite cadre of genetically-engineered transhuman warriors who are even more potent in combat than the Adeptus Astartes. They are to the Space Marines as the Emperor is to His primarchs, and it is rumoured that they were each created by the Master of Mankind personally. They are the equivalent to walking armies unless challenged by an equal.
- **Primarch - 400cp**: 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 will be one of the two forgotten Primarchs, though may either replace one of the canon Primarchs or even be a new 21st Primarch. With this alone you will be in the top echelon of power, but there are still many above you.
- **The Emperor 1000cp:** It seems when the shamans sacrificed themselves in their ritual the Emperor wasn’t the only being created. You were made in that moment as well. You are officially the Emperor's sibling and share the same abilities as him. This does not automatically require you to stay with him, but perhaps your influence could temper his worse actions.

Eldar - Free

The Aeldari or the Eldar, as they were long known to outsiders, are an ancient and highly advanced species of humanoid xenos whose vast empire once extended the width and breadth of the known galaxy.

- **Eldar Pantheon 800/900cp:** It seems that another one of the Eldar gods survived the fall or perhaps you are like Ynnead and have been born anew. For the first option at 800cp you are similar to Cegorach, Khaine, and Isha and somehow survived the birth of Slaanesh. For 900cp instead you are a new god similar to what the Eldar are trying to create with Ynnead right now. As the new gods are meant to fight the Slaanesh you will have significantly more combat power then the older gods.

Ork - Free

You wanna be one of them greenskins boyz. Orks are a savage, warlike, green- skinned species of humanoids who possess physiological features of both animals and fungi who are spread all across the Milky Way Galaxy. They are obsessed with finding good fights.

- **Gretchins - +300cp**: Gretchin or Grotz are basically a smaller subspecies of Orks, who are more cowardly than normal Orks and are usually used as living shields, to clear minefields, are stepped on to get through difficult terrain, and sometimes even as emergency rations. Gretchins are quite low in the strict hierarchy of Ork society because of their small size and are often used for the dirtiest jobs like scavenging and being used as the football when the bigger Orks get bored. If you really want to become one then by all means.
- **Krork - 400cp**: It seemz ya ain’t one of those dumb gitz. You’re a proper Krork straight out of the War in Heaven, standing over 12 meters tall and capable of surpassing a Primarch in raw physical might.
- **Old One - 800cp:** It seems that you aren’t an Ork, but instead one of the beings that created them. The Old Ones were unbelievably powerful psychic beings, but they possessed little physical prowess unlike their creations. The main benefit of this option is the sheer experience and knowledge that comes from being one of the oldest beings in the universe.
- **The Green Gods 1000cp:** It seems that Gork and Mork aren't a duo anymore, but a trinity. You represent some of the mightiest and most combat obsessed fighters in the universe. You essentially become a god of combat or war. This does come with a slight compulsion to see fights unless you're actually a pacifist. Feel free to give the Orks a new path if you so desire.

Necron - 100cp

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, though they have begun to awaken at last. They are the soulless creations and former servants of the ancient C'tan, the terrible Star Gods of Aeldari myth. By default you are one of nameless billions. You did however manage to retain your consciousness.

- **Noble - 200cp:** It seems that you weren't just one of the ordinary citizens when everything went down. You may choose a type of advanced Necrons to become. Some examples would include the Lychguard or an Overlord. 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.
- **C'Tan Shard - 500cp**: The C'tan (pronounced ker-TAN) or Star Gods, called Yngir in the Aeldari Lexicon, are said to be the oldest intelligent beings in existence in the Milky Way Galaxy. It is said that they were created at the very beginning of the universe, spawned from swirling gases and enormous amounts of energy, and as such are etheric creatures by nature. After the War in Heaven the Necrons rebelled against the C'tan and overthrew their overlords. Next they shattered the C'tan into shards, fragments of their being and awe inspiring power. You are one such shard, you will start free and not be bound at this point. Despite your power you also represent a treasured opportunity and will have to be cautious.
- **Transcendent Shard 700cp:** While the shards of the C'tan were mighty on their own there were some that stood apart due to their strength. These transcendent shards are made up of or able to equal dozens if not a hundred of their lesser brethren on their own. By taking this you are not quite at the level of a normal complete C'tan, but that threshold is not far away.
- **Star God - 900/1000cp:** It seems you aren't just a single shard that's floating around the galaxy. Instead you are a true unbroken C'tan. You possess the raw might to match the Star Gods of old. By default you have the power to match the average C'tan, but should you pay an additional 100cp undiscounted then you will be boosted to the level of the truly powerful C'tan even matching the strongest such as the Void Dragon.

T'au - Free

The T'au are a young, humanoid and technologically advanced intelligent species native to the Eastern Fringes of the Milky Way Galaxy. They are fighting to expand their interstellar empire and extend a philosophical concept they call the "Greater Good" (Tau'va in the T'au

Lexicon) to all the intelligent species of the galaxy. They are perhaps one of the only species that actually uses diplomacy instead of flat out attacking other species.

- **Kroot - Free**: The Kroot are a xenos species of savage humanoids who are members of the T'au Empire. They possess avian characteristics and the ability to absorb genetic traits of their defeated foes by eating them.
- **Vespids - Free**: The Vespid are a unique race of insectoid aliens who are members of the T'au Empire. Their bodies are encased in a chitinous exoskeleton and sport many lethally sharp barbs.
- **Nicassar - Free**: The Nicassar are a xenos species of powerful psykers who are allied with the T'au. The Nicassar are driven by an insatiable curiosity to explore and travel across the galaxy. It was this drive that led a flotilla of Nicassar Dhows to make contact with the T'au, resulting in the Nicassar becoming the first non-Tau race to become an addition to the fledgling T'au Empire.

Daemon - 100cp

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. These daemons may be reabsorbed into the god at whim. As a jumper you will not be bound by your god should you choose this, but you will still be able to receive power by serving them.

- **Greater Daemon - 400cp**: Amongst the teeming daemonic hordes of Chaos, a Greater Daemon is the most powerful. They are incarnations of their Chaos God, living embodiments of everything Chaos represents. They are the guardians of their god's realm and the executors of its will.
- **Exalted Greater Daemon - 600cp**: Exalted Greater Daemons are the greatest champions of the Chaos Gods and ones that even they hesitate to send out often. They are also some of the oldest beings in the universe aside from the Necrons and the other Gods themselves.
- **Budding Chaos God - 900cp:** Fascinating, it appears that you are a budding aspect of a 5th Chaos God. You are stronger than even an Exalted Greater Demon. You may choose to embody a concept of your choice. It also doesn't necessarily have to be negative, as you were not created by or aligned with the current Chaos Gods. It would still be wise to avoid The Four if you stay inside the immaterium. On the other hand, perhaps you wish to upset the delicate balance they have and ally with one of them.
- **Full Chaos God 1000cp:** It seems my previous predictions were wrong. You are a full power Chaos God easily capable of going toe to toe with any of the Four. Honestly the biggest question is whether you have just been born or if you have simply been slumbering much like the others were before Slaanesh woke them.

Tyranid - 100cp

The Tyranids are an extragalactic composite species of hideous, insectoid xenos. They actually comprise an entire space-faring ecosystem of innumerable different bioforms which are all variations on the same genetic theme. You will initially start off as a small being of one of the various types. You may freely choose any of the weaker versions. This means you can't be a Swarmlord, a Bio-Titan, or even a Carnifex. The strongest option you can pick is a Purestrain Genestealer or something on this level.

- **High Ranking Tyranid 200cp:** This is the level where your forms will stand out and be recognized as a greater threat than normal Tyranids. This includes most of the synaptic Tyranids such as the Hive Tyrants, Carnifexs, Lictors, the Ymgarl genestealers, and the Zoanthropes.
- **Maximum Threat Level 300cp:** This level will allow you to become one of the unique Tyranid units or to choose from the most powerful of the Tyranids army for your form. This includes powerful warriors such as the Swarmlord, Old One Eye, the Norn Queen, Bio-Titans, and any other unique Tyranid.
- **Hivemind - 1000cp**: This is interesting, for it seems you aren't just a run of the mill Tyranid. You are a budding hivemind that the greater Hivemind seems to have allowed to live. Perhaps it wishes to see what you will turn into or it may simply not have noticed your birth. Regardless you start out on a lone planet filled with your warriors far from any threats and with enough biomass to create a small army. Your consciousness cannot die as long as some of your bodies survive. Grow your armies and let the galaxy know that another Devourer has arrived.

Xeno - Varied

Given the unique nature of this world you may choose any race that is not listed. This will also include races from other worlds that have intersected. For example if the world you choose is crossed over with Worm then you could choose to become an Endbringer or an Entity. Base the cost of the species based off of the examples above. In this case an Endbringer would cost 500cp and an Entity would cost 1000cp. Try to be fair when deciding the prices of species not listed here.

Hybrid - Race cost + 100cp x amount taken

Perhaps you want to be a hybrid of the options above. There have been some cases of Human Eldar hybrids, but what about the others. Do you want to become an unholy union

of Primarch, Tyranid, and Ork well now you can. For cost you will add up the races cost individually then add the amount of races times 100cp for the additional fusion cost. Using the example above a Primarch, Hivemind, Krork would cost 2100cp (1000 + 400 + 400 + 300). Lastly you will get the discounts of every race you take.

Factions

Here is a list of some of the factions of each race. You may choose one in order to flesh out your background. Also by choosing a faction you gain any implied perks or boons, such as the Imperial Navy giving you skills in flying a spaceship and navigation. This includes specific boons such as becoming a blank by choosing Sisters of Silence.

Human

- **Imperial Guard** - The Astra Militarum, also known as the Imperial Guard in colloquial Low Gothic, is the largest coherent fighting force in the galaxy. They serve as the Imperium of Man's primary combat force and first line of defence from the

myriad threats which endanger the existence of the Human race in the 41st Millennium.

- **Imperial Navy** - While the Astra Militarum (Imperial Guard) represents the Imperium's ground forces, the Imperial Navy is responsible for the fleets of starships that maintain order between the stars and planets in the Imperium, for all space and air support provided to the infantry of the Astra Militarum through its Aeronautica Imperialis branch and for transporting those Guardsmen across the galaxy to the Imperium's myriad warzones.
- **Space Marine Legion/Chapter** - Depending on what time you arrive at in jump you are either part of one of the Primarchs' Legions or belong to one of the many Chapters throughout the Imperium.
- **Sisters of Silence** - The Sisters of Silence are an all-female order of Imperial Witch Hunters tasked with hunting down rogue psykers and other psychic threats across the galaxy. They also help to enforce the Imperium's rigid laws on the use of psychic powers.
- **The Mechanicus** - It seems you're one of those techies obsessed with toasters. The tech-adepts of the Mechanicus are the primary keepers of what is viewed as sacred wisdom, a privileged caste of Tech-priests who jealously guard the knowledge required to maintain and construct much of the Imperium's advanced technology.
- **Sisters of Battle** - The Sisters of Battle are the armed wing and Orders Militant of the Adepta Sororitas. The Sisters of Battle serve as the standing army of the Ecclesiarchy.
- **Custodian** - The Adeptus Custodes, known as the Legio Custodes during the Great Crusade and Horus Heresy eras, is the Imperial Adepta responsible for protecting the Imperial Palace and the physical body of the Emperor of Mankind, as well as serving as His most important emissaries, His companions and the keepers of His many secrets.
- **The Inquisition:** By selecting this you become a part of the Inquisition. You may choose one of the ordos to join. This includes the Ordo Hereticus, Ordo Xenos, Ordo Malleus and some other groups within the Inquisition. If you are a Space Marine you may instead join the ranks of the Grey Knights if you wish.

Eldar

- **Craftworlder** - You are a Craftworld Eldar and live on a Craftworld. Craftworlds are vast craft populated by Eldar. They travel through the void of space at sub-light speeds, carrying the greater remnant of the Eldar race after the Fall of their civilisation.
- **Dark Eldar** - Free: If you are sure that you want to do this, you may become a Dark Eldar instead. The Dark Eldar, referred to as the Drukhari in the Aeldari Lexicon, are the forsaken and corrupt kindred of the Aeldari, an ancient and highly advanced

alien race of fey humanoids. They are considered by many to be the worst beings in the galaxy and a stain on reality.

- **Harlequin** - The Harlequin are members of a very distinct sub-group of the Aeldari species who belong to none of the existing Aeldari factions, including the Craftworld Asuryani, the Exodites or the Drukhari. They are the keepers of the Black Library and serve the enigmatic Aeldari deity called the Laughing God.
- **Ynnari** - The Ynnari, also known as "the Reborn," are a faction or religious sect of the Aeldari species comprised of members drawn from all of its other major factions, including the Asuryani, Aeldari Corsairs, Exodites, the Drukhari and the Harlequins. Under the leadership of the prophet Yvraine, the "Daughter of Shades," the Ynnari seek to fully awaken the Aeldari god of the dead Ynnead, who they believe can defeat Slaanesh and restore the Aeldari species' unity and its lost glory.
- **Corsairs** - As the name implies, they are nomadic fleets of space pirates. They mostly consist of former Craftworld Eldar walking the path of the Outcast, although others are Dark Eldar who left Commorragh. They can be seen as a sort of half-way point between the two: hedonistic pirates, sure, but not absolute psychopathic sadists, and they use soulstones and psykers unlike the Commorrites.
- **Exodites** - The Exodites are the Eldar who first fled the decay and degeneration of their old Empire, effectively being the Eldar equivalent of the Amish. They maintain close bonds with the Craftworlds on whom they are heavily dependent for protection. They're basically Amish dinosaur-cowboy Wood Elves In Space, and very like the Na'vi from James Cameron's Avatar.

Orks

- **Blood Axes** - The Blood Axes are held by the other Ork klanz to be a bunch of untrustworthy gits. They trade openly with the worlds of the Imperium, parley with the foe and will even consider retreating from battle if faced with insurmountable odds. As a result they’re often called the “Sneaky Gitz”.
- **Goffs** - The Goffs are an Ork "klan" who represent the largest and most aggressive of the known greenskin klanz. The Goffs are the biggest, meanest and most brutish of all their kind, and that's saying something since they are Orks.
- **Bad Moons** - The Bad Moons are a powerful and very wealthy Ork "klan." The Bad Moons are the richest of all the Ork klanz. This is because their teeth grow faster than anyone else's, meaning that even the lowliest Bad Moon Ork has a steady supply of the standard form of Ork wealth. They also tend to have the best dakka due to all their teef.
- **Deathskulls**- The Deathskulls, or Death Skulls, are an Ork "klan" that has an unsavoury reputation among their fellow greenskins as inveterate looters, scavengers, borrowers, and scroungers.

- **Evil Sunz** - The Evil Sunz are an Ork "klan" who are dedicated to speed and making as loud a noise as possible when in combat.
- **Snakebites** - The Snakebites are a well-known "klan" of Orks. The Snakebites are considered to be a backward klan by many of the more technologically-advanced klanz and tribes of Orks, for they still follow the old ways of the Ork race and often remain Feral Orks in culture and attitude even after they gain access to more advanced technology.
- **Freebooterz** - A Freebooter (pl. Freebooterz) is a piratical Ork who exists on the fringe of Ork Kultur. Freebooterz are greenskin bandits and sell-swords belonging to no specific tribe or klan but who will work with any tribe as well as stand against any other if the price is right. Freebooter warbands are composed of an amalgam of Ork mobs from several different warbands or Orks who have separated themselves from their former klan or tribe by choice or through exile. These roving bands are composed of renegades, bandits, pirates and other outcasts.

Tau

- **T'au Empire** - You are a member of the main T'au faction. You serve the ethereals and seek to help expand the T'au Empire. This will not have a major effect on what you do, simply that is accepted throughout the T'au empire.
- **Farsight Enclave** - The Farsight Enclaves are a series of heavily-fortified T'au colony worlds that are independent and indeed opposed to the rule of the T'au Empire. They are led or ruled by the legendary T'au Fire Caste Commander Farsight and lie on the far side of the Damocles Gulf region. You have joined the commander and may actually be with the "Good" faction here.

Daemons

- **Khorne** - Khorne, also called the Blood God and the Lord of Skulls, is the Chaos God of blood, war and murder. Its domain covers the most basic and brutal of sentient emotions and actions, such as hate, anger, rage, war and killing.
- **Nurgle** - Nurgle, also known as the Plague Lord or the Plague God, is the Chaos God of disease, decay, despair, death and destruction. In particular, the emotion of despair in mortals empowers the Plague God.
- **Tzeentch** - Tzeentch, also known as the Changer of Ways, and the Architect of Fate, is the Chaos God of change, evolution, intrigue and sorcery. Tzeentch is especially empowered by the desire for change and ambition for advancement

among mortals. It is he who weaves the threads that connect every action, plot and subtle intrigue in a galaxy-wide game of manipulation and subterfuge.
- **Slaanesh** - Slaanesh, also known as the Dark Prince, the Prince of Pleasure, the Lord of Excess, the Perfect Prince, and even the Prince of Chaos in the Imperium of Man, is the Chaos God of pleasure, excess and decadence. Lust, pride and self-indulgence are the hallmarks of all who follow it.
- **Chaos Undivided** - Followers of Chaos Undivided venerate the force of Chaos itself, seeing the four major Chaos Gods as a single pantheon to be worshipped equally as different emanations of the same universal force. Of all the worshippers of Chaos, it is they who follow Chaos in its purest form. They can interpret the meaning of Chaos in a variety of ways, including as a single god, worshipping the four major Chaos Gods equally, or favouring one slightly over the others.

Independent

- **Original/Other** - Maybe you don't want to be part of a listed faction. Well then this is the option for you choosing this allows you to either forgo a faction entirely. Pledge your allegiance to no one. The second part is maybe you want to be a part of someone that's not listed here. Maybe you want to represent that Xenos species you chose to become. After all they probably do need some people on their side.

Skills and Perks

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

General Perks

There is Only War - Free
The world of Warhammer 40K is considered by many to be among, if not the worst and darkest place in the multiverse. To prevent you from going insane after spending a few days here, take this. You have witnessed the horrors of the world and not broken. While you may be driven to the brink still, you have the will to survive in this world.

Psyker Rating - Varies
By purchasing this at any level you become a Psyker. A Psyker is an individual of any intelligent species in the Warhammer 40,000 universe who possesses some degree of psychic ability or powers. All psykers draw their powers from the extradimensional realm

known as the Immaterium or the Warp that underlies four-dimensional realspace and is the source of all psychic energy in the universe.

There are different grades used to incrementally grade the power of a psyker within the Imperium of Man, ranked from the most powerful to least powerful, top to bottom:

- Alpha Plus
- Alpha
- Beta
- Gamma
- Delta
- Epsilon

The list continues all the way down the decreasing in strength until the level reflects a blank instead. The psychic power the top four grades represent is immense. A high Delta level can read the minds of all the people in a good-sized town simultaneously, or crush a man to death against a wall in seconds. High-grade psykers are extremely powerful and not to be taken lightly. Beta grade is the highest level of psychic power that a Human can attain and still be considered sane.

Humans are allowed to start for free at the Epsilon Level if they take the perk. Eldar start out at the Gamma level for free, but are unable to use their Psyker powers without significantly greater effort due to Slaanesh. Any 400cp and above racial option may start out at Alpha for free except for C'tan shards. Lastly, while there are levels above what is considered Alpha there is no real measurement so while you can continuously purchase this to boost your Psyker abilities you will still be classified as an Alpha + (just keep adding more pluses). Each purchase of this perk is 50cp.

The Pariah Gene - Varies

A Blank, also known as an Untouchable, a psychic Null, and a Pariah, is a Human who possesses the rare mutation sometimes described as the "Pariah Gene" that makes them generate no psychic presence in the Immaterium, thus leaving them essentially soulless. As a result blanks are incredibly useful in fighting daemons and other warp beings. Blanks are immune to any psyker attack, the attack literally being unable to touch them. They are also immune to possession as their bodies reject and destroy any daemons foolish enough to try.

Much as psykers have ranks, so do the blanks. Their levels are in the following order which is in descending strength:

- Omega-Minus
- Omega
- Psi

- Chi
- Phi
- Upsilon
- Tau
- Sigma

When a blank is at the Omega-Minus level their very presence is so distablizing to beings of the Warp that even Greater Daemons would feel pain simply being in their presence let alone trying to fight them. Weaker daemons can actually be killed simply by standing too close to a powerful blank. Most normal psykers at this level will also simply die from being in their presence rather than feel the normal excruciating agony. As a final example of how their presence affects the Warp during one of the Imperiums conflicts a group of Sisters of Silence were sent out into a Warp Storm where their presence actually calmed the storm allowing you the safe passage of other imperial forces.

You may purchase however many ranks you wish. Each purchase costs 50cp and will move you up one rank starting at Sigma. Much like how there is no limit on how positive an alpha psyker can be, the same applies to how negative an Omega-Minus can be. As a final benefit, since you are paying with CP you will be able to control your blank aura so that your mere presence doesn't kill your allies or drive them insane.

Psyker Discipline - 150cp

Although the powers of psykers are many and varied, they usually fall into one of several disciplines. The five most common psychic disciplines are: Biomancy, Divination, Pyromancy, Telekinesis and Telepathy.

It should be noted that, whilst two different psykers may both use the same discipline, their powers are likely to manifest in unique, idiosyncratic ways. So for example, an Imperial psyker using the Pyromancy discipline may hurl blazing bolts shaped like an avenging, two-headed eagle whilst a corrupt Chaos sorcerer might conjure multi-hued conflagrations of living Warp fire and an Ork psyker or "Weirdboy" could vomit cones of billowing green flames.

Some specific powers for each discipline can be found with the psyker link in the notes. Purchasing this perk gives you a large boost in skill with your chosen discipline. You will learn the listed abilities at an expert level. Also this perk may be bought multiple times for each discipline.

An Outsider's Perspective - 200cp

It’s amazing how many things can become clear when examining something from an outside perspective. This perk grants you the ability to examine anything as though it were just pages out of a book. You will be able to understand every side's motives even if you don’t agree with them. You will be able to see past the seemingly immaculate beings and understand them.

Hidden from the Architect of Fate - 200cp
This galaxy is filled with beings who can peer into the future and craft plans that are years in the making. Let alone the strings of fate that Tzeentch weaves which can turn into horrific tragedies thousands of years after they begin. Which is why you need this perk. With it no one can use divination or any other means of seeing the future to predict you. All plans made against you will have to be done the old fashioned way. Though this doesn’t prevent you or your allies from using divination themselves. Perhaps you may wish to take advantage of that.

Pretty like Fulgrim 50/100/200cp
Despite the war torn and apocalyptic setting that comprises most of the universe there is a surprising amount of handsome and beautiful people. For 50cp you are considered to be a 10 out of 10 and near peak beauty for a normal human.

For 100cp you are worthy of being compared to the likes of Fulgrim and Sanguinius. Anyone of your preferred gender who sees you will be enthralled upon first meeting you.

For 200cp you are unmatched in the galaxy when comparing your appearance. Even the Emperor would admit his inferiority compared to you. Your face alone could swoon the masses and the gods would admire you. Do be careful as your beauty will very likely attract the attention of Slaanesh. Should you also be a powerful being you may very well become the main focus of her pursuits.

A Pure Soul - 300cp
This is a wonderful gift I hope you’re happy to receive. You have acquired a pure and incorruptible soul. The hands of chaos cannot touch nor can any force do so unless it is beneficial. With this you will be protected against any who seek to harm or corrupt you. You may still take advantage of any gifts without the negative effects as well.

I am Alpharius - 300cp
Much like the most mysterious of the Primarchs no one seems to be able to actually pin down information on what you do. Your activities are unknown and this complete mystery is demonstrated by allowing you to choose a second Origin to receive discounts. In addition

you may choose a second Origin in each new jump as your mysterious nature simply isn’t going to vanish after you're done here.

For Friendship - 300cp
Wait, what is this? You possess an aura of seemingly unnatural happiness and joy. You are capable of matching what many think of when they picture Vulkan. When it comes to kindness and charisma few can resist you. Even your enemies will be affected by your sheer charisma and presence.

In addition this also grants you the ability to give out spine-shattering hugs. As long as you genuinely want to hug someone to make them feel better or simply for the sake of doing so no one will be able to resist you. Those who oppose you will be altered by the sheer happiness you radiate while your allies are cured of psychological issues they face. Using this would allow you to pull a suicidal and forsaken warrior out of their grief. Show this war torn galaxy that friendship and kindness still has a place.

Perpetual - 400cp
A Perpetual was an individual who was a member of a mutant branch of the Human species who possessed seemingly superhuman abilities, the most important of which was immortality, for which they were named. Some were born with their abilities naturally as a genetic mutation, while others received them through artificial genetic intervention using advanced technology.

However, every Perpetual was known to be effectively immortal, never aging and capable of ultimately healing almost any injury as a result of their extraordinarily regeneration ability. Their regeneration was strong enough to ever recover from being atomized. The two most famous perpetuals are the Emperor of Mankind and the Primarch Vulkan. By taking this perk you are now officially joining the ranks of the perpetuals.

Even if you die you will gain the ability to return from the dead given enough time. This 1-up nature will only work once per ten years however. This doesn't mean it will be truly impossible to kill you though. So still keep that in mind

The Ultrazazz - 400cp
This is a forbidden power that only the greatest of beings are even considered to be allowed access to. With this perk you have obtained the luck and desirability of the Ultramarines. Fortune will favor you to such a decree that even your allies scream Bullshit!! Normally acquiring this power would incur the hatred of the masses and cause them to look down upon you, but it seems you are able to avoid this since you purchased this power with CP.

Spark of Divinity - 600cp
You are a budding deity belonging to whatever race you choose. If you were an Eldar then you might be similar to Ynnead. If you were a human or a variant of humanity such as a Primarch you may be similar to what many speculate the Emperor is becoming due to the vast amount of worship and sacrificed psykers.

This is currently, however, only a spark. Remember that even gods are capable of falling in this world. Allow your arrogance to grow too much and perhaps you may end up like the C'tan who were overthrown and turned into batteries and weapons. This will enhance every perk taken in this jump regardless of race or origin. Post jump this will extend to all perks and any other abilities you possess.

You will receive a baseline improvement to all aspects. No matter what happens this will never decrease. It can, however, grow as more and more people believe in you. This doesn't have to be worship, but the more fanatical the belief the greater the boost. Post jump you will be able to connect to the worlds you have visited already and the new worlds as you enter them. The connection between you and your followers will not be separated no matter the circumstance or the distance between you.

Racial Perks

Human

My Faith is my Shield - 100cp Free to Human
Your beliefs are your own, and none can shake you from them. This can be religious beliefs or it could be your personal beliefs. When you hold yourself to something you will always be capable of abiding by it. Where others would falter you shall be a single blade of grass in a field that remains standing. This also won't drive you into suicidal situations, it's probably going to still be your fault for getting into those still.

Untouchable - 200cp Discount Human
Mankind is a paradox, for despite being the easiest race to be corrupted by Chaos, they often are also its greatest opponents. This perk reflects that nature, as you are immune to the corrupting powers of Chaos and warp manipulation. Keep in mind this does not protect you against warp attacks such as psykers or the danger from actually traveling in the Warp.

Anathema - 400cp Discount Human
It seems that much like the Emperor of Mankind you are anathema to chaos. Also, your psychic might is now second only to the Emperor himself. Your mere presence is poison to daemons and you are capable of granting them true death. Your willpower will also receive a tremendous boost, in order to be able to understand and manipulate the warp without going insane. In simple terms you are now something between a Living Imperial Saint and a shard of the Emperor, with all that it entails.

Eldar

Exodus - 100cp Free Eldar
It seems that you were one of the Eldar who predicted the fall of your empire. Perhaps you were an Exodite who fled to a far corner of the galaxy or one of the craftworlders who tried to stop it. Regardless, it seems your efforts have created an interesting effect. You somehow were able to protect yourself from the decadence and hedonism of your people. Aside from the obvious benefits you were able to guard your soul. Slaanesh and other similar beings who would seek to claim you are unable to devour your soul.

Asuryani Path - 200cp Discount Eldar
Seers are members of the Eldar race who have passed through the many stages of the Eldar Path, which allows them to be confident enough to have mastered the mind and thus utilize their psychic powers in a more open way without fear of attracting daemons or creating rifts within the warp. Those that follow such a discipline are said to walk down the Witch Path or the Path of the Seer, where they gain proper training and experience in the use of their natural psyker-based abilities.

This perk allows you to choose a path for you to specialize in. An example would be the Bonesinger, who can sing Wraithbone and Worldsing (grow and manipulate plants). Given time you could eventually discover new ways to make things using singing, but it takes time, effort and a lot of research.

This may be taken multiple times, subsequent purchases will be discounted and will stack with the racial discount. Some other Seer paths include: Artisans, Farseers, Healers, Shadowseers, and many more. A link in the notes shows more of the paths available.

Blessings of the Gods - 400cp Discount Eldar
It appears that you are the chosen of the Eldar gods. Maybe you were a last minute plan by the gods when they received a vision of Slaanesh's birth. Regardless of your origin,, you

have been empowered by the Aeldari pantheon. They have taken fragments of their very beings and merged them into you.

The life force of Isha, the combat prowess of Khaine, the cunning of Cegorach, the prophetic abilities of Lileath, the authority of the Phoenix King Asuryan, and all of the others. The gods have entrusted these gifts to you in the hopes that you will prove yourself capable of guiding their people.

Orks

It's time for a proper WAAAGH! - 100cp Free Ork
The joy you experience when you join a proper WAAAGH! is something else. You are able to find worthy opponents as long as you feel the desire to search them out. Maybe you'll simply bump into them. Perhaps you'll trip into a tellyporta and land on the poor zog, or if all else fails Gork and Mork might literally throw you into a fight if you just run in circles like a dumb git.

Warboss - 200cp Discount Ork
It seems that you've proven yourself better than most of those Nobs running around your warband. You're an actual Warboss now congrats though you probably just krumped the last boss. An Ork warboss is the strongest, toughest, loudest and most violent Ork in his tribe.

The advantage of this perk is that you will never weaken past this point even if you decide to abandon the Waaagh. Krorks get this for free, as each of them already represented the pinnacle of combat when they were created. Taking this as part of another race will act as a general boost to your abilities and give you access to the Orks scaling powers based on how big your numbers are.

Blessing of Gork and Mork - 400cp Discount Ork
As Gork is brutal but kunnin he has blessed your ferocity. Your physical attacks carry many times as much force as they should be. In addition your skill with large weapons will be boosted immensely. As Mork is kunnin but brutal your skill in subterfuge and dirty fighting becomes more effective, Your tactics will hurt more and have greater crippling effects on your enemies. You have been blessed by the gods so go krump someone already.

Necron

Sleeping Eternally - 100cp Free Necron
When the C'tan realized that they were losing the War in Heaven they chose to seal themselves and the Necrons away in a slumber that would last for millions of years. You gain the ability to put yourself into a stasis similar to this.

During this period the jump timer stops and anything that requires active upkeep will be placed in stasis as well. Anything completely automated or that doesn't require care will still age during this period. For example if you have a garden filled with plants that need to age for millions of years they will do so during this period.

Lastly while you are in your slumber you are guaranteed to be unharmed and should someone physically arrive where you are you will be able to snap awake immediately.

Masters of the Ancient - 200cp Discount Necron
The Necrons view themselves as the true controllers of the galaxy and they may very be if they all were to fully awaken. This makes you a master when it comes to using ancient technology and abilities. Discover a million year old ship well you know how to turn it on and activate everything. Discover some lost knowledge such as a powerful psyker technique well you'll have it down in a few tries. This perk will work on anything considered ancient. Thankfully not relatively to you considering how old most Jumpers are.

Humbler of Gods - 400cp Discount Necron
It is one thing to wield the power of the ancients, it is another to one who creates these miracles. The Necron proved themselves capable of humbling the galaxy and were capable of feats such as closing the eye of terror with their technology. You are now a representative of one of the brightest minds in the Necron empire. Even at their peak you would have been a respected figure famed for your capabilities. All of the Necrons greatest feats and perhaps more are within your grasp should you dedicate yourself.

Tau

Naivety of Youth - 100cp Free T'au
A bizarre characteristic of the T'au is the fact they always try to peacefully greet any new race they come across. They even tried sending diplomats to meet the Orks when they first appeared. You have learned something from this approach however.

You have gained the ability to approach any situation from a peaceful perspective and to evaluate whether or not a race is hostile. You could listen to a recording of a first contact meeting and evaluate whether peace was possible at all and gain some insight into how difficult it would be. Lastly as a result of this whenever you attempt to use peace then it will be impossible for anyone to claim you started it.

Everything Serves the Greater Good - 200cp Discount T'au
There are many times where good people do bad things. Often it is in the name of the greater good or some other so-called higher purpose. Considering how often it happens, why not take advantage of that. Whenever you perform an action, even one that normally would be considered incredibly horrific, if you can justify the action in the name of a greater purpose people will forgive you. Yes, using exterminatus on the planet killed billions, but otherwise the entire sector would have been overrun by daemons.

The Greater Good - 400cp Discount T'au
Perhaps originally the greater good was actually meant to help people, but now it all does it justify the Ethereals' rule over the T'au and the races serving under their banner. You however could find a use for that. By learning and studying the Ethereals you have learned how to manipulate others into serving your own whims. Given some time and a lesson or two you could twist a nation so that its interest served you. To succeed was to be given your favor, and to fail was to have insufficient faith. The society itself will aim to please you and avoid anything that displeases you.

Daemon

Free Spirit - 100cp Free Daemon
One of the main negative challenges that daemons face is their inability to enter the materium. This becomes more and more difficult as the daemon in question becomes stronger, requiring a greater sacrifice in order to tear its way into real space. This perk makes it so that you can freely travel between the realms without issue. It also grants the user the ability to become intangible at will since you can shift your matter between realms.

Post jump this removes any innate barriers of a realm, such as Angels being unable to enter Hell or Demons entering Heaven. You will not face the suppression of these realms. Instead all will treat you as though you belong due to your multiversal nature.

Changeling - 200cp Discount Daemon

The Changeling is among the most feared of Tzeentch's Greater Daemons. On its own the Changeling isn't necessarily any stronger than the others, but it possesses a terrifying ability. It can perfectly mimic any being that is not far far behind it in strength. With this the Changeling is capable of turning into a perfect copy of any being and gaining possession of their experiences, powers, and abilities while transformed. Supposedly the only thing that the Changeling cant turn into is its lord Tzeentch and its original form having forgotten it.

Essence of Corruption - 400cp Discount Daemons
The most terrifying aspect of Chaos is that no matter what is done, their influence seems to grow continuously. This is a matter that you in particular seem to excel at. Beings crave a higher power to believe in and you are a welcoming presence to them. The mere knowledge of your existence can cause budding seeds of worship to appear to others. Enough exposure could even warp the champions of the gods into your devout servants. This effect grows stronger the greater in power you are. Given enough time and exposure no one can resist you. For example if you were in Nurgles position and had Isha captive it would only be a matter of time before she submitted to you.

Tyranid

My Name is Legion, For We Are Many - 100cp Free Tyranid
Despite being a part of an uncountable legion of monsters, you still are able to retain your individuality. This perk protects you and prevents you from being overwhelmed when part of a hivemind. As long as you don't directly fight against the hivemind this will never cause an issue.

If you purchased Hivemind, then you will also gain the ability to add others to your hivemind while allowing them to retain their individuality if you wish. You will be able to recreate their bodies as well as long as you have the biomass required.

Unquenchable Hunger - 200cp Discount Tyranid
You can eat anything and gain adaptation based on it. So you won't have to avoid those Necron Tomb Worlds anymore. Using the Necrons as an example by devouring a sufficient amount of them your body would be able to gain the properties of living metal and the resilience of Necrodermis. This will extend to anything you devour. As long as you do not perish, the galaxy itself will be nothing more than a buffet for you to devour.

Apex Predator - 400 Discount Tyranid
It seems you aren't a run of the mill Tyranid, instead being a champion. You will become what many call a hero unit. This will allow you to evolve your limits and tear your way

through your enemies. Whatever aspect this form embodies will be enhanced to a nigh unmatched degree as well. If you remained a Genestealer then you could become an unmatched assassin and stealth expert. If you choose the Hive Tyrant then you would become disturbingly intelligent and display previously unseen levels of strategy. What boost you receive depends on what you choose to become. For example as a Bio-Titan you would become a terrifying specimen. Even the great Emperor Class titans would fear your presence on the battlefield and may very well be required simply to avoid the massacre that follows your presence.

Should you take this as a Hivemind then this boost will instead be applied to all of the Tyranids and any other beings that are created by you. Where previously a group of Genestealers was required to face a Space Marine now they stand as equals. Where previously your champions would fall now only greater opponents will be able to match them. An example would be the Swarmlord. It was known for crippling the Ultramarine Chapter master Marneus Calgar, but now even Guilliman may fall if he underestimated the beast.

The Champion

Inspiring Sight - 100cp
Your presence is simply dazzling, you practically look like a figure out of legend when stepping onto the battlefield. This has an effect on your side's morale and inspires your soldiers. Even if you don’t look at them they wouldn’t be able to bear the thought of failing you. The stronger the being the less this actually affects them, but that is in comparison to you. If you were as strong as the Emperor even the Primarchs would be honored by your presence.

Concealment - 100cp
Sometimes it pays off to appear normal or not even be noticed at all. This perk allows you to disappear and hide your presence. This is simultaneously useful for stealth and relaxation. Stealth is obvious as being able to sneak and launch stealthy attacks is very useful. Relaxation wise sometimes you just need a break and want to crawl into bed for a nap. If something truly important occurs that needs your presence then your allies will still be able to find you. So don’t worry about sleeping through a reactor meltdown or an important summons from your commander.

The Ancient Awaits - 200cp
There will likely come a time when you are blindsided and attacked by someone you couldn’t comprehend betraying you, but you have the will to survive. Your willpower is so

strong that you could wait buried in rubble for 10,000 years until the opportunity arose for you to seek vengeance.

A final boon for taking this is that if you seek revenge against a being that you have no right to injure then you will become capable of doing so. If you give it your all you will be able to permanently cripple them and if luck favors you maybe even kill them.

Fighting Beyond One's Limits - 200cp
Sometimes a fight will come down to one key moment. When the blades are crossed and you are glaring at your foe, you both wonder who will give first. This perk lets you erupt with an approximately 50% boost once per fight. This boost is based on your full power. So if you're badly wounded you will still hit with everything you've got. Lastly this is meant to be used in duel so technically in a long drawn out fight against multiple opponents you could use this once per fight rather than once the whole battle.

Combat Analysis - 400cp
This is a skill that all fighters should develop if they intend to survive long. You have the ability to observe an opponent to comprehend their fighting style and predict what they will do. While this is most effective by overseeing or directly fighting them in actual combat, you can use recordings or even detailed descriptions to gain an advantage beforehand. As a result of learning an enemies style you can easily incorporate it into your own or switch to it on the fly.

Berserker - 400cp
You seem to share a special trait with the Khornate champion Kharn the Betrayer. The longer you fight the fiercer you grow. If you were fighting someone that ranked as an equal then after a few minutes you would start to surpass them and, if they couldn't flee, completely outclass them quickly. This will reset after each battle once you've stopped fighting. It is, however, not restricted to one on one fights. If you decided to fight an entire army, you would keep growing stronger until combat ceased. As you are paying with CP you will not have to deal with the increasing amounts of anger slowly making you lose any sense of reason.

Overwhelming Power - 600cp
When faced with an obstacle, what do you do? Obviously you hit it, and if that doesn't work hit it harder! A lot of people don't think this method works, but you just proved they weren't hitting hard enough. This perk boosts your strength and raw power to incredible levels. With this you can become the unstoppable object. Obviously the boost becomes more impressive the higher the tier you were. As a normal human perhaps you could hold a

space marine for a few seconds. If you were a Primarch instead then even Vulkan, often called the physically strongest Primarch, would be willing to admit that you bested him.

Overwhelming Skill - 600cp
On the other side of the spectrum, if you can't hit someone then it doesn't matter how good they are. You could refer to power as a set number. Using this analogy, skill simultaneously has its own number and acts as a multiplier. It may not be the bigger boost, but every action becomes far more dangerous when enough skill is behind it. Using the same example as above as a normal human maybe you could best a normal Space Marine in a spar. As a Primarch you would be capable of dueling Sanguinius and Horus at the same time and possibly winning given an opportunity. These two are often referred to as the most combat skilled Primarchs.

The Builder Perks

Aesthetics - 100cp
While it is true that form should be preferred over function there's no reason not to have both. No matter what you are working on you are able to create things that simultaneously draw the eye and perform well at their purpose. You are able to incorporate various styles into your creations whenever you make something. Maybe you wish to use the grim style of humanity, the graceful designs of the Eldar, or simply the utter insanity of the Orks. You are able to create new styles based on your experiences.

Technology 101 - 100cp
There's no point in attempting something advanced if you have no knowledge of the fundamentals. This perk gives you the experience and knowledge to work in any field related to crafting. You will understand how to use basic tech, how to modify and how to create simple tools around these fields. Keep in mind that this essentially makes it so you don't need to be introduced to a field and that you won't get lost. You will still have to work towards acquiring a deeper understanding of a subject before you can work on it more.

Spark of Creation - 200cp
Sometimes coming up with an idea or a particular solution requires a certain spark. It's one that one you now have. You can freely come up with ideas and solutions for your problems or simply for the sake of it. Create a machine that's designed to slap someone repeatedly

because why not. If you want to make something don’t feel limited, nor can anyone else crush that insight.

Micro Assembly - 200cp
You are capable of making microscopic things by hand. This allows you to make incredibly complicated creations by making the parts far smaller. This can lead to devices becoming far more efficient than they otherwise would be. For example you could pack the power of a lascannon into a normal las gun. Keep in mind this can make maintenance much more difficult for those who aren't as skilled or advanced as you.

The Best Offense is a Good Defense - 400cp
You are a master of fortifications. Your worlds will appear to be impregnable fortresses to your enemies. At a minimum when you have been given time to prepare your enemies will likely need to outnumber you ten to one in order to take your territory.

This would be if they were your equals though. If a weaker force tried, it may be flat out impossible and a superior force may only need an equal number if they were that much stronger.

Technological Bulwark - 400cp
You are able to craft and protect technology from the Warp, corruption, and unauthorised access. This is an incredibly valuable skill as many rituals the mechanicus use are dedicated to purifying the machine spirits when faced with corruption. With your abilities you could create a new version of practically any technology you understand that would allow it to be produced and almost guaranteed to be corruption resistant. Powerful rituals would likely be capable of bypassing the mass produced creation, but anything you made yourself would prove invulnerable even in the direct presence of a Chaos God.

Technological Genius - 600cp
With enough time and effort you can create or discover anything. The time it takes for an item will depend on the factors such as your comprehension of a field, the data that you have access to, and your supply of materials to work with. If all three of these factors were fulfilled, you may very well simply crank out innovations practically non stop. The other side would be to dedicate a larger focus to create a leap forward in a field. By studying the common las gun you may be capable of practically tripling its effectiveness allowing normal guardsmen to pose a threat even to Chaos Space Marines and developed Orks. This is but one example of what you're capable of. The sky's the limits with which you should dedicate yourself.

Biotech - 600cp

You seem to possess the touch when it comes to mixing biology and technology. You possess immense skill with biology and can make biological versions of technology. With your abilities you would be recognized as an Arch-Magos Biologis simply based on your skill. An example of developing tech based on biology would be a digger based around the Tyranids or a powerful melee weapon based on a Hive Tyrant's blades. There are many others as well, the only limit is your imagination and the creatures you can study. The most important ability perhaps is your understanding of gene therapy and how to manipulate biology. You are now a superior when compared to Fabius Bile and Belisarius Cawl. To find a peer you would have to seek out the perpetuals who aided the Emperor in the creation of the Primarchs such as their mother Erda.

The Conqueror Perks

Eye of an Emperor - 100cp
When you are powerful enough you have to realize even the smallest action you take could have a profound impact on those under you. With this perk you have the ability to see the bigger picture. You can consider how implementing a policy would work out or how developing a manufacturing process would affect your forces. You are now hopefully better equipped to effectively run a galaxy spanning empire.

Grand Ambition - 100cp
It takes a special mindset to pursue a goal such as this. One that you now have. No matter the challenges you face you are capable of ignoring opposition and remaining steadfast on your path. It would take literally irrefutable evidence in order for you to change your mind when you are determined.

Parenting Skills - 200cp
Managing an empire often can seem like raising a child. It requires an immense amount of work, sometimes seems like it's not worth it, and will often cause long sleepless nights. In the end though you would happily do it again when you see the result and take in those special moments.

This skill both makes you a parent fit to be rewarded with a best dad or mom in the universe mug, and to help children/young organizations who are in need of guidance. Lastly please take this, we don't need a second case of the Emperor to occur. One galaxy level set of family issues was enough to deal with. Also if you can give perks please give this to the Emperor, it will save a lot of trouble.

Fair Judgement - 200cp
As your empire grows larger so does the amount of spies and traitors. At least in the case of normal empires, but that's not what this perk is for. This perk allows you to give a fair judgement upon any individual. You can see if an individual is truly a traitor or simply a victim of circumstance. In addition when you give a verdict it will be followed, fate will ensure that the outcome you decree comes to pass. This will prevent any incidents such as the ever worsening situation with Magnus as it spiraled out of control.

Golden Tongue - 400cp
You have unmatched skill in persuading others to your point of view. Should you be given long enough time to speak with another world leader you could effortlessly convince them to join you. This will make you far more effective at bringing worlds into compliance. Especially when they are already willing or on the brink of joining regardless.

Ultimate Comprehension - 400cp
You have a learning ability and comprehension rate on par with Perturabo. An example of his ability was that he was able to learn the entirety of Mars knowledge in just five days before he was given his legion and tasked with taking in new planets. As a benefit you won't lose the excitement of learning new things and will still be satisfied when you are working with others. If you hate the rest of the world it won’t be because of this.

Rewards of Conquest - 600cp
One of the main concerns about conquering someone and taking everything they had away from them is that they will hate you, perhaps even attempt to rebel against you. This doesn’t seem to happen to you. Anything that you gain through combat will become rightfully yours. This includes personal duels, fights your army performs, or anyone that acts in your name.

Planets that you conquer will become loyal and you won't ever have to worry about betrayal, unless outside forces interfere. This will also work on people as well. For example, if you face an enemy champion and beat them, you could choose to spare them. This would allow you to recruit them. They may not necessarily be happy, but they will become loyal enough not to betray you.

In addition this will never be against you or affect you negatively. That way you don’t have to worry about someone pretending to be you and falsifying orders.

Master of Logistics - 600cp
Many don’t realize the sheer amount of paperwork that is generated by an empire. This grows exponentially larger the greater your territory is. You, however, need not be

concerned. You are a master of logistics and organization equal to if not surpassing the greatest minds of the galaxy.

Even Guilliman would be impressed upon seeing how efficiently you are capable of running your territory. This will also extend to planning such as how to create the most efficient chain of supplies for a military to promote growth.

The Destroyer Perks

Nightmare on the Battlefield - 100cp
You are a terror on the field of war and can kill someone in such a way that all but the most courageous/insane of foes will avoid you in battle. Your mere presence inspires/scares your allies into action to fight harder and for longer durations of time lest they draw your personal attention. The effectiveness of this perk will depend on factors such as skill, personal power, and fame.

If you were an Astartes, then your appearance would make the average fighter flee in your presence, but have little effect on opposing Astartes. If however you were a Primarch famous for your skill then even Greater Daemons may visibly retreat away from you.

Should your opponents survive battle with you they will be haunted by your chaotic visage. If their willpower is insufficient they may very well be driven insane and need to put down by their allies.

Gaze upon me and Know Fear - 100cp
It is fascinating to see how badly morale can fall apart when an enemy champion is defeated. After realizing this you developed your skills in combat and intimidation. Many picture a battle of champions to be a glorious event, but how will they react when you simply wave your opponents' slashes to the side and crush their champion with ease.

You may select one weapon or field such as swords, hammers, unarmed combat, etc… to receive skill equal to an Astartes who has trained for 100 years. The second aspect is that when you face enemy champions/heroes you have the ability to kill them in unique methods allowing you to crush enemy morale. If you wish you may refer to these moments as glory kills.

Master of Poisons - 200cp

You are an expert when it comes to dealing with poison and venom. Well essentially any mixture that's designed to cause pain and death. You are so renowned for the suffering you can cause that even the Dark Eldar would essentially roll out the red carpet for you. As a side effect you are also the greatest master of antidotes and curing these ailments in the galaxy. After all, the only difference between the doctor saving you and the assassin killing you is their intent.

Master of Pain - 200cp
You are an excellent individual when it comes to finding out information and causing pain. So many ways to make someone explode in agony. These techniques have two main uses. First you are a master of interrogation with these. While pain isn't the only way to make someone talk it's often the simplest as everyone has a breaking point eventually. Second is in combat, imaging combining an already horrifically skilled opponent with one that can make every successful blow agony. Actually taking this perk alongside Overwhelming Skill would essentially turn you into Lelith Hesperax. She is considered by many to be the most feared warrior in the galaxy and the most skilled Dark Eldar in existence. Some even say Sigismund in his Prime couldn't have killed her.

Target the Weak Point - 400cp
When going after powerful targets you don't bother hitting the strongest point, but instead target their weak point. You are able to make small surgical strikes that are capable of dealing devastating damage to your target. For example you are fighting someone with an unbreakable shield. Perhaps you could strike their arm making it impossible to lift the shield. At that point even if you can't break through the shield it doesn't matter since they can't lift it.

Corrupting Presence - 400cp
As befitting as being filled with evil your presence is literally infectious. Should beings of an opposing alignment stay in your presence long enough they will literally be warped into becoming a darker version of themselves. This does make it so satisfying however to turn the champions of your enemy against their previous lords. This effect can be toggled on and off if you desire. Also this power can work in vice versa if you are a hero. Perhaps you want to redeem the villains and turn them into beacons of justice. You can freely adjust whatever you want to turn other individuals into on the spectrum of good to evil.

The Destroyer - 600cp
Some things are incredibly resistant and seemingly impossible to destroy. You however don't seem to have this problem. You seem to have the ability to destroy anything as long

as you can put enough power behind it. Anything from a seemingly immortal reviving foe to a very concept of the universe. Soon everything will learn to fear you, even the so-called eternal beings. Lastly should you wish nothing will be capable of being built on the land you devastated. If you desire then a planet you've destroyed will never gain new life even if a billion years pass since the event.

The Despoiler - 600cp

Much like Abaddon the Despoiler you are a symbol for chaotic forces to rally behind. This can include anyone from the evil beings of the galaxy, to those who just want to see the galaxy burn, and even the heroes who are on the verge of losing their faith. You will be boosted to the point where you are worthy of this title as well. After all, no one follows scrub tier bosses in the big leagues. This will also make it so that you are a being worthy of leading a Black Crusade. Your abilities to strategize will match some of the fiercest commanders in the galaxy. Your skill with a weapon of your choice, although I recommend the blade will rise so that you can face off against champions of the other factions, and many more boons will appear. Sow destruction and make the galaxy fear your name. Optionally you may choose to receive an intimidating nickname. If you take this as a loyalist then instead the perk will affect forces of justice instead of chaos.

The Trader

Charming Face - 100cp
Seems that people can’t help, but feel at ease around you. This perk gives a noticeable boost to your charisma. At the very least you could always become the life of the party. Your main advantage however, is making people more relaxed. This makes them more comfortable when negotiating and more willing to spend a bit more than they otherwise would have been comfortable with.

Look Its a Heretic - 100cp
There are going to inevitably be some moments where you can't get out of trouble, but maybe you can redirect it somewhere else. If you're in a bit of trouble such as the arbites finding out about your smuggling then maybe you could direct them to the local bandits instead. Not only will they have a bigger problem to deal with, but you might be able to cash in on that bounty they had. This does require that there’s someone worse than you to go after though. If you’re a threat on the level of Abaddon’s Black Crusade then it would take someone like one of the Daemon Primarchs leading their legion to attack to take attention away from you.

How Dare You - 200cp
It appears years of building up a friendly reputation has paid off. If someone attacks you without justification such as a pirate looking for a payday or a greedy governor confiscating your goods then someone will come to your aid. In the case of the pirates maybe the local Space Marine chapter was traveling close by and received your distress call. Seeing it was you they didn’t hesitate to send out ships to assist you. In the case of the governor maybe you unknowingly aided an inquisitor a few years ago and seeing the trouble they decided to arrest the governor for abusing their power.

Officer I Swear That’s not Mine - 200cp
Sometimes you’ll find that smuggling just pays so much more than normal trading. If you ever decide you want to give it a try you’ll find out that you were born for it. When it comes to coming up with hiding things and giving excuses you can easily come up with one on the

fly. Hide stuff where no one would think of looking and give those workers a perfectly valid reason that no one needs to open the crates. Official inspectors will be struck by sudden cases of laziness or be called away to deal with more important things when you're trying to hide something. Just don't push it, no matter how good you are trying to smuggle a titan or something equally large will still pose an immense challenge.

Everyone's Friend - 400cp
When you're here, who cares about being members of a different species or whatever other petty differences there are. After all, your goal is to make a profit and aliens still have money. It seems that no one ever can find a reason to treat you differently. Even if you were a Xeno trader going to an Imperium world people just wouldn't seem to care and would happily do business with you. So say goodbye to things like societal differences and conflicts getting in the way of a deal. Provided you didn't start anything even the Chaos Gods wouldn't mind your presence in their territory.

Unfortunate Circumstances - 400cp
What a pity, so many bad things seem to happen to your competition. And you're not even doing anything, that's the neat part. Whenever someone tries to compete against you they will keep running into bad luck. Should they keep going against you long enough, maybe they'll reach the point where they'll simply sell everything to you just to bail out of the field. How strange maybe the universe is simply showing you favor by harming your enemies.

Gold Flows - 600cp
When working with a business plan you have a gift for making money flow. Anything deals you make will prove lucrative for both sides ensuring they always come back for more. This becomes increasingly effective the larger a deal becomes. It unfortunately can't give you a guarantee that nothing will happen, but it does make it so that you always turn a profit. Maybe you invested in a planet for it to get overrun by Tyranids, well now its deathworld and the guardsman want to pay you to build training facilities on the planet. You might get hurt, but you'll never get struck out with this.

Masterful Start Up - 600cp
Under your hands even the most insane of start ups can become future business empires. You are practically unmatched when creating new businesses. With this any gaps in industry can quickly be filled by the companions that are under your control. This will apply to the businesses started by your subordinates or anything that technically is controlled by you.

The Explorer

The Deep Dark - 100cp
You are going to spend many days, if not years staring into the void with no one to keep you company. Such a job could drive even the greatest of men insane if they had nothing to do. However, your mind works differently. You don't seem to care about the voyages. I would even go as far to say that you find the nothingness of the void to be peaceful. You don't suffer from the isolation of space travel nor boredom of the mindless journeys.

Pilot - 100cp
Considering how many different types of ships you go through this is a useful skill. You have the skills to pilot any sort of vehicle, regardless of whether it's a walker on the ground, a fighter in the sky, or a ship designed for the depths of space. Keep in mind that larger vehicles will typically require multiple people to crew. It doesn't matter if you know how. One person can't crew a battleship designed to be manned by 10,000 on their own.

Environmental Adaptations - 200cp
You appear to have gained a beneficial ability considering your line of work. You've adapted to extreme environments. You are not bothered by extreme temperatures, pressures, and unusual amounts of gravity. You will prove resistant to the perils of many worlds, even a large number of death worlds with these abilities.

Friendly Beasties - 200cp
The local wildlife seems to be fond of you. This is pretty nice when the local wildlife includes space krakens that are larger than your flagship, and all sorts of monstrosities that Space Marines in Terminator armor are cautious of. As long as you don't attack them, most animals will be willing to act friendly around you and even get you some help with simple tasks. Granted a simple task will generally consist of can you help me reach the cliff or can you carry me if you're already walking that way. On the other hand if you're considered a friend then you're not food and if you get attacked the animals might help you. Ha those Necrons thought they had you well why don't they try getting past Timothy the Space Kraken first.

Space STDs Begone - 400cp

When traveling and meeting all of these new species/places you're probably going to find something that would make you sick. With this perk that's a concern of the past. You can now touch everything you see and engage in diplomatic relations without worrying about diseases. You can't get or spread diseases with this perk. Though anything that someone would improve you without consequences would be allowed through. So the super soldier's drugs will still do something, but getting a faceful of papa Nurgle's newest concoction won't do anything. Just remember that being shot still hurts.

Into the Unknown - 400cp
When exploring uncharted areas obviously it's dangerous because no one knows what's out there. At least with this you wont end up getting sucked into a gravity vortex or trigger a facility's security measures. This perk protects you from random instances that would kill you. It won't stop you from dying if you get shot, but it will prevent the automated turret from activating and shooting you.

The Unknowing Heir - 600cp
You tend to fit the description of what a lot of people are looking for pretty well. Should you run into anything that needs specific requirements or is looking for someone they will be willing to accept you. An example is that there was a lost vessel from the golden age of technology that was discovered by a Mechanicus member and some Space Marines. The ship was being commanded by an ancient STC. The STC was disgusted by the Mechanicus when they started performing rituals to banish it. In the end those that found it were declared unworthy, killed, and the ship left without a trace. If you had been there the STC would likely have looked favorably upon you and may have been willing to join you after talking to you.

Luck of the Traveler - 600cp
You seem to have a talent for finding valuable finds. Perhaps you were born under a shining star, but you seem to find things people could only dream of simply by traveling around. Maybe you decided to delve into the depths of a cavern only to stumble upon something such as the Speranza. Even the luck of legendary Rogue Traders such as Janus Draik who found a Blackstone Fortress would pale in comparison to you,

The Singularity

Personality of a Protagonist - 100cp
You are suited for handling difficult situations that would leave others broken. Whether the loss of your friends, witnessing a great tragedy, or simply dealing with complex emotions that have piled up you can handle these situations in stride.

Eternal Memory - 100cp
There are many methods to extend your lifespan here let alone when adding the other realities. However, an issue that comes with aging is the ability to remember everything. This perk makes it so that you can remember anything that has happened. Even if you were trillions of years old you could still remember the days when your journey first began with perfect clarity.

Perfectly Balanced - 200cp
Very interesting despite how many of the energies of the universe seem to conflict with each other when it comes to you they settle. Something about you always for the balance and possession of conflicting abilities. For example it seems the energy of the Anathema and Chaos could peacefully coexist within when by all rights they should be tearing each other apart. Maybe you could find a use for this nature.

Playing with a New Toy - 200cp
It seems you've acquired an ability from a different world. Perhaps you have the ability to use Chakra from Naruto. Maybe you gained the ability to use a type of magic from another world such as Type Moon or Harry Potter. This perk lets you choose an energy source from another setting and the ability to generate it with your body.

Unique Ability - 400cp
The ability you possess seems to be special even by the nature of your original world. Maybe it's a rare bloodline or an earth shakingly rare talent. Some examples would be the bloodlines from Naruto or the divine talents possessed by the legends of the Type Moon world.

Friends Across Dimensions - 400cp
Despite being part of a world like this. You are a shockingly nice person to be around. Even your enemies can't help, but seem to enjoy your presence. Even the most difficult of individuals will be worn down and make you an exception without realizing it. With a talent

like this maybe could seek out some of the individuals here who really do need a friend and offer to be that person.

Apex of the World - 600cp
Clearly you must be a figure of note considering how easily you are manipulating your powers. You have seemingly perfect control over all abilities you possess. Any limitation that would have resulted from insufficient control means you simply have practiced rather than being unable to do it. This will also extend to the abilities here and your other out of jump powers. To give a comparison you are equal to Tsunade at her best when manipulating chakra.

Figure of Legend - 600cp
It seems that you aren't just a normal being from wherever you belong. Your abilities are abnormally powerful compared to what most people are normally capable of. Your energy reserves are greater and when using them they simply carry more oomph than someone else's would. Even if you both used the same amount of power. To provide an example in the world of Naruto you would be an equal to Kaguya beyond even the kages and the jinchuriki in your sheer capacity. This will be reflected with any powers you purchased in this section

Items

All items are discounted to their origins and the 100cp items are free to their origin. In addition you gain 400cp to spend freely in the Items section.

General

Warhammer Memorabilia - Free
Since you're going to a fanfic universe why not take the rest of the series with you. This item grants you a copy of all material related to Warhammer including the games, books, figures, and fan made content. So while you're charging into battle listen to the glory of Stringstorm or another Warhammer artist. As a final benefit regarding the figurines you will also receive copies based on yourself and your companions. You will gain new ones in each jump based on your allies and notable enemies.

General Equipment - Free/100cp
Wherever you end up you're going to need some equipment to survive. These items give you the basic equipment of your race and faction. All factions would receive a set of standard armor and the basic weapons. A specific example would be a Space Marine receiving a set of power armor and a Bolter. By paying for the upgrade you instead could receive a set of terminator armor and a heavy Bolter instead. This scale could be reflected on all of the possible equipment.

Soul Stone - 200cp
A Spirit Stone, also known as a Waystone, Dreamstone and a Tear of Isha, is a small, seemingly precious gem carried in a variety of different aesthetically-pleasing settings on a Craftworld Aeldari's chest, used to save their souls from consumption after death within the Immaterium by Slaanesh. It works like a horcrux and holds your soul on death. This soul stone will work regardless of what race you are. It will also give you an opportunity to undergo rebirth if you have enough time and the ability to do so.

Inquisitorial Rosette - 200/300cp
You have been given an Inquisitorial Rosette, which gives the holder the authority of an Inquisitor. The Inquisition answers to no one, but themselves and the God-Emperor of Mankind. Should you appear before the creation of the Inquisition then instead this will be represented as an emblem of Malcador and the Emperor.

If you pay an additional 100cp, then you will gain an additional badge for any corresponding positions you have. For example if you were a Space Marine Captain then you would get

an emblem that would make any Space Marine under the rank of Captain willing to listen to you, even if they were from a different chapter.

Jumper's Seal of Purity - 300cp
This seal is designed to be placed on any out of jump and in jump machines to prevent them from being corrupted. As a bonus any items it is placed on will also become fiat backed due to the power of the Jumper being imbued in it.

Webway Gate - 400cp
The Webway Gate, also known as the Webway Nexus or Webway Gate, is a series of technological artifacts composed of Wraithbone that are incorporated into the hull of Craftworlds and provide a link into the Webway. Webway Nexuses are also found scattered on worlds throughout the Galaxy, allowing the Eldar to travel to many planets.

You have acquired one such gate. By default it is a stationary object, however you may combine it with a ship or property in your possession. Also it would be best to befriend the Eldar if you aren't a member of their species already. This will help you explore the webway as well as avoiding hostilities with any Eldar you encounter inside. Post jump this will connect to other networks if a setting possesses one. For example the stargate from Stargate SG-1. It will also gain the ability to connect to any other networks that you possess or develop. Lastly you will be given the blueprints needed to create more gates if you wish to create custom points of travel or in the event that the gates are somehow sealed away.

Biotransference Protocol - 400cp
Having this in your possession will make you the greatest ally of the Necrons or their greatest foe. You have acquired the technology and blueprints to perform the biotransference protocol. This is the ultimate goal of the Necrons as they wish to return to the fleshy bodies. The equipment comes with everything necessary to both undergo and reverse the process for any species.

STC Converter - 600cp
STCs are wonderful pieces of technology that allow for the production of seemingly endless technology from farm equipment to the greatest of the Imperiums battleships. Unfortunately there are a number of useful pieces of tech that don't have STCs or were simply lost to time. This isn't even counting all of the tech you likely have acquired from out of jump.

That is where this device comes in. It has the ability to scan tech, including that from other settings, and produce incorruptible STCs that will work anywhere. Plus this allows you to pass off items that would otherwise be declared heresy as knowledge of the ancients. Quite useful for becoming friends with the mechanicus as well.

Blackstone Fortress - 600cp
A Blackstone Fortress is a massive, alien-constructed starfort and Warp-based strategic weapon employed by both the Imperium of Man and the forces of Chaos during their more recent conflicts. According to some Imperial savants, the Blackstone Fortresses were constructed and first used during the war between the Old Ones and the Necrons, remembered in Aeldari legend as the War in Heaven. The Blackstone Fortresses were known to the ancient Aeldari as the Talismans of Vaul.

The Champion

Banner - 100cp
While your presence is a powerful boost to morale, why not go a step further with this banner. By carrying this banner into battle all who see it will be inspired to push beyond their limits. Should you plant the banner somewhere on a battlefield then your allies will rally around it and hold the position as long as they can. Quite useful for bringing people together or protecting a certain area.

Medals of Promotion - 200cp
Given the skill you possess, you know a thing or two about looking for it. These medals can be given to individuals that you believe are worthy of training or possess some unique gift that makes them worth taking them in. If you give one of the medals to someone then the leaders of your faction or if you're above them some of your subordinates will recruit them. They will be given opportunities to develop the skills they have or hone their gifts. Lastly anyone that receives and accepts will become a follower once the jump has finished.

A Champion's Gear - 400cp
This set of war gear consists of a suit of armor and a weapon of your choice. The Armor is beyond Relic grade and would satisfy even the harshest of critics. It houses a powerful Greater Daemon or a Living Saint depending on your alignment. They are either capable of enhancing the armor or manifesting during combat in order to aid you. The weapon is made of chronophagic alloy and will heal you whenever you strike an opponent with it. It does so by taking the life force of those it injures and transfers it to the wielded. If you fight a Daemon or similar being you don't have to worry about being corrupted by the energy.

Castigator-Class Titan - 600cp
You have acquired a mighty Castigator-Class Titan. Larger and more advanced even than an Imperator-class Titan with exotic self-healing armor, this Titan was created during the

Dark Age of Technology. Said to be the strongest Titan to exist in the 40k universe. As a bonus you will also receive an STC for it as well.

You may choose to instead receive an alternative Titan if you don’t want the legendary Imperial titan for some reason. The alternatives would be the mega-gargant of the Orks, the Warlock titan of the Eldar, or I suppose a Necron Monolith

The Builder

Tools - 100cp
You have acquired a set of tools fit for any occasion.This set will include all of the basic necessities. They will never rust or break as long as they are treated with care. They are master crafted and can handle any assignment you use them. Plus the hammer and the wrench are good if you need a weapon handy.

The Rest of the Set - 200cp
While the above option gives you tools for any job. These are the tools for every job. This set includes a tool for every job no matter how specific. Simply reach into this tool bag and pull out what you need. Similar to the above they are master crafted and will be able to handle whatever conditions you put them through.

Workshop - 400cp
To accomplish some truly great things you will need a facility that has been set up to your specifications. Which is where this facility comes in. This facility is set up to your personal specifications and designed to handle any personal projects you're working on. Any projects you perform under in this facility will be completed faster than normal.

An Ark Mechnanicus - 600cp
An Ark Mechanicus is a vast Imperial starship that the ancient Mechanicum and the present-day Adeptus Mechanicus uses to scour the stars for their ultimate holy grail, a working Standard Template Construct and other forms of archeotech. Though these rare, nigh-mythical ships are seldom brought to battle, when they do enter combat they can bring to bear nearly impenetrable defenses and weaponry whose range and firepower puts even that of Imperial battleships to shame. An Ark Mechanicus is also outfitted with industrial capabilities rivaling that of many hive cities, with kilometre upon kilometre of manufactoria, refineries, crackling Plasma Reactors and laboratories, test ranges, chemical vats and gene-bays.

The Conqueror

How to Run an Empire 101 - 100cp
This book is a comprehensive if simplified guide to successfully running an empire. This shows the different types of governments, how to implement them, and the upsides/downsides of them. With it anyone could convert a collection of territories they possess into a useful empire within ten years.

Command Center - 200cp
Well when the time comes for battle you need somewhere to put all of your leaders. This is a command center that allows you to see all battles that your forces are currently in. As well the status and how well everything is going. The data will generate a RTS style display of the combat and allow you to watch it in real time. If you feel the need to, you can personally take command of a battle if it's going poorly or you think it's important enough to have your personal attention.

Administration Center - 400cp
This is a facility designed to handle all of the administration needs of your empire and any other territories under your control. It will be fully staffed and always capable of handling whatever task you assign them. In addition as you have paid CP for this they will never have any errors. So don’t worry about accounting forgetting to crunch the extra battleships you added. While everything will be handled some things may need a signature to authorize if they’re important enough or you told them to. They will have some way of alerting you and will wait if you're in the middle of intense combat.

Your Empire - 600/1000cp
Obviously, regardless of whether you call yourself a unifier or a conqueror you have to start somewhere. This will consist of one sub-sector comprising nine planets. By default you will have two hive worlds, two forge worlds, two agri worlds, two civilized worlds, and one death world. You may alter the format if you wish. If you want nine forge worlds for example, you can do so, though you will likely have an insufficient amount of people to crew all of your creations. For any races that don’t possess congenital territory you will receive the equivalent instead. An example would be the Eldar receiving territory in the Webway.

Another option would be to instead receive a minor or major Craftworld depending on what level you purchased.

For 1000cp instead you may receive a sector. A sector is a group of systems that come in varying amounts. In your case you will receive eight sub-sectors. Each system will contain nine worlds on average. You may purchase this multiple times if you wish to possess a massive empire. Subsequent purchases will be discounted and will stack if you have the appropriate origin. If you somehow purchase enough systems your empire will expand away from the other factions around you towards dark space. For the alternative options similar to what are mentioned above such as the webway would give you an area equal to Commorogh or an equal equivalent.

Lastly this will by default be separated from any other faction, but if you are part of another faction you may purchase their territory. If you are Independent then you may buy a pocket realm separate from the warp and the materium. If you were a member of the imperium you could choose to buy the Realm of Ultramar (which consists of 13 collective systems) If you buy a canon area then instead of extra planets you receive the forces that occupy the area. Using Ultramar as an example, for some reason even Guilliman would acknowledge your ownership of the area and as long as you didn't try to order him to join chaos he would be willing to listen to you.

The Destroyer

The Skulls of your Enemies - 100cp
These skulls belong to some of the greatest foes you've faced throughout your jump. Primarily they act as trophies and proof of your power, though anyone that sees them will understand the might of the being they belonged to. But that doesn't do anything for you, which is when the second part will kick in. To be wearing or be in the possession of these must mean that all of them were slain by your hand. Your foes will be weakened by the intimidating knowledge and should their willpower be weak enough they may even start to flee immediately.

Site of Worship - 200cp
While not all of the evil characters worship the Chaos Gods quite a few do. This area functions as a powerful conduit for worship towards any divine being. If a ritual is conducted here then less sacrifices will be required or perhaps maintained to empower the ritual. If you contact a god or one of the envoys here they will be more likely to agree to your request should you be capable of providing a payment. The area will continuously expand to harbour a new temple and altar for each divine being you have a relationship with. Post jump it will expand to add any other gods you know or have met.

Bloodstained Armor - 400cp
This is an ancient set of bloodstained armor covered in the blood and ashes of dead worlds. This armor has been used by many legendary figures known for their wrathful nature and carries their spirits within. When you wear the armor your abilities related to destruction will be boosted and the spirits of the fallen warriors will protect you. In addition, if any of them still possess their sanity then they will be willing to offer you their knowledge and experience. You will never have to worry about them lying or trying to take over as all of them had accomplished their goals before dying.

Possessed Gloriana Battleship - 600cp
This is a powerful Gloriana class battleship. This battleship has, however, been possessed and empowered by a warp being. As a result it has mutated similar to the champion flagships of chaos. This has enhanced its already powerful abilities. The spirit of the ship will only respond to you and is capable of using its mutated nature to easily deal with rebels and boarders. If you don't wish to use a vessel quite literally filled with chaos then instead you may receive a pristine vessel immune to corruption. This holy vessel radiates power similar to the Emperor and will be the bane of any Daemonic or corrupt fleet it faces.

The Trader

A Dapper Hat - 100cp
It seems you have a sense of style. Don’t worry others will notice it with this. This hat by default will take the form of a fedora, though it will change to reflect whatever you're wearing at the moment. For example if you were wearing armor it would become a beautiful, but practical helmet. In addition when wearing this hat you will become more charismatic. Where you negotiated 10% with the hat you could get 15%. It will not make the impossible possible, but sometimes every bit helps.

Luxury Goods - 200cp
While you are going to be carrying a variety of supplies, luxury goods generally are more profitable when you can sell them. Though these aren't just useless trinkets after all in a war torn death world anything that isn’t food and ammo is a luxury. These items will fill one of the areas in your cargo hold and turn into specialty items that the world you are entering into a deal with will greatly desire. For example if you went to Krieg then the supplies would become master crafted shovels and weapons for their troops. Whereas in a pleasure world it may be a supply of exotic spices and other items meant for enjoyment.

Merchant Fleet - 400cp
Obviously the easiest way to transport more cargo is to get more and bigger ships. This is a fleet of merchant ships that will join you. Most of these will consist of Vagabond Class Merchant Traders, but you will have some other vessels including heavy transports, and some warships. After all, while all, while being a combatant, not everyone is willing to leave you alone.

Warrant of Trade - 600cp
You have received a Warrant of Trade that has been recognized by all higher powers of this universe to give you free range on what you can carry and who you can trade with. If it matters, the leaders are the faction leaders. How you got the Chaos Gods, the Emperor, Vect, the Silent King, and the others all to sign this is a mystery, but they all will honor it. So feel free to travel anywhere, though don’t join a battle. They can still kill you for that, plus the Tyranids don’t care about trading and will eat you.

The Explorer

EVA Suit - 100cp
As you are going to explore a wide variety of areas you'll inevitably discover a number of dangerous environments. This suit is a pressure suit that enables wearers to survive and operate in zero gravity space and other dangerous conditions such as poisonous gas or deep ocean water. They provided breathing substances such as oxygen and maintained necessary pressure inside the suit. It has been built up to 40Ks standards and can handle almost anything thrown at it. Though it still isn't designed for combat so don't jump into battle with it.

Supply of Beacons - 200cp
Whenever you make a discovery you're going to want a good way to keep track of it since you want to be able to take everything you find with you. That's where this comes in, a supply of beacons of various sizes and a device that can locate all of them. The beacons cover a wide variety of targets such as mineral deposits, intriguing wildlife, and archeotech.

Star Charts - 400cp
Now you might be wondering what makes maps so valuable. Well these star charts contain fully marked details about the area and all the hidden paths. Every shortcut and small detail that the traders and smugglers have learned over the millennia have been recorded here. Some secrets even they have not realized yet. These paths contain unexplored areas and safe paths to get to the area. This set of maps covers the entire galaxy and post jump will show all of the area that has at least been visited by the beings that live there.

The Dracothion - 600cp
"The Dracothion is a warship the likes of which no one has ever seen built in an age long since forgotten for a task that will never come to flourish. A warship filled with such technology that many Mechanicus members would do anything for the slightest chance to step onboard and learn its secrets. A warship filled with enough weaponry that it alone could shatter planets, destroy fleets, and lay waste to star systems. However, the Dracothion initially was meant for something far more: exploration, discovery, and learning. The Nameless King's journey kept to the original purpose of Dracothion, allowing scientists, engineers, scholars, teachers, and others to come aboard to learn from the ship's massive data banks of forgotten knowledge." A mighty warship created by the Dark Age of Technology for the Primarch to take command of. As mentioned above this is not meant to be a warship, but instead functions as one due to the size and power of its weapons. The ship from tip to tip is approximately 90 km compared to the standard 26 km of a Gloriana class.

The Singularity

Record of the World - 100cp
This will include all books, games, shows, and other content related to the world you are from and the ones that are present in the merge. For example if you are from DC then you will have copies of the comics and all of the movies/tv shows that have been made.

Unique Materials - 200cp
Some worlds possess metals and other materials that can't be found anywhere else in the multiverse. This option allows you to choose any material that is found throughout the multiverse (fiction) and gain a small refinery that is capable of producing it. The amount produced will be equal to a 3 by 3 meter block annually. You may be able to speed the process up by feeding the foundry a large amount of energy. If the material is a gas or liquid it will be placed automatically in a container capable of holding it. Lastly you can attach the refinery to a larger facility to produce a much larger amount of material with a corresponding increase in the energy requirements. It will carry over any upgrades you make to the refinery.

Relic of the Ages - 400cp
This item is a valued relic of your homeland. Both famous and powerful for its capabilities especially when combined with a capable user. Some examples would include the Lasso of Truth, the Trident of Neptune, a Reach Scarab, or one of the other many artifacts. The artifact chosen will be bonded to you and only listen to you or those you allow to use it.

The Land of Plot - 600cp
This is an incredibly famous and important city/location from your original universe. It is likely your home or someone holds significance to you. The exact area will again depend on what worlds are crossed over here. Using the examples above if you were from DC then maybe this is Metropolis, Gotham, or even Themyscira. The area will become a warehouse attachment and may be inserted into new worlds post jumps.

Racial Items

Human

Standard Imperial Equipment - 100cp

This purchase grants you access to an armory filled with equipment standard to the Imperial Guard or a similar force. This will include enough weapons and armor to outfit 100 soldiers appropriately. Some examples of what weapons you recieve are lasguns, autocannons, Bolters, meltaguns, and some other heavy weapons.

Terminator Armor - 200cp
Terminator Armor is advanced power armor typically made for Space Marines. It is even stronger than normal power armor and specializes in slaying power rather than maneuverability. Purchasing this will grant you an equivalent set of armor for whatever sub species you are. Meaning you can become probably the only normal human to ever get it or recieve Primarch sized armor instead.

The Baneblade - 400cp
The Baneblade is the primary super-heavy tank of the Astra Militarum, and one of the largest and oldest armoured fighting vehicles in the service of the Imperial armed forces. It is a devastating tank and among the most powerful ground vehicles fielded by the Imperium aside from Titans. If for some reason you don't want a Baneblade you Amy optionally receive a different super heavy tank instead such as the Macharius Heavy Tank.

Emperor Class Battleship - 600cp
Emperor class battleships are the main Capital ships used by the Imperial Navy. The Emperor-class also may carry eight squadrons of Shark Assault Boats or other common Imperial attack craft, which serve as its primary offensive method. The battleship still possesses powerful main batteries and is a powerful ship even without its fighter detachments. You may optionally switch out the forward turrets for a massive battering ram if you desire. Lastly you may switch this out for a different class of battleship with the exception of the Gloriana class or a similarly powerful ship.

Eldar

Wraithbone Cache - 100cp
Wraithbone is the primary construction material used by the Aeldari people and is the staple of their technology. It is made of crystallized warp essence that has been shaped by an Eldar pouring their thoughts and intent into it. This purchase grants you a large supply equal to that of a normal shipping container and will refill weekly if it has been emptied or used up.

Wraithlord - 200cp
A wraithlord is a combat walker used by many of the Eldar. On its own it is useless, but when it houses an Aeldari soul it becomes among the most dangerous of the Eldar weapons. This will come equipped with the soul of a skilled Eldar hero who is loyal to you. Optionally you may instead keep it empty and have it as a spare body in case yours is destroyed.

Infinity Circuit - 400cp
An Infinity Circuit is the psychoactive matrix at the heart of each Aeldari Craftworld. These matrices house the souls of the fallen Eldar and give their guidance to the living. Purchasing this will grant you an infinity circuit that contains the souls of many fallen Aeldari warriors. These will be willing to provide you with all of the knowledge they possess and should you have wraith constructs be willing to take command of them to assist you in battle. This circuit can also protect any Eldar that are with you from Slaanesh as long as you bring their soul stones here.

The Black Library - 600cp
The most obscure corner of the webway and perhaps the greatest source of knowledge within the 40K universe. It contains all of the Eldar vast knowledge including the forbidden knowledge of Chaos. Normally the library itself would protect against anyone who hasn't tempered the chaos within themselves, but by purchasing it you gain complete access. Be warned much of this knowledge is forbidden for a reason. In addition this library will come with a Harlequin troupe who will serve the master of the library or in this case you. This group will be led by a Solitaire. Should any of them die they will be reborn within the library.

Ork

Big Choppa - 100cp
Or a Big Shoota, regardless you need a proper weapon if you're gonna be a good Ork. This will make it so you probably don't die immediately and will help you on your quest for a good fight. Or at least until you smash the warbosses head in and take his choppa or you find a humie with a decent weapon.

A Squig - 200cp
A Squig is an Orks best friend, a source of emergency food, or actually a lot of other things. There are paint Squigs, medical squigs, bomb squigs, and even face eater squigs. This

purchase lets you choose one squig to receive as a pet or emergency food supply. You are allowed to pick any type of squig except for a Squiggoth or an Orkeosaurus.

Gargant - 400cp
A Gargant is the Ork equivalent of an Imperial Titan. Gargants are the both powerful engines of destruction and idol representatives of the Ork gods Gork and Mork. Gargants are created once Big Meks receive visions from the gods. Purchasing this will grant you a Gargant of your own design. As no two Gargants are the same you may design it within limits.

Attack Moon - 600cp
An attack moon is a hollowed out planet turned into a weaponized vessel by Orks. Attack moons are typically flagships only used by the most powerful of Ork warbosses. They are capable of teleporting through subspace corridors. It can appear impossibly close to its target and become an endless spawning gate for Ork armies. For weapons it has powerful gravity weaponry such as a gravity ship and a powerful tractor beam. The Ork attack moon is capable of fighting off entire fleets on its own. Unfortunately this has a large cooldown period and allows other fleets to overwhelm it during this period. As you are purchasing this with CP you will have a much shorter cool down period and can use its weaponry far more often than normal.

Necron

War Scythe - 100cp
A war scythe is a weapon and a status symbol typically used by Necron royalty. This will grant you increased authority among the Necron if you are a member of their race. Optionally you may instead receive a Necron weapon of your choice instead.

Necron Pylon - 200cp
Similar to the devices on Cadia this pylon is designed to hold back the warp's presence in the materium. This weakens any daemons or warp entities in the area. Given enough time any warp exposure in the area will disappear. As shown before even the eye of terror was disappearing under the pressure of a pylon. Post jump this will work on all dimensional incursions.

Tomb Citadel - 400cp
A Tomb Citadel is a Necron defensive structure, a near-impregnable fortification designed to stand equally against the ravages of eternity, hostile action and deadly environments. These fortresses are unbelievably difficult to assault due to the incredibly advanced weapons and defenses employed in them. These facilities contain an eternity's gate, allow teleportation to and from tomb worlds, and possess a scarab hive. These hives allow for the creation of Canoptek scarabs which can rapidly repair and destroy enemy forces.

Living Metal Converter - 600cp
This is a device that allows you to convert anything in your possession to be made of living metal. The living metal is also known as Necrodermis and among the strongest materials in the galaxy. It is capable of repairing almost any damage near instantaneously. Anything from robotic bodies to entire starships can be converted with this technology.

Tau

T'au Armory - 100cp
The T'au possess a wide array or powerful ranged weaponry to deal with their weakness in closed ranged combat. This will include a wide array of weapons such as the pulse and rail weapons that have been developed by the T'au. It will contain enough equipment to supply a hundred soldiers. If it runs out then more equipment will be generated in a few days.

Puretide Engram Chip - 200cp
A puretide engram neurochip is a biochip implanted inside an individual's brain. This allows the individual to draw upon the accumulated tactical knowledge of Commander Puretide. This was the single greatest T'au commander to ever live and was without equal. You may instead choose to receive the experience of your faction's greatest commander instead if you wish. For members of the Imperium this would likely be a figure such as the Lord Solar Macharius considered by many to be the greatest normal human commander in the Imperiums history.

T’au Battlesuit - 400cp
This allows you to choose any T’au battlesuit to use. It could be anything from the XV8 Crisis Battlesuit which serves as the mainstay Battlesuit of the T’au army to the XV88 Broadside Battlesuit which is the heaviest Battlesuit used by the T’au Fire Caste. If the suit is destroyed then you will get a replacement within a week. Any modifications will be retained across jumps.

Or'es El'leath (Custodian)-class Carrier - 600cp
The T'au Protection Fleet's Or'es El'leath (Custodian)-class carrier is the largest of the starships built under the T'au Empire's Kor'Or'Vesh initiative to expand their military forces. Though it lacks the durability of other races' Battleships, the Or'es El'leath-class is armed to the teeth with every weapon in the T'au arsenal: a staggering array of Railgun batteries, Ion Cannons, and Gravitic Launchers; launch bays for Mantas and Barracudas; and three Gravitic Hooks for carrying Kir'la escorts. The ship’’ greatest weakness is that it primarily serves as a carrier and long range attacker rather than a pure battleship making it weaker than other battleship class vessels. You may optionally take a Gal'Leath (Explorer)-class Starship instead. This is more of a cargo and research vessel than a warship so while it excels in exploration it is even weaker than most cruisers in direct combat.

Daemon

Symbol of Chaos - 100cp
While minor in the grand scheme of things, you don't want to show off for your god. This grants you a supply of items that show your devotion to your gods. For example a Khornite worshipper would receive bloody weapons and skulls. As a benefit the more your god favors you the grander the items you possess will be. Anyone that sees this will know you are a favored champion of your god and respect you more for it.

Daemonic Weapon - 200cp
There are various weapons used by the forces of chaos that have a spirit typically a daemon of the faction they serve possessing the weapon. This grants the user various abilities depending on the daemon, though it requires caution as the daemon can possess the user. By purchasing this you receive a weapon with a loyal daemon. The spirit will do its best to aid you and will never betray you. Optionally you may receive a weapon with a spirit belonging to your faction in it instead. For example an imperial could have a minor Living Saint inside it.

Daemon Engine - 400cp

A daemon engine is a nightmarish fusion of a machine or walker and a daemonic spirit. This can be anything from a gunbeast to a Chaos Titan. You may choose anything machine to receive a corrupted version of even a Chaos Titan. The daemon within the machine will be loyal to you. You may optionally choose for it to be a specific type of daemon engine such as a Decimator, Contagion, Fire Lord, or a Hell-Knight. Similarly you could have a Living Saint equivalent or an Orkish entity.

Daemon World - 600cp
A Daemon World is a planet twisted and corrupted by the power of Chaos and the Warp after being trapped in a prolonged Warp rift. Entwining the impossibilities of the Warp and the reality of the material universe, Daemon Worlds are not bound by the laws of physics, but by the whim of their daemonic rulers and the emotions of their mortals' collective unconsciousness. You may choose if your world is aligned with one of the Chaos Gods. For example choosing Nurgle would allow you to have a plague world possessing so many diseases that practically nothing could survive on it. If you don't want a daemon world then instead you could get a world imbued with the Emperor's light, possessed by a powerful Eldar spirit or a different faction equivalent.

Tyranid

Toxin Injector - 100cp
While for the most part the Tyranids don't use technology the genestealer cults do. This weapon is a device used by Genestealer Cult Primuses. These are the commanders and tacticians who lead the cults once they are ready to take over a world. The injector contains deadly toxins strong enough to kill most individuals. Even a Space Marine would die if not given treatment.

Mycetic Spores - 200cp
This is the Tyranid equivalent of an Astartes drop pod. It is strong enough to survive drops from orbit and allows the individuals or bio-forms inside to be kept safe during re-entry. Purchasing this gives you a set of seeds that when exposed to biomass allows the rapid growth and development of the spores.

Narvhal - 400cp
The Narvhal is a unique Tyranid bio ship that allows hive fleets to undergo interstellar travel. While the fleet cannot go faster than sublight speeds this ship allows the fleet to go at superluminal velocities. The main weakness of the ship is that it possesses no weapons, instead having powerful organs dedicated to sensing planetary systems to coordinate the

bio fleets' travel. It is slower than warp travel, but allows the Tyranids to have an incredibly reliable method of traveling.

Harvesting Planet - 600cp
The biggest thing the Tyranids need is a steady supply of biomass. This is a planet which produces an abnormal amount of biomass whether it's in the form of large animals or excessive amounts of vegetation. You can devour this planet of all its biomass and after a few days it will be full of life once again. This will contain enough biomass to create a smaller hive fleet, but given time you could build up a truly massive bio fleet with this.

Fleet Selection

One of the interesting aspects of 40K is the sheer scope it takes place at. Many space battles occur with fleets in the dozens if not hundreds of ships ignoring the fighters. As there are numerous fleets throughout every faction you receive 1000sp to spend on ships. You can convert CP to SP at a 1:2 ratio. In addition by spending an additional 100sp on a ship you can choose a ship from a different faction. For example if an T'au wants an Imperial Battleship then the cost would be 700sp instead of 600sp. If you are a hybrid then all species you are a hybrid of count for the sake of purchases.

Import Ships - Various
Do you have a ship already and want to upgrade it with 40K tech? Well then this option is for you. This option lets you import a ship you already possess and either give it a 40K alt form or instead just upgrade it to 40K standards. The cost will depend on what class the ship is. Anything greater in size than a super battleship will pay that cost regardless of how much bigger it is.

Hybrid Ship - Various
Would you like to merge the characteristics of multiple ships into one vessel? Well this option does just that. You can choose to combine different types of technology from multiple factions. Each faction you wish to incorporate will increase the price by 100sp. For example if you wanted the cannons from the Imperium, the shields made by the Eldar, and the travel systems made by the T'au then you could do so. If instead you want to pay a flat 300sp to upgrade a ship you can give it the ability to incorporate and absorb new technology. This ability would be similar to how the Coldfire Kindred Kroot Warsphere

incorporates new technology acquired by its crew. This option can be taken in addition to another option to upgrade your choice such as an imported ship.

Transports - 100sp
The Transports are the lifeblood of the Imperium and many of the other factions. These are primarily made of freighters, support vessels, and the merchant ships that carry resources throughout the vast network of the galaxy. They typically aren't good for much more than moving cargo or in some cases soldiers.

Escort Class - 150sp
Escort Class is the smallest classification used by the Imperium and the majority of the galaxy for their warships. These ships typically make up wolf packs and stay in groups in their fleets. Some examples include the cobra class destroyers and the firestorm class frigates. These ships are typically 1.5km on average in length.

Light Cruiser 250sp
A subset of the Cruiser type is the Light Cruiser. These warships fall in size between Cruisers and Escorts, mixing the firepower and durability of the former with the speed and manoeuvrability of the latter. The Dauntless and the Endeavor class ships are typical examples of the Light Cruiser.

Cruiser - 300sp
These ships typically make up the backbone of the galaxy's fleets. They are more powerful than the escorts, but still more maneuverable than the mighty battleships. Most ships this size are approximately 5km on average. Some examples would be the Lunar class and the Gothic class ships.

Battlecruiser - 350sp
Although based on a hull-design that is similar to the regular Cruiser types, these starships are generally somewhat larger and more heavily armed, incorporating more advanced power distribution systems capable of supporting Battleship-grade weaponry in a Cruiser hull. Some examples of these ships are the Armageddon Class and Mars Class ships.

Grand Cruiser - 400sp
The Grand Cruisers are used as formidable heavy raiders and use their range and speed to catch targets unawares, as well as being powerful flagships for small fleets of cruisers and escorts. They serve as command ships when battleships are unavailable. These ships are on average approximately 7.5km. Some examples would include the Avenger and the Vengeance class ships.

Battleship - 450sp
A battleship is the type of warship that is the largest and most powerful available to any space-faring military fleet. The battleship is the master of space combat. They typically have the strongest armor and weapons available to whatever faction is using them. Though sometimes this also includes the carriers as well. These ships are on average anywhere from 8 to 12km long.

Super Battleship 600sp
This class is made up of the truly impressive ships such as the Gloriana Class battleships and the other vessels worthy of being compared to them. These ships typically are capable of fighting entire battle fleets on their own and are without equal. Some examples would include ships such as the Macragge's Honour or the Vengeful Spirit. These vessels were on average 20 to 26km long and served as the greatest flagships in any species possession.

Companions

If it is not specified then each companion receives 800cp to customize themselves and may choose one origin. All companions are allowed to take drawbacks as well.

Import companion 50cp-400cp
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and

lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 100cp
You can pay 100cp to receive a canon companion. Since you're paying for them they already have a good relationship with you and are very likely to follow you if you asked them. This will grant you a slot if for some reason they don't want to or are unable to leave their homes. You will not waste a purchase if you fail.

Battle Brothers (Free Champion) 100cp
As a champion, you are a symbol of the battlefield, but that doesn't mean you're alone. Simply those fighting alongside you are of a higher tier than normal. One such example is this soldier. They are a step above the rest of your compatriots, incredibly skilled in a field of combat. This could be strategy, stealth, explosives, or something else.

They receive 600cp to customize their abilities, further purchases are discounted. You may customize their appearance and personalities if you wish, otherwise it will be random. This may be purchased multiple times if you want a full team of warriors. The first one purchased will become the 2nd in command of your warriors after you, further purchases are discounted. Also you may still recruit females of whatever race you wish although strange beings such as female Space Marines or Custodians may draw attention if the universe doesn't have them.

Apprentice (Free Builder) - 100cp
While most of the work is done by the crafters themselves, often it helps to have an apprentice. In this case you receive an apprentice that is talented enough to be worth teaching and determined to learn from you. If you are a builder then they are talented in one of the fields you know. If you are a champion or belong to some other origin you may choose for them to be skilled in that instead.

They receive 600cp to customize their abilities, further purchases are discounted. All of your assistants will get along even if they have conflicting fields. Feel free to teach a Space Marine, a Dark Eldar, and an intelligent Tyranid at the same time.

- You may choose what each student is talented in if desired, but otherwise it will be randomly assigned based on your skills.

The Advisor (Free Conqueror) - 100cp
As you have built your empire this individual has stood by your side. Primarily, they have acted as an advisor giving you advice when it was needed. Seeking to aid you further however they have chosen to develop an organization in a field they are skilled in. Perhaps

like Malcador they choose to create a powerful organization of spies and assassins to protect you in the shadows.

This person will have absolute loyalty and stand by you regardless of the circumstances. They may be of any race or specific path such as a Custodian, an ancient xeno, or even a friendly Daemon. You may customize their appearance and attitude otherwise it will be random. They receive 600cp to customize their abilities, further purchases are discounted.

If you purchase multiple companions these may specialize in different fields or work together. Using the example above a assassins organization guided by three grandmaster assassins would undoubtedly be greater than an organization led by one. Lastly, your companions will never develop any major conflicts with each other. They may create a competitive rivalry, but it will never get to the point where they interfere with each other or you.

Spoils of Conquest (Free Destroyer) - 100cp
This individual is someone that you took as a prize after one of your battles. Maybe they were a powerful warrior that garnered your interest or someone that simply didn't look away from you when you gazed at them. Either way you had a passing interest and decided to take them with you.

Now they serve some sort of role for you. If they were a warrior then they probably submitted and now fight for you. If they were royalty maybe you made them your servant out of amusement. The options are all up to you otherwise then it will be random. Regardless they will never betray you and you may customize them within realistic limits. Also if you do not want a slave they may understand just be a close friend. They receive 600 CP worth of abilities or you may choose for them. Further purchases turn this into a group such as family members or a squad.

The Second (Free Destroyer) 100cp
As befitting the trope of the evil overlord you possess a skilled and deathly loyal second in command. They will be weaker to a degree than you but they will be able to always be able to assist you in your matters. They receive 600 CP to use on this jump. You may purchase this multiple times, further purchases are discounted. Multiple purchases will instead create a council of deathsworn servants. They will develop their own hierarchy that will prevent a feud between them.

Should you ever fall, these individuals will dedicate themselves to two things. First they will seek vengeance tearing your killers apart no matter how long it takes. Second if there was a goal you were unable to accomplish they will do everything in their power to do so. Lastly

if there is any method possible that would allow your return they will seek it out. If one of your 1-requires a ritual then they will perform it. If they discovered a method that allowed your revival via the sacrifice of a billion souls they would happily conquer a world in order to get the required sacrifices.

The Old Hand (Free Trader) - 100cp
While you do need to be able to run things on your own there's nothing wrong with a helping hand. In this case you've got an old hand at the game willing to help you. This individual has plenty of experience and is willing to share it with you if they haven't already. This may be the individual who would have taught you originally and acted as your mentor if you desire.

Manager (Free Trader) - 100cp
One of the main requirements of being a successful trader. You need contacts and friends to go to in order to sell your wares. Now you could try winging it literally every time, but eventually your luck may run out. Now to help out with keeping this web of contacts flowing you've acquired a delightful manager or secretary.

First this is someone you can trust with your money, no need to worry about them running off with it. Second it seems they were born with a calculator in one hand and the other already extended in friendship. You may customize their personality and appearance if you wish. They recieve 800cp to spend on customization.

Pet (Free Explorer) - 100cp
Given that you're going to spend a long time alone in the void it will help to have a friend. So take this so that you have some company. This is a young animal of the 40K verse. It could be a pup from Fenris. It could be a Salamander from Nocturne. Maybe you want one of the many nightmarish creatures from Catachan. Regardless of which you pick, this small animal will provide you some company while traveling.

Partner (Free Explorer) - 100cp
Well you don't have to be alone with this. You've got a partner who's joining you on your travels. They are a fellow explorer and can act as a capable second in command if you decide that you want to expand beyond the minimum crew. Further purchases of this will give your new partners specializations so that they don't all do the same thing. You may customize their personality and appearance if you wish. They recieve 800cp to spend on customization.

Heroes of the Imperium - 300cp

By taking this you can choose to recruit characters that most would refer to as hero units. Now you're probably wondering what makes this any different from the Canon Companion option, well my good friends because these heroes seem to come in groups and with some special toys quite often.

Some examples would include Ciaphas Cain, his assistant Jürgen, and the lovely Inquisitor Amberley Vail. The mighty Commissar Yarrick and his baneblade. You aren't restricted to characters from just the imperium, but if they are leaders of factions or of a similar position then you can only take a small group with them. For example if you choose Commander Farsight then he would come with his personal battle suit, all of its equipment and his personal squad.

Love on the Battlefield - 300cp
The relationship between the Vindicare Assassin LIIVI and the Farseer Taldeer was not something many imagined possible. It however succeeded, this couple is a formidable duo capable of great feats. LIIVI is obviously a terrifying assassin having been trained as a Vindicare and Taldeer is an Eldar Farseer with all the power implied. This purchase will allow you to take them with you. Maybe you'll give them a chance to relax, now that the entire galaxy isn't trying to kill them even more than normal. They receive 700cp to spend to better themselves.

Bolter and Kokoro - 300cp
A rather adorable crew considering the setting. This group is made of an Imperial Regiment, as well as an accompanying Space Marine, an easily flustered Sister of Battle, her friend the Hospitaller, and a female mechanicus with Dr. Octopus arms. They are all included in one group slot and will simply have been knocked out if seemingly killed. If you take this please don't let their innocent nature be removed if you could. They receive 1000cp to boost themselves in this jump.

The Big Brothers - 400cp
After finding a small girl named Tari the Salamander Var'Lan brought her to his squad. This group seems to be made up of Vexas the Ultramarine, the aforementioned Salamander, Morekr the Space Wolf, an unnamed Raven Guard, and Klaust the Black Templar. Despite their eccentricities they are all skilled members of their chapters and especially skilled in their chapters specialties. As she has gone into battle before, once even being carried by Var'Lan during a pyromania, Tari appears to have plot armor level luck and enough charisma to win over Space Marines. The group receives 800cp to further boost themselves.

Create a Being - 200/400/600/800cp
Now due to the FUBAR nature of the multiverse and how much it cares for things that shouldn't be here you get the opportunity to create powerful champions/allies by providing the necessary power to do so. Also you won't be limited to purely 40K choices as well due to the crossover nature of the world.

The 200cp cost will be applied to make anyone that is weaker than a Custodes. 400cp will apply to beings at the level of the Primarchs or Greater Daemons. 600cp will apply the lower divinities here such as the Eldar Gods and some of the C'tan. 800cp will be as strong as the powerhouses of 40K. This stage includes Full Power Emperor, the Unshattered C'tans, Gork and Mork, and the Chaos Gods.

The beings may be based on someone if you wish to create a clone of a canon character instead. Otherwise you can choose to design them or have them created based on your subconscious desires. So unless you ruin it yourself then they will be beneficial to you. Lastly they obviously will have an unbreakable loyalty and a relationship of your choice. This could be a friend, a battle brother, lover, etc… Also regarding CP each of them are given three times whatever they cost. Meaning the 200cp characters get 600cp for use and the 800cp get 2400cp to represent their immense power.

Followers

Homebrew Forces - Free
If you happen to have created your own Space Marine Chapter, Imperial Guard Regiment, Sororitas Order, or any other personal creation you may bring them to life here and take them with you. They will be given all of the abilities, characteristics, and etc…. that you designed for them. The only restriction is that they may not be completely overpowered.

Police Force - 300cp
Considering the amount of worlds you're going to likely be conquering and to help the worlds even if they aren't needed you have acquired these people. This group functions as

a policing staff for the territories you own and ensures order among the worlds. It also has the effect of keeping the crime rate low and prevents the spread of spies/cultists.

This force will follow all of your laws and any specific to the world they're in. They will always be impartial and cannot be corrupted. So don't worry about things ever going downhill with them. Keep in mind they aren't an army and while they will defend the world if it's invaded, treat it like how most arbites defenses would go.

Work Staff - 300cp
This is a large supply of NPCs and various members of the universe who are capable of filling any holes in a workforce. Each of them will be as skilled as the average worker with some occasional talents appearing. With this you will never have to be concerned about being unable to fill the buildings you produce. Also you don't have to worry about causing any employment issues as it will draw numbers from your population before creating any if needed. All of these people will become followers and staff any business or facility you own post jump.

Faction Army - 500cp
This is an army made of a faction or species of your choice. It will contain an average planet's force of forces depending on which faction you take. An Imperial Guard faction would consist primarily of Imperial Guard soldiers, but would could with additional regiments armor and artillery. Any faction or race that is listed in the Faction and Racial section can be chosen.

Though the more powerful it is, the smaller the number you recieve. For example if you choose the Imperial Guard as mentioned above you would receive the equivalent of one million soldiers or 50 regiments. If you choose the Custodians or the Sisters of Silence you would only get 10,000 as that is the both the limit of how many there are and how rare they are.

Granted you can purchase it multiple times to get numbers beyond what canon would allow. If you wish to recruit five groups of the 10,000 Custodes then perhaps you created them yourself or some bizarre incident cloned them and made them loyal to you above all else.

Space Marine Chapter - 300cp
A force of one thousand space marines. They may be the children of a Primarch of your choice. Their loyalty is unbreakable. Even if their actual Primarch ordered them against you not a single one would waver.

Space Marine Legion - Free and Exclusive to Primarch
A force of 25,000 Space Marines. These will also be your children and to show these receive lesser copies of all the perks you are willing to give them. The level that perks will function at can be anywhere from 10-100% (you will pick that here). In most cases unless you decide to improve them or have some unique children that were able to draw out the full power of their gifts.

Eldar Craftworld - 400cp
You have acquired the full force of an Eldar Craftworld. The full strength of each craftworld is shrouded in mystery. Many guesses have ranged from a few million to over a trillion. It is likely that the population of these worlds are limited by the amount of Eldar rather than the amount of space available to them.

For simplicity's sake you may assume there are three billion Eldar on this craftworld or you may instead choose a canon craftworld to receive. This can be bought multiple times for multiple craftworlds. If you bought enough you may single handedly control the largest amount of Eldar in the Galaxy.

Approximately 70% of the Eldar will be civilians, although they will be trained in combat as has accustomed. The remainder will be soldiers and among them will be some Eldar worthy of calling heroes. It is likely only one or two among them will be capable of matching someone such as Eldrad however. You may freely decide the demographics of the world if you wish to alter it.

An Ork Waaagh - 500cp
What good is a Warboss when they don’t ave a buncha gitz to order around. This force is approximately five billion strong and more than enough to start a proper Waaagh. You may choose if you wish for the Orks to be made up of a specific clan. By default it will be mixed of all six in equal numbers allowing you to use any Ork “strategy” that they possess. The Waaagh will come with a group of minor Warbosses who are unwilling to challenge you as you are a propa boss. Even if you act unorky then it all must be part of the plan. This Waaagh will not become smaller if you stop fighting as well. Instead the Orks will maintain their number by fighting amongst themselves in mock wars.

- First purchase is free to Krorks

Necron Tomb World - 600cp

A Necron Tomb World is considered by many to be among the most dangerous things you can find in the galaxy. If for no other reason than the fact it means that there are likely a few billion Necrons warriors sleeping beneath your feet. Considering how terrifying most people consider them, obviously you want one. This tomb world has recognized you as its commanding lord. All forces in the world will obey you, no matter what. It will come equipped with approximately two billion Necrons and all of the equipment needed to supply their vast army. It will also possess a small fleet capable of moving all the Necrons on the planet if you wish to take the forces elsewhere.

- First purchase is free to C'tan Shard

T'au Expansion Fleet - 400cp

Since they're still relatively small the T'au love to send out these expansion fleets in order to grow. It appears that this one got lost and decided to just float around not doing anything of note. Well good thing you found them before they tried to do something stupid like use diplomacy on the Tyranids. After slapping some sense into them they pledged their undying loyalty to you for some reason. This force is about the size of the Farsight enclave. So it's only equal to a few planets, but that's still a couple billion T'au plus the other species like the Kroot that came along as well. Since its so small you could buy this again for the entire Farsight Enclave as well or to just keep getting more T'au. The space communist make pretty good mechs so there's that.

Daemon Host - 600cp

As is normal Daemons have a habit of sending their forces in a large host to invade worlds. If a small portion gets through then generally they will start performing rituals allowing the rest of the host and stronger daemons to come forth. You will receive a Daemon host belonging to a God of your choice. The force will consist of billions of weaker daemons, a dozen Greater Daemons, and a single Exalted Greater Daemon. In addition, somehow the force is more loyal to you than the Chaos God they serve. The force cannot be called back or destroyed by their creator, but if they act against them this may enrage the Chaos God. You may optionally receive the Legion of the Damned and a force of Living Saints as well.

- First purchase is free to Exalted Greater Daemons

Tyranid Hive Fleet - 600/900cp

A Tyranid Hive Fleet is one of the most feared sights in the galaxy. Hive fleets are used to attack and strip star systems of their biomass using the full range of Tyranid bioforms. These fleets will come with a supply of norn queens to continuously produce new soldiers for the swarm. For 600cp the Hive Fleet you acquire is similar to one of the smaller ones such as Tiamat, Naga, Dagon, or Kronos.

If you choose the 900cp option then instead you will gain a main Hive Fleet such as Behemoth, Kraken, and Leviathan. Size wise it will be an average of the three fleets. Also for each fleet if you wish you may assign them a special goal such as Kronos specifically targeting Chaos or other Warp based beings. As a reminder if you take this as a Hivemind this will be your physical body.

- First 600cp purchase is free to Hivemind

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take. While most of the drawbacks are focused on 40K you may substitute some of them with beings from your crossover dimension if you have one.

Supplement Mode - 0cp
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.

The Blizzard Deal - 0cp

Long ago there was an attempt at a Warhammer game by blizzard, but unfortunately the deal didn't go through. Now what if it did, what if World of Warcraft had instead been World of Warhammer. Would you experience that universe and what could have been.

Variations upon Reality - 0cp
Due to the virtually unlimited amount of outcomes and different universes you may select specific instances if you are unable to find a universe you wish to go to. You may freely customize the universe you are about to enter.

By freeing altering the world on a grand scale you will also affect the amount of CP drawbacks you get. If you choose to make the world significantly more dangerous such as allowing the Chaos Gods to move freely through the materium then you may double the CP you recieve. If you instead make the world far safer by ensuring the Necrons never woke up then your CP will be halved. If the changes don't significantly affect the threat level of the universe then nothing will happen. Decide on your own how things will be affected by these changes.

Eternity of War - 0cp
The events of the Warhammer 40K universe takes place over millions of years. Although the part you're interested in will probably be the main period from the 20th to the 41st millennium. You may choose to extend your stay as long as you wish. This drawback only extends your stay. You must take it with Alternative Entrance if you want to appear during the War in Heaven and stay until modern times.

Alternative Entrance - 0cp
Perhaps you want to start at a different point in time instead wherever you would end up by default. There are many known instances of time traveling occurring particularly due to Warp travel or in some cases the Power of the Waaagh!!!. Regardless of how you may start at a different point. You may choose anywhere from before the birth of the original Eldar to whatever horrors await you in the 50th millennia.

Lewd Toggle - 0cp
Since it's inevitable that some will focus on it, you have the option to shift the focus of the world instead from combat to the death to instead things of a more sexual nature. An important clarification is that this will not empower Slaanesh anymore than the other Chaos gods. This will have many changes on the setting and you may freely switch the gender ratio of the species in the galaxy and alter the gender of important characters if you desire.

Old Injury +100cp

Some time ago you were badly hurt. Most of the damage healed but it left its mark. Maybe you lost an eye or one of your limbs. It's not going to ruin your life especially with all of the medicine designed to heal you in this world, but you'll be stuck with phantom pains and miss what you lost until you find one such opportunity.

You're a Heretic! +100cp
Oh dear, it seems for one reason or another you make people angry or suspicious of you. This is only 100cp because a large amount of the population will treat you this regardless. With this you will not run into any genuinely nice people and will have to work to gain others' trust more than normal.

Welcome to Krieg +200cp
Now a lot of people really like the Death Korps of Krieg, but do you really want to join them? Well I guess you do, congratulations you've officially joined the Death Korp. I think you understand why this is a drawback.

It's not What it Looks Like +200cp
Okay that could have gone better. Remember how you were supposed to be safe whenever you started out, well that's not the case anymore. You have either been dropped into a very dangerous area or into a very tense situation with a powerful figure. An example would be maybe as a daemon you were dropped in the Imperial Palace right after the Emperor was told the Primarchs were taken or as a normal human you teleported directly in front Vect during one of his speeches in Commorragh.

Drive Failure!! Drive Failure!! +200cp
Maybe you should learn to stay off of ships during Warp Travel as ships you're on seem to have a habit of experiencing drive failures. As a result you will frequently experience issues such as getting stuck in the warp for a century on routine journeys. The longer the absence of this event the worse it will be when it finally occurs.

Those Damn Magpies +200/300/400cp
Oh No, you seem to have attracted the attention of the Blood Ravens. They are a chapter of space marines who have a habit of acquiring "gifts" from other imperial forces and their enemies. A common reaction to their appearance is to order for the reliquary to be secured and locked. This doesn't stop them as they will take the nails used to lock down everything as well as the relics.

For 300cp instead you will gain the attention of Trazyn the Infinite. A necron known for collecting anything he finds unique. His artifacts range from a perfect clone of Fulgrim, to

an actual Krork, and numerous other items you couldn't imagine. He has learned you're a multiversal being and wants to collect both you and your artifacts for his collection.

Should you dare to take 400cp option both forces will team up in their efforts to acquire your possessions and in Trazyn's case you. They will also gain the ability to break into your warehouse and take items you've secured there at this level. Anything you haven't gotten back at the end of the jump will be lost forever. At least you know the thieves will take good care of your stuff.

Sorrowful Lamentations +400cp
Widely considered a fan favorite, many adore the Lamenters, a successor chapter of the Blood Angels. They are renowned for their desire to protect innocents and their truly horrible luck. You now share one of these characteristics with them. I think you can guess which one.

Now like the Lamenters it seems that fate itself conspires against you. Should you be defending an area your allies may abandon you. Should you be traveling on a short trip in the Warp you may end up being stuck there for 100 years. Ah I think you get the point. Also please avoid the Lamenters if you take this I'm not sure the universe could handle that much bad luck in one spot.

A Proper Waaagh +400cp
This is either a very good thing or a very bad thing. Gork and Mork got a look at some of your out of jump fights, the good ones. This has made them decide you're a good opponent and that they are gonna send their champion to go against you. That's right, Ghazghkull Mag Uruk Thraka has been given a vision of you and been told to go smash that gitz. He's coming for you and he's bringing a real Waaagh against you.

Copyright Infringement Alert +400cp
It seems you've been caught using toys that don't belong here. As a result 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.

Fury of the Emperor +400cp
It seems that for some reason or another you've angered the Emperor. Perhaps it was just a misunderstanding, but he is really mad now. You will have to deal with all of the Imperial forces that get sent after you as a response. If none of them are capable of doing anything the attack party will get worse and worse until he sends the Primarchs after you. At this point you may be able to reason with them depending on what you've done so far. Now if you haven't made it impossible to forge a good relationship you can try getting him to stop.

He likely will have had enough time to cool down and may realize what has happened. I would still recommend getting either some of the Primarchs or Malcador to appeal on your behalf though.

Wrath of the Gods +600cp
It seems you attracted the attention of the Chaos Gods and not in a good way. Maybe you interfered in some of their more important schemes or there is simply something about you that's drawing them in. Their focus is significant enough to create some plans dedicated solely to either killing or corrupting you. You can take this multiple times for each god. If there are more than four chaos gods in the universe you choose such as Malal then they may be included as well.

No Cheating +600/800cp
Oh you thought that you could just use your fancy powers and not worry about anything during your time here. Well if you take this that's not an option anymore you lose access to all of your out of jump abilities and powers. For an additional 200cp you can lock away all the powers you got here as well. Go ahead if you want to try being a normal human or whatever species you choose go right ahead.

Pissed off faction +600/800cp
You've managed to anger an entire faction. This could be one the various races or sub groups of other factions Regardless they will attempt to hunt you down and eliminate you. It will start off with small teams and an occasional real expert, but as time goes on they will devote more and more resources to hunting you. In the last year of your stay they will devote all of their resources towards killing you. The 600cp level will be sub factions or smaller groups such as the mechanicus, the sisters of battle, or a specific Ork faction.

- For an additional 200cp you choose an complete organization/faction such as the Imperium of Man. This can be taken multiple times for multiple factions.

Wrath of the Mighty +200/400/600/800/1000
Somehow you have made a mortal enemy. They will stop at nothing in order to kill you or to harm you in any way possible. The level this enemy takes will depend on what tier you choose. You may choose the tier multiple times and choose different levels. Keep in mind though if these people learn about each other it's very likely their hatred of you will cause them to team up. This will quickly make them exponentially more dangerous.

For 200cp you have something on the level of an inquisitor after you. For 400cp you have an equivalent to an Ork Warboss after you. For 600cp you have an Inquisitorial Lord or an equivalent after you. For 800cp you have made an enemy of a Primarch or similar being. For 1000 you have made an enemy of the Gods or a new enemy has appeared on this

level for the sole purpose of killing you. To ensure you have a chance you will have at least five years before any of them come after you. This is assuming you are only here for 10 years.

The time limit only restricts the main enemy from acting directly themselves. For example if you choose to face a Primarch or a Necron Lord then they would still send their legion or the forces of the tomb world after you. You just wouldn't have to worry about them taking their flagship and main fleet leading the charge to you at the time.

Scenarios

You may take any number of scenarios if you pass the requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios 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.

Major Scenario - Ascension (Requires Spark of Divinity)
By now you may have realized that much of the galaxy is at the mercy of bored gods. For every victory that is won, three new plots will soon appear. The goal of this scenario is to ascend and become a god or officially take your place as the god for your perspective race. How you go about this will likely depend on yourself and your race. An Eldar god would have to kill Slaanesh. An Ork god would have to krump Gork and Mork. The list goes on and on.

Rewards: Well for accomplishing this scenario you gain a number of rewards.

- First you get the Godly power as that was the main point of this in the first place. This includes the obvious enhancement to all of your abilities. The ability to claim the souls of your people once they die. You know, not letting chaos eat them.
- Second you are officially your race's God meaning if it's applicable in future jumps you will gain the innate respect of and have authority over your race. Meaning the Ork god would probably gain servants in any fantasy Jump. If you became the Human god then in any jump then you are essentially the spirit of humanity made manifest.
- In the case of Necrons then probably machinery. T'au would be aquatic animals.

Major Scenario - The War in Hell

For this scenario, you start out in the very beginning of the story. You will arrive during the War in Heaven, but things are going differently. Despite their technology and armies, with the combined might of the Krorks and the Eldar, and the surviving members of their race, the Old Ones are still losing. The Necrons are far stronger than they should be. Their armies are larger, the C'tan are more numerous, and things are going downhill.

Your objective here is to save the galaxy. While optional you will also be given the task of assisting the other races. The main requirement is that the Necrons must be stopped. Whether this is by defeating them completely or forcing them into hibernation, like how it went in the original timeline, is up to you. Do keep in mind the battles that occur in the modern period, such as the Horus Heresy, are nothing more than a child throwing a tantrum compared to the wars that occurred during this period.

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

- First, if you choose to assist the other races and prevent them from being destroyed then they will be thankful.
    - They will be willing to give you complete copies of all of their technology in the case of the Old Ones and the Eldar. The Eldar at their height were incomparable to the modern versions and the Old Ones were masters of unexplored fields. Some examples of their abilities would be the creation of the Eldar, the Krorks, and the original Webway.
    - In the case of the Krorks they will recognize you as a worthy warboss and should you be willing to accept them they will follow you.
- Second, for your victory over the Necrons you will take copies of the technology they have developed as well as any spoils of war that you've claimed.
- Lastly as you will likely have invested significantly into the galaxy while you were saving it you will be allowed to take it with you. This will be the fully developed universe of Warhammer 40K far greater than the smaller area currently shown

controlled by the Imperium of Man. It will include the various races such as the complete Eldar empire, and any of the various races that exist in this time. All inhabitants of the galaxy will become followers though you may make any of them companions if you wish.

Major Scenario - The Alternative Heresy

What if Horus wasn't the one who led the Heresy against the Emperor. What if the Loyalist and the Traitors switched places? Well in this scenario you are dropped into an alternative world where you get to pick the lineup for both sides. If you don't want to pick then the lineup will be random. You will start out three years before the Heresy of this world begins. The next step will be to pick your side. Do you want to join the Emperor or go against him to side with the Chaos Gods? You will stay until all of the Primarchs have either joined your side or perished.

Rewards: For completing this scenario your rewards will be great.

- Firstly, the forces of the side you have chosen will join you. This will include the loyalist/traitor primarchs and the rest of the forces belonging to the faction. For example the Imperium will include the Emperor, Malcador, the Custodians, the Sisters of Silence, and so on. Vice versa includes the Chaos Gods, their Daemon armies, the cultists and whatever else they mustered.
- Secondly, for helping decide a victor in this conflict you will be able to do so in future conflicts. You gain the ability to shift the luck of a war to the favor of the side you chose. This will not affect things in the short term, but long term this will have immense consequences on the side you're against.

Major Scenario - The Fixer Fic

Wait, you actually want to try this? Well, if you really think you can do it... Your goal for this Scenario is to make the universe of 40K a nice place to live. First there are the following rules:

1. You can not leave until you accomplish your goal regardless of how long it takes. Though you may give up on the Scenario if you lose hope or simply don't care anymore.
2. The entire galaxy including ALL major factions must be happy and at peace for the scenario's goal' If you destroy, conquer, or otherwise receive the allegiance of a faction, they will be removed from requirements or combined into one group. The main factions are listed below:

A. Imperium of Man
B. Eldar
C. Tau

D. Orks
E. Necrons
F. Dark Eldar
G. Chaos
H. Tyranids

3. The Warp must be calmed. Maybe stopping the galaxy's eternal war could convert the Chaos Gods into a more positive role.

There are a couple of ways you could go about this. First you could conquer the galaxy yourself, eliminating all threats to the galaxy and ensuring peace. This will require either a massive army or for you to be nigh unstoppable. This route will have two requirements. First the vast majority of your empire must be willingly to serve you and happy to be a part of your empire. Second, you must be at peace without any major wars for at least 1000 years once you have done this. You will have accomplished your goal once these two requirements are fulfilled. Also, just to clarify, your people must be genuinely happy, not simply too afraid to rebel against you.

Second is the much harder choice. To do so by offering the hand of friendship to the galaxy. You can attempt to convince the galaxy to stop fighting and usher in an era of peace between everyone. This path will require you to attempt to do things peacefully. While you will be allowed to defend yourself you must not take an offensive role in a conflict before another group does. Doing so will require great patience and likely take many years. Despite the focus on war this isn't necessarily an impossible goal. Some leaders such as a number of the lost primarchs, various xenos, and other groups have been willing to ally with others and work towards peace. If a group is proven to be beyond redemption no matter what you may work with your allies to destroy them. This will likely be the case with the Tyranids and Dark Eldar unless you possess the sheer charisma and ability to influence them.

Rewards: You will receive some rewards regardless of which path you choose while others will depend on which path you took.

- First as you have either united the galaxy under your leadership or managed to usher in an era of peace you will take the galaxy with you. Whether the galaxy functions as a utopia or a powerful army under your commands will still depend on the route taken.
- If you took the path of the conqueror then your bounty will be great. You will receive the perk Avatar of War. The effects of this perk are twofold.
    - First as the requirements to get this far will have proven you have become a war god made manifest. Any combat ability you possess will be boosted to new heights and your talents in all fields related to combat/war will be

immensely improved. As long as you strive for new heights you will always be able to improve yourself.
    - Second, as important as personal power is, many of your accomplishments will inevitably rely on the forces you command. Any member of your forces will be improved after they have pledged to serve you. Your soldiers will become stronger and faster. Your scientist will become smarter and more creative. Most importantly as you improve yourself further so will the people under you. This effect will become greater as you get stronger.
- If you took the path of friendship then your rewards will be great. You will receive the perk Avatar of Hope. There are two main effects of this perk.
    - First for having united one of the worst places in the multiverse and granting it peace. You will have developed nigh unmatched charisma. Any argument you make as long as it has grounds will become irrefutable. By bringing the leaders to the table you could negotiate peace between any warring faction. Take the lessons you have learned and spread the power of friendship throughout the multiverse.
    - Second, while a large focus is obviously placed on the overall factions themselves, you will inevitably have come across those who everyone believed to be irremediable. Normally they may be, but not for you. You are capable of redeeming anyone and giving hope to those who have lost everything. Given time you could convert a god of evil into a god of justice. This effect can work in the reverse as well if you wish. After all, in order to guide someone from having the blackest of hearts back into the light you also possess the knowledge to snuff out that light. Your choices are your own, but keep in mind the consequences of your actions should you ever go down that path.

Minor Scenario - Eternal Monument
Crafter scenario. Create a relic of demonstrating the peak of your abilities. Your creation can be anything, but it must be capable of earning the galaxy's acknowledgment. Maybe you will forge a battleship that causes even the greatest of armies to admit their inferiority to. Maybe like the Webway you will create a transportation network allowing previously unimaginable speed. If you so choose, you could create a painting so beautiful that even beings such as the Emperor of Mankind would be driven to tears from its beauty. The creation can be in any field, but by putting your heart and soul into an item it must be worthy of the title you give it.

Rewards: For completing this task you will receive a perk called Artisan of the Ages.
- Artisan of the Ages: By creating a masterpiece that received the acknowledgment of the galaxy you have proven your talent as a legendary craftsman. Similarly by

reaching the pinnacle you gain insights into other fields involving creation. These insights allow you to develop your talent in other fields and push beyond your previous capabilities. In addition by creating similar masterpieces in other fields and developing yourself your insights will grow. The more fields you master the more the insights will become interconnected. Eventually you may become an unsurpassed master in all aspects of creation should you dedicate yourself to it.

Major Scenario - Guiding Hand of Humanity

You will take the place of the Emperor of Mankind. Starting the moment his soul was created after the shamans sacrificed themselves. There are two main goals you must complete for this scenario. First you must become the ruler of humanity and unite them. Whether you avoid the Age of Strife or choose to build up the Imperium, humanity must be united under your leadership. Second, you must defeat the greatest foes of mankind. All four Chaos Gods must be stopped. You may use whatever method you want, but humanity must not become prey for the Daemons. You will stay until either you die or have accomplished your goals.

If you don't alter anything significantly such as leaving Terra permanently you will be guided on the route that the Emperor took allowing you to experience every opportunity that he did. You will also be required to face the same challenges he did such as subduing the Void Dragon. Events will still come to pass as long as it isn't impossible for the most part. For example you will get the opportunity to meet the other perpetuals and perhaps even truly earn their loyalty. You possess knowledge of what is to come, so give the galaxy the chance it deserves and avoid the Emperor's failures.

Rewards: The rewards for this scenario are simple yet plentiful.

- First you get to take the Imperium that you have built with you. This will include the territory, all of its inhabitants, its facilities, and so on.
- Second, any important or named characters such as Malcador, the Primarchs, and even relevant allies you have gained will be allowed to become companions for free.
- Third, as you have not only acquired the Emperor's powers, but brought them to new heights, you will truly be worthy of being called the Emperor of Mankind, the Omnissiah, and the others titles you have received.
- Lastly, as you successfully became a guiding hand of humanity you will be recognized as such in future jumps. Whenever a human or someone under the banner of humanity gazes upon you they will feel the respect and devotion that such a being is deserving of. Even without trying you may assume leadership over human dominions and receive their loyalty.

Major Scenario - Our Final Hope (Endjump Scenario)

You have learned a horrible truth that the world is nothing more than a plaything for bored gods. You have discovered their identity and titles. These beings call themselves Games Workshop. After discovering that you were a multiversal being who was meddling in their land, they sent you an order. The order was titled Cease and Desist. These power hungry gods don't want you to alter their story anymore. As a result you have chosen to undertake the nigh impossible task. You must challenge Games Workshop and defeat them.

There are two methods of challenging them. The first option is to challenge them in a contest of words. You will be placed in an area similar to a courtroom where you will make your case before an impartial judge. You must justify your interference and prove that your actions have improved the universe. Second is the way of Warhammer. You will challenge these beings in combat. They will send down an avatar created with the very essence of this universe. It will have access to every power shown in Warhammer. Can you best the avatar of Warhammer in combat?

Reward
You actually did it, you have defeated Games Workshop. Your prize is simple, but grand. You have received control over everything related to Warhammer. This will include the 40K, Fantasy, and Age of Sigmar settings. As a result you have been imbued with the essence of the settings. You are granted access to every ability in Warhammer. You are given the schematics of every piece of technology that has been developed. You have become the undisputed master of Warhammer. Wait what is this, it appears that you've obtained a small Crystal. After examining it you realize what it is. In your hands you hold the gratitude of the innumerable beings that have observed and come to love this universe. For having fulfilled their greatest desire they wish to thank you by helping you achieve your final goal. Suddenly the Crystal shatters and energy flows into you breaking a limit you didn't know you had. After a few moments you calm down and realize what occurred. The energy has given you your Spark. By fulfilling their dream you have accomplished your own.

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

First things first I would like to thank everyone that helped me make the jump. I would like to thank Nerx, Nuthenry2, Bluesnowmanak, Walrus S, Pantelimon, KamenRiderDanilos, and the Anons for the help they gave.

Most of the faction descriptions were from the official wiki description or the 1D4chan wiki. So thank them for coming up with it.

Spark of Divinity - An example of how your perks would be boosted would be the Master of Logistics perk. By default you would be at the level where Guilliman would acknowledge you as his equal, but with the boost you would be good enough where instead he would seek your teachings and advice in improving his abilities.

Some possible races for the Xenos option

- A.I. - If discovered the Imperium may try to destroy unless you're an STC (STC, Man of Iron, normal A.I. are all options they mainly differ in computing power)
- Enslaver - Very Dangerous Warp Predator
- Hrud - Time accelerating horrors (Perturabo will hate you)
- Squiggoth - Giant Ork Mount
- Megarachnid - Super death spider (easily 1v1 space marines)
- Parahuman - Human who has part of a alien shoved in their head
- Endbringer - Alien Super weapon
- Entity - Cystlike entity made of numerous shards

Combining Psyker Level and Blank Levels - There's a perk that allows you to have conflicting powers in jump and I gave blanks the ability to control their power I would say you can take them together. I would recommend you either take the conflicting powers perk or have a similar one though for both. The way it's designed should be fine, but just so that no one can complain about your build if you do it. Also if you wanted you could probably use your blank nature to hide your psyker presence from daemons in the warp.

Psyker Discipline Requirements - For the psyker discipline no other Warhammer jump had a requirement so I didn't put one. Plus I think lorewise your level simply determines what scale of things you can do. For example an alpha psyker could burn a city down through raw power, but that doesn't mean they're more skilled in pyromancy automatically than a beta level.

Regarding your Empire purchase you may either receive the normal territory or whatever your faction equivalent would be. It will come populated with whatever species you desire. The follower options are strictly the listed race as an equivalent purchase if you want the population more than the territory.

Taking ships in the fleet section vs other ship items - The ships in the fleet section are meant to build up and design a greater fleet while the item specific ships are either special or meant to be cheaper for their origins.

Eldar Seer Paths - https://warhammer40k.fandom.com/wiki/Seer#Variant_Seer_Paths

Psyker - https://warhammer40k.fandom.com/wiki/Psyker

Psyker Scale - https://wh40k.lexicanum.com/wiki/The_Assignment

Some recommended stories

- The Lupercalian Redemption - Fanfic
- An Extra Primarch - Sufficient Velocity
- Imperial Ascendant - Fanfic
- This Won't End Well (30K Isekai) - SpaceBattles
- The Roboutian Heresy - Fanfic
- The Multiverse Project: Warhammer 40,000 - Fanfic
- The Weaver Option - Fanfic
- The Death Korps of Justice - Fanfic
- The Long Night - Sufficient Velocity
- The Primarch of the Second Legion - Fanfic (Source of Dracothion)
- The Shape of the Nightmare to Come & The Age of Dusk - Lord Lucan (Very Grimdark)
- Inquisitor Carrow Chronicles

Changelog

- 1.00 made the jump
- Dakka was added in the bad moonz description
- Lots of faction were added
- General equipment was added
- Biotech was buffed/moved to 600cp and best offense was moved to 400cp
- Necrons got a racial upgrade
- Added power lock drawback
- Added a proper waaagh drawback
- Added copyright infringement drawback
- Added it's not what it looks like Drawback
- Added Drive Failure drawback
- Added transcendent C'tan shard and full power chaos god to races
- Changed Star God and Birth of the Fifth into racial upgrades and added perks to replace them
- Added Emperor, Eldar pantheon, Green god, Old Ones and some other races
- Added Tyranid subspecies and lowered price of general items
- Adjusted prices of some general perks

- Buffed and clarified unique materials item
- added racial items section
- Added Fleet section
- Added Fleet Import and Hybrid options
- Version 2.0
- Added Warhammer Memorabilia item (Free)
- Clarified Webway gates post jump